



## HOW TO DEMO:

Roll For It! by Calliope Games  
Game Design by Chris Leder

### Table Demo Setup:

- 1) Set out the 12 dice (2 color sets of 6).
- 2) Set out the cards in a face-down stack and place one "2 point" card, one "5 point" card, one "10 point" card face-up in a line in the center of the table.
- 3) Choose one set of 6 dice as the active player.

### Roll For It! Table Demo Script:

Roll For It! is a fun, fast dice game that you can play everywhere, typically in less than 20 minutes! The rules are really simple... Roll 'em, match 'em, score 'em! The first player to 40 points wins!

- 1) Roll For It! is a turn based game. On your turn, roll all six of your dice to start the game. You can roll right into the box lid – it's the perfect thing for playing on the go! [Action: Roll all six dice of one color into the Roll For It! box top.]
- 2) Next, match your results to the dice images on the face-up cards. [Action: Match the die roll to available target cards.]
- 3A) Keep matching your dice to cards any way you want until you're ready to stop or you have no more legal plays.

### ALTERNATIVELY

3B) If you match all of the dice images on a card with your dice, take the card with the used dice. [Action: If a card is matched, set the used dice on the card; pull the card with the used dice in front of you.] You score the points at the bottom of the card! Immediately replace the scored card in the lineup with a new one. [Action: Replace the scored card.] Keep matching your unused dice to cards any way you want until you're ready to stop or you have no more legal plays. Play passes to the next player. Any time someone scores a card, all the dice on the card go back to their respective owners.

4) You may leave matched dice on incomplete cards to build upon on your next turn... [Action: Place any unused dice from the first roll aside, then roll the second set of 6.] Unless someone else scores the card before it gets back to you. [Action: Match the die roll to available target cards.] You can't complete a card using other people's dice though! Play passes to the next player. [Action: Roll unused dice from the first set; repeat 3A or move to 3B if the die roll allows. Continue between the die sets until a card is scored.]

5) Keep taking turns until someone scores 40 or more points and wins!

6) As you can see, anyone can learn to play Roll For It! in under three minutes. You can play anywhere; you can carry it in your purse (or back pocket) and the box doubles as a dice tray. It's a ton of fun for only \$15. Plus, you can combine both the red and purple sets for up to eight players! Roll For It! is also available in a Deluxe version for \$38. Which do you prefer? I can ring you up over here.

For more information on Roll For It!, including pictures and product information, please visit our Retailer resource section at [www.calliopegames.com](http://www.calliopegames.com).