

Intersection™

Where strategy meets fun.



Players: 1 or more.

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

The sides of the **Traffic** dice:



**Happy
Face**



Star



**Sad
Face**



Two



Three



Four

The sides of the **Signal** die:



Go



Go



Stop



Slow



Go



Go

The goal of the game of Intersection™ is to accumulate the highest total game score. To score points, players must **park** dice, fix 🙄 **sad faces**, and overcome the 🟡 **slow**, all while avoiding the 🛑 **stop**.

Starting the Game

To begin, each player rolls 5 **traffic** dice to determine who goes first. The player with the most 😊 **happy faces** takes their turn first and then play continues clockwise.

Starting a Turn

The goal of each turn is to fix all 😞 **sad faces** and then **park** at least one scoring die. A player starts their turn by rolling all 6 dice together (one **signal** die and 5 **traffic** dice) onto the playing field.

What is Showing on “The Signal” Die?

The Signal Die



Think of the **signal** die as a traffic signal. The **signal** die has no point values and no scoring sides. After the turn has started, the **signal** die is set off the field and is not rolled again unless it is being rolled together with one **traffic** die as follows.

A Go

When a 🟢 **go** shows on the **signal** die, it is not rolled again unless a 🟢 **go** is being rolled together with one 😞 **sad face** if, and only if, there is no 😊 **happy face** (See: “The Sad Face”) or when a 🟢 **go** is being rolled with a final **traffic** die, after declaring **double or nothing**. (See: “Rolling for Double or Nothing”)

The Slow

When the 🟡 **slow** shows on the **signal** die, the 🟡 **slow** is not rolled again until it is rolled together with one 🌟 **star** in an attempt to overcome the 🟡 **slow** by changing the 🟡 **slow** to a 🟢 **go**. (See: “The Star”)

The Stop

When a 🛑 **stop** shows on the **signal** die, the player’s turn is over and zero points are received for the turn.

The Traffic Dice



The **Traffic** dice may reveal potential point values, problems, or the power to fix problems. To successfully end a turn and receive points, all  **sad faces** showing on **traffic** dice need to be fixed AND one or more **traffic** dice with a point value must be **parked** off the field.

The Sad Face

When any  **sad faces** are showing, **parking** cannot occur.

Each  **sad face** must be fixed. A  **happy face** can be rolled with a

 **sad face** in an attempt to fix the  **sad face**. The player may roll any  **happy face** with any  **sad face** continuously until all

 **sad faces** have been fixed. (See: “The Happy Face”)

If, and only if, there is no  **happy face** on the field or **parked**, a  **go** may be rolled with a  **sad face** instead.

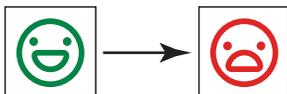


In a **double or nothing roll**, a  **sad face** ends the turn immediately and no points are received. (See: “Rolling for Double or Nothing”)

The Happy Face

When a player is able to **park** dice, a  **happy face** is a 100-point scoring die and one or more can be **parked** at a time.

A player may roll a  **happy face** with a  **sad face** in an attempt to fix a  **sad face**. A player can either **unpark** a  **happy face** or use a  **happy face** that is on the field to roll with a  **sad face**. When a  **happy face** is **unparked** to roll with a  **sad face**, the result then plays as usual on the field.



The Star

When a player is able to **park** dice, a  **star** is a 50-point scoring die and one or more can be **parked** at a time.

A player may roll a  **star** with the  **slow** in an attempt to change the  **slow**. A player can either **unpark** a  **star** or use a  **star** that is on the field to roll with the  **slow**. When a  **star** is **unparked** to roll with the  **slow**, the result then plays as usual on the field.

Note: When a  **sad face** is showing but there is no  **happy face** or  **go** to roll together with a  **sad face**, rolling a star with the  **slow** may be the only option that remains.

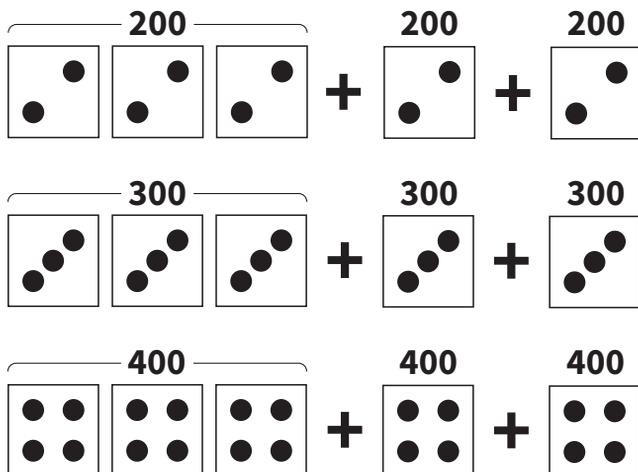


Numbered Dice

When a player is able to **park** dice, **numbered** dice in a group of three or more of a kind may be parked together at time, as a scoring dice combination. Additional matching **numbered** dice are also considered scoring dice and are allowed to be **parked** at subsequent **parking** opportunities.

