

Intersection®



Classic Play Rules V 1.0

For Tournament Play rules
visit www.theearthtoys.com

The Earth Toys of Cincinnati, Ohio
www.TheEarthToys.com
Intersection® Dice Game,
Copyright © 2023
Made in China
Instructions printed in the U.S.A.



WARNING:
CHOKING HAZARD
Not for children under 3 yrs.

Intersection®

Where strategy meets fun.



Players: 1 or more.

Game Dice: 5 identical **Scoring** dice and 1 **Signal** die.

The sides of the 5 **Scoring** dice:



Happy
Face



Star



Sad
Face



Two



Three



Four

The sides of the 1 **Signal** die:



Go



Go



Stop



Yield



Go



Go

**Experience the thrill of risk and reward each time you
press your luck and roll for more!**

Intersection[®]

Where strategy meets fun.



Starting the Game: Each player rolls all of the dice. The one with the most **Happy Faces** starts, and the game proceeds clockwise.

1. To start a turn, the player rolls all six dice together; this includes the five Scoring dice and the one Signal die.

2. When the Signal die is **Go**, the player checks to see if there are any Scoring dice that can be **Parked** (set aside for potential points).

Stars and **Happy Faces** are eligible to be Parked individually. If a player is showing numbered dice of three-of-a-kind or more, these Park as a set. If more of the same number are rolled in subsequent rolls, they may be added to the previously Parked set.

3. When a player is unable to park a scoring die after rolling, their turn ends and no points are received. (except if **Yield** is showing).

4. If the **Sad Face** is rolled, that die is completely removed from play for the rest of the turn.

5. Each time a player Parks a Scoring die or dice, they can choose to stop rolling, add up the points of their Parked dice, and end their turn. Alternatively, they may **risk** their Parked points by rolling the dice that are not Parked along with the Signal die to try to Park additional points.

6. If a player rolls **Yield**, all Scoring dice are now considered Parked and the points of all Scoring dice are added to the player's score. The player's turn then ends.

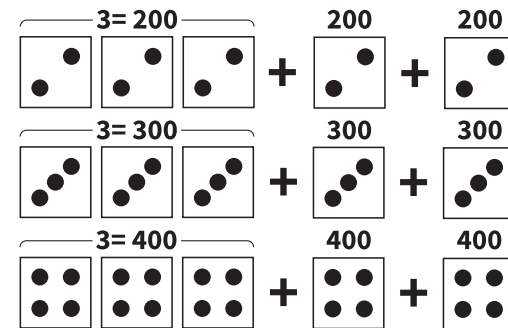
7. If a player rolls **Stop**, their turn is over, and no points are earned.

Winning the Game: Once two players record a score of 3,000 or more points, the player with the highest score is declared the winner.

Note: Before a player can choose to roll again, at least one Scoring die must be Parked, but the player is not required to Park all eligible Scoring dice. For example: The player may have a **Star** and a **Happy Face** in play, and only choose to Park the **Happy Face**, thereby leaving the **Star** to be rolled again.

Scoring Dice Point Values

= 50 each = 100 each



Parked Scoring Dice Point Totals

Dice	1=	2=	3=	4=	5=
	50	100	150	200	250
	100	200	300	400	500
			200	400	600
			300	600	900
			400	800	1200