

CHOKING HAZARD-Small parts. Not for children under 3 vears.

# Get rolling for some undersea action with SpongeBob and his Bikini Bottom buddies!

## CONTENTS

Scoreboard • 5 Dice • Dice Cup • 20 Scoring Tokens • Label Sheet

# OBJECT

Roll the dice to match the most characters and score the most points!

# THE FIRST TIME YOU PLAY

- Punch the scoring tokens out of the cardboard sheet.
- Label the dice with one character on each side of each die. One die will feature Plankton instead of Gary.

# **GET READY!**

- Each player takes 5 scoring tokens of the SAME COLOR. There will be unused scoring tokens left over in 2- and 3-player games.
- Place the 5 labeled dice in the cup.
- Place the scoreboard so all players can reach.

# LET'S PLAY!

The youngest player goes first. Play continues clockwise.

#### NUMBER OF TURNS

The number of players determines how many turns each player takes in a game.

- In a 2-player game, each player has 5 turns.
- In a 3-player game, each player has 4 turns.
- In a 4-player game, each player has 3 turns.

## ON FACH TURN

- 1. Roll the dice (up to 3 times).
- 2. Count the matching dice.
- 3. Mark your score on the scoreboard.

## ROLLING THE DICE

- 1. Roll all five dice and set aside any you want to keep. Score matching dice now or continue to roll, hoping for a higher score. You can also change the character you are trying to match at any time.
- 2. If you roll a second or third time, you may pick up any or all of the dice and roll them again.

## **IMPORTANT**

On your turn, you can choose to roll only once or twice and score, but you MUST score after your third roll. You score ONLY ONE character per turn – a DIFFERENT character each turn.

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## FIRST ROLL:











You rolled 2 Patricks, 1 Mr. Krabs, 1 Squidward, and 1 Sandy. First, you set aside the 2 Patricks. Then you re-roll the remaining 3 dice hoping for more Patricks.

#### SECOND ROLL:











This time you rolled 3 Squidward dice. You decide to keep the 3 Squidwards and re-roll the 9 Patricks.

#### FINAL ROLL:











On your third roll you matched 1 more Squidward for a total of 4 Squidward dice in 3 rolls! Score the 4 Squidwards on the scoreboard. Your turn is over.

#### SPECIAL GARY ROLLS:

If you roll a Gary, he's "wild!" He counts as ANY character. For example, if you rolled 3 Sandys, 1 Gary and 1 Mr. Krabs, you could count Gary as another Sandy, another Mr. Krabs or 1 of ANY character you haven't scored yet!

#### **ROLLING PLANKTON:**

If you roll Plankton, he's bad luck! Remove that die from your roll and don't count that die on your rolls. The Plankton die remains out of play until the next player's turn.

# HOW TO SCORE

When you finish your third roll or decide to stop rolling, you MUST add up your score for that turn. Always try to score the character with the most matches and place its token on the scoreboard in the proper row and column. Once you put a token on the scoreboard, it cannot be moved.

#### ONF TOKEN PFR SQUARE

You can only score tokens in open score spaces. If a space is taken, place your token on the next open space to the left.

#### SCORF 7FRO

If all the characters you roll are ones that you've already scored, you must score zero for that turn. Put one of your remaining tokens on its matching space in this column. More than one token can share the same space.



## YAHT7FF!

# DID YOU WIN?

You rolled 5 of the same character!

Add the column numbers above each of your tokens. The player with the highest total wins!

# **BREAKING A TIE**

Each tied player rolls all five dice. The player who rolls the most SpongeBobs wins!

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