

## Greed: The Ultimate Challenge







**Objective:** Be the player at the end with the highest score.

**Setup:** Roll one die per player to determine who goes first. Highest die number starts, with play proceeding clockwise.

### Gameplay:

1. **On your turn**, start by rolling all five dice and collect point dice. You must continue to roll until you get at least 450 points. We call this getting on the board! Once a player reaches or surpasses 450 points in a given turn, they may bank their points and pass the dice to the next player. They now have achieved getting on the board. They can now stop and bank any amount of points collected in a turn. If the player elects to continue to roll the remaining dice and does not get at least one point die, they lose all the points collected and must once again get on the board. I must say this, Sometimes it is worth the risk because you want to get to 5,000 first! It is in your advantage to be this player, and you winning the game.

2. **Scoring:** Points are earned as follows:

-  = 100 points each
-  = 50 points each
- Three-of-a-kind: can only be made when you have three or more dice that you are rolling. There is no building up to a three of a kind. Three of a kind rolls are worth 100 times the value of the dice face (e.g.,  = 200 points)
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- The exception is when a player rolls . This is worth 1,000 points. If a player rolls 4 or 5 ones in one roll they get the thousand for the three of a kind and the other ones are worth 100.
-  Or  **Straights** can only be rolled when a player starts his turn, or accumulates all five dice equaling points. Straights are worth 1,200 points. At this point the player must decide to pick up all five dice and continue to roll and try to collect more points, or bank the points they have collected in that turn.

3. **The Risk:** If you choose to continue rolling any remaining dice in your turn, you risk losing all points accumulated in that turn. If you roll the remaining dice after you take any combination or single point die, you lose all points you built up that turn. You then pass the dice to the next player.
4. **Banking Points:** After each roll in a turn, you can choose to stop and bank your points or continue rolling. The exception is at the start of the game. We call this getting on the board.
5. **Rolling All Point Dice:** If you roll all five dice as point dice in your turn, you can pick them up and continue rolling to accumulate more points.

### Winning:

- The game ends when a player reaches 5,000 points. When this occurs each player has one turn to tie or surpass the leading player's score.
- If a player can not tie or surpass the high point player the player is out and passes the dice to the next player.
- If the next player ties or surpasses the leader, you now have a new high point player, and everyone still in the game gets an opportunity to tie or surpass the new leader. This includes the first high point player.
- When no one can tie or surpass the high point leader the game ends.

Remember with risk comes rewards! Enjoy the ultimate challenge of Greed!