There are five identical dice in the game. Each die has four heroes and two villains:

**Get a piece of paper and pencil to keep score.**

**AGES 8 AND UP**

**2 TO 4 PLAYERS**

**OBJECT**

Score points by rolling the special dice combinations shown on the back page. The first player to score 250 points is the winner.

**SCORING COMBOS**

**GO HERO**

- **50 pts**
  - 5 of Any Heroes
    (Five of the same hero)
  - House of Heroes
    (Three of any hero + two of another hero)

- **25 pts**
  - 4 of Any Hero
    (Four of the same hero)

- **15 pts**
  - Team of Heroes
    (One of each of the four heroes)

- **10 pts**
  - 5 of Any Villain
    (Five of the same villain)

**GO VILLAIN**

- **100 pts**
  - 4 of Any Villain
    (Four of the same villain)

- **75 pts**
  - 5 Villain Mix
    (Any five villains)

- **50 pts**
  - 4 Villain Mix
    (Any four villains)

- **25 pts**
  - 3 of Any Villain
    (Three of the same villain)

**CONTENTS:**

- 1 Dice Cup, 5 Dice
- Instructions

**INSTRUCTIONS**

Included cup is a toy and not intended for drinking.

Instructions:

© 2014 Wonder Forge Inc.
All rights reserved.

WARNING: CHOKING HAZARD - Small parts. Not for children under 3 years.

**SET UP**

1. There are five identical dice in the game. Each die has four heroes and two villains:

**HEROES**

- Luke Skywalker
- R2-D2
- Han Solo
- Chewbacca

**VILLAINS**

- Darth Vader
- Stormtrooper

2. Get a piece of paper and pencil to keep score.
Try to make one of the Go Hero scoring combos on the back page by following these rules:

• You may re-roll up to three dice at a time to go for a better Go Hero scoring combo.

• You may re-roll as many times as you want, and you may change which dice you are re-rolling each time you roll.

• After any roll, you may stop and take the points for a Go Hero scoring combo if you have one. This ends your turn.

• If the dice you re-roll ever come up ALL VILLAINS, your turn is over and you get NO points for that turn!

See the SCORING COMBOS section on the back page for how to score your roll.

Now it’s the next player’s turn.

Try to make one of the Go Villain scoring combos on the back page by following these rules:

• You may try one re-roll of up to three dice to go for a better Go Villain scoring combo.

• If you re-roll, keep your re-roll secret by lifting the edge of the cup and PEEKING inside to see what you rolled.

• Declare what Go Villain scoring combo you rolled. You may bluff and not tell the truth!

• Going around the table, each player gets a chance to challenge you. If a player challenges, then show your dice. If you are caught bluffing, the player who challenged you gets the points for the scoring combo you declared and you don’t get any points. If you were telling the truth, you get DOUBLE the points for the scoring combo you declared.

• If no player challenges you, take the points for the scoring combo you declared. (You don’t have to show your dice!)

Now it’s the next player’s turn.