Note: A minimum of 3 matching **numbered** dice is necessary to begin parking numbered dice.

Numbered Dice Point Values



Parking Dice

Parking occurs when the field has no ☹️ **sad faces** showing. Scoring dice are chosen and then **parked** by being placed together off the field separate from the **signal** die. **Parked** dice represent the player's potential points for the turn.

Each time a player succeeds in **parking** one or more scoring dice, the player may either end their turn and receive the total point value of their **parked** dice OR they may **play on** by rolling all of the **traffic** dice that are not **parked** in an attempt to successfully **park** additional **points**.

When a player can't fix all ☹️ **sad faces** OR is unable to **park**, their turn in the game is over and zero points are received. When a player decides to **play on**, they cannot choose to end their turn or take any **parked** dice points until they have successfully **fixed** any ☹️ **sad faces** AND are able to **park** at least one scoring die again.

“End a Turn” OR “Play On”

When **parking** is successfully completed and a 🟢 **go** is showing on the **signal** die, the player may either end their turn and receive the total point value of their **parked** dice OR the player may opt to **play on**.

To **play on**, the player starts by rolling all the remaining **traffic** dice that are on the field. By choosing to **play on**, the player is taking a chance of not being able to fix ☹️ **sad faces** that turn up or not being able to park at least one scoring die again. If the player is unable to park again after choosing to **play on**, they receive zero points for the dice that are currently **parked** and their turn is over.

Any time **parking** is successfully completed with the 🟡 **slow** showing on the **signal** die and there is at least one **traffic** die left on the field, the player **MUST** **play on**. Note: The 🟡 **slow** must be changed to a 🟢 **go** (using a 🟦 **star**) before a player can end a turn and receive points for any **parked** dice. (See: “The Star”)

I don't have anything that I can “park”, now what?

When a player has completed all available options, and is unable to fix all sad faces or is unable to **park** at least one scoring die that is on the field, their turn is over and they receive zero points; this includes receiving zero points for any dice that may have been previously parked during the turn.

When parking, do I have to “park” every die that has a point value?

Not all scoring die or dice combinations are required to be parked if the player intends to **play on**, but at least one scoring die or dice combination must be **parked**.

Rolling for Double or Nothing

When a player has successfully **parked** four dice and is eligible to end their turn and collect the **parked** dice points, the player can choose to risk their entire potential **parked** dice point value by rolling for **double or nothing**.

Before rolling for **double or nothing**, the player must declare to the other players that they intend to roll for **double or nothing**. Once the player has declared that they are rolling for **double or nothing**, the player rolls the last remaining **traffic** die that is on the field with the **signal** die that is showing a  **go**. If this final roll results in the player being able to park the last **traffic** die and  **go** is again showing on the **signal** die, the **parked** 5 dice point total is doubled, recorded, and the turn is over. If this final roll results in  **go** not being shown or the final die can't be **parked**, zero points are received for the turn, and the turn is over.

Note: A player may not declare **double or nothing** at a time when a  **sad face** is being rolled together with .

Coming in

Players must record a score of at least **300** points to initially **come in** to the game. After the player has **come in** to the game, the player may record scores of any amount at the end of subsequent turns.

Winning

Once a player reaches a score of **5000** or more points, all remaining players are allowed one more turn to end the game, and the player with the highest final score over **5000** wins. In the event of a tie, each tied player rolls all 5 **traffic** dice to determine who wins. The player with the most 😊 **happy faces** breaks the tie regardless of what the other dice are showing.

The Vander Rule

Dropping, fumbling, or throwing dice out of the playing area at any time during a player's turn ends the player's turn instantly and no points are received for the turn.

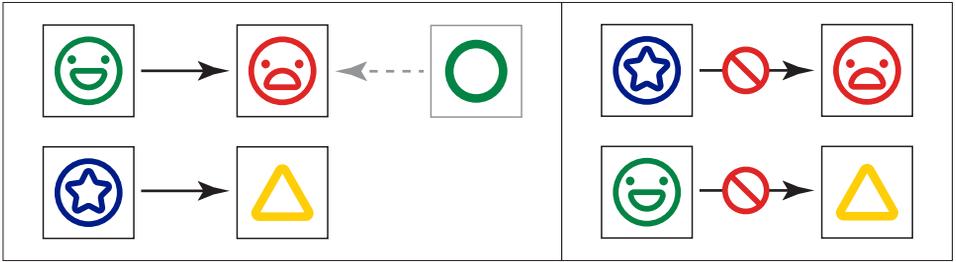
No Dice Rule

If a player is unable to receive any points for any of their turns in the game, including their final turn, and has not ended a turn because of the **Vander rule**, the player automatically ties with the highest final score of the game and the tie must be broken. (See: "Winning")

Solo Play

In solo play, the goal is to reach **5000** points in as few turns as possible.

Quick Reference



Scoring Dice Point Values

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

The Earth Toys of Cincinnati, Ohio
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Intersection Dice Game

 **WARNING:**
CHOKING HAZARD- Not for children under 3 yrs.