

## DEFINITIONS

**Points** – Values given for each die or combination of dice rolled on a single roll.

**Greed-out** – The failure to roll a single die or combination with scoring value on a single roll. Each time a Greed-out is rolled all points accumulated by the player in that turn are forfeited and the dice are passed to the next player.

**Turn** – Each player's attempt to roll scorable points.

**Accrue** – To accumulate points during a turn before points are actually scored and recorded.

**Score** – Points earned and recorded at the end of a turn.

## OBJECT

To obtain the highest score over 5,000 points. Alternatively for a shorter game the target could be the highest score over 3,000 points.

## STARTING PLAY

Any number can play.

Players decide to play to 3000 or 5000 points.

First player is determined by the highest roll of the dice. (One roll of all six dice.)

Play proceeds clockwise.

## TURN

In his/her turn each player rolls all 6 dice. A score is counted if any scoring combination is rolled or a single "D" or "G" (see dice values).

After each roll, a player selects which scoring combination or single die ("D" or "G") is to be set aside for accruing. The player may then roll the remaining dice until either:

# GREED

THE ALL OR NOTHING DICE GAME

## DICE VALUES

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1. Player fails to roll a single die, or combination of dice, with point value (in which case the player loses all points accrued during that turn).
2. Player chooses to stop (Stick) and score the points earned during that turn.

The player is not obliged to remove all dice with point value; however, at least one scoring die must be removed in each roll.

Each player has the option of ending a turn after each roll, unless all 6 dice have point value and are removed. If the player scores with all six dice (including dice set aside accrued), the player *must* roll all 6 dice again for additional points or possible forfeiture. He/she may then continue as in a normal turn but risk the forfeiture of all points accrued during the turn.

At the end of a player's turn all scoring dice (whether set aside or not) must be counted towards the recorded score.

## SCORING

In order to "get on the board" and begin recording scored points, a player must accrue at least 500 points and "stick" in a single turn. After scoring this initial minimum, the player may, in subsequent turns, score with no minimum or maximum limits.

## WINNING

The first player who elects to pass the dice having scored sufficient points so that his/her score has reached or exceeded the 3,000 or 5,000 point game score, shall be out of play and may not roll again. Each remaining player then has one turn to achieve the highest score. The player with the highest score at the end of the final round wins.

## STRATEGY

As a player approaches 3,000 or 5,000 points, it may be advantageous to pass the dice to the next player just before reaching the target. This may increase the player's chance of winning by increasing the probability of rolling a high scoring combination, since all 6 dice will be in play on the player's next turn.



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Not suitable for children under 36 months.  
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The Great American Greed Co  
Waddingtons Games Ltd, Castle Gate,  
Oulton, LEEDS LS26 8HG

If you enjoy playing \$ GREED, a "hip-funk" version, complete with printed felt play area, is available at all major stationery and toy stores.

# DICE VALUES

(ON A SINGLE ROLL)

	\$	<b>GREED</b> =	<b>1000</b>	PTS.	
3	x	\$ (SILVER)	=	600	PTS.
3	x	G (GOLD)	=	500	PTS.
3	x	R (RED)	=	400	PTS.
3	x	E (BLACK)	=	300	PTS.
3	x	E (GREEN)	=	300	PTS.
4	x	D (BLUE)	=	1000	PTS.

**SIX OF A KIND = 5000 PTS.**

1 x D (BLUE) = 100 PTS.

1 x G (GOLD) = 50 PTS.

In order to score 1000 points for "\$GREED", you must roll one black "E" and one green "E". To score 3 of a kind, or 6 of a kind, the "E's" must be the same colour.

