# intense 10

**Requires 2x D6 Dice to Play.**

| | | |
|---|---|---|
| 🕐 **10** minutes | **age** 👥 **12+** | 👥 **1+** players |

Visit us at Q4ia.com to purchase the Dry Erase version of this game.

## Your objective is to fill in the grid with dice rolls to create sums of 10.

## Setup

All players independently roll one die, and write the # in the "Bonus #" spot on their score card.

### Advanced setup (optional, but recommended):

#### Highlighted Squares

All players independently roll both dice, re-rolling dice higher than 4. Highlight the borders of any 2 squares in the columns that match each dice #. The leftmost column being "1" and the rightmost being "4".
If the sum of these two squares total 10 at the end of the game, you will receive 5 bonus points.

#### Small Boxes

Players now write 1, 2, 3 and 4 in the upper left corner box of certain squares. Here's how: One player rolls 1 dice and all players must write a "1" in any small box of that column, repeating the process for #'s 2, 3 and 4. If a 5 or 6 is rolled, players can place the # in any spot of their choosing. At the end of the game, players score 2 points each time the # 's match (see Scoring).

## Roll

Roll the two D6 dice (any player). All players use the same dice rolls.

## Write

Players each write the same #'s from the two rolled dice onto their score sheet. The #'s are first recorded on the "Dice Roll Tracker" area of each player's scoresheet, and are crossed off as they are then placed into separate and unoccupied squares in the Play Area or Reserve.

**Play Area:** When playing to the Play Area, the goal is to create sums of 10, by placing 2-4 #'s in a row that add up to 10. After writing a # in the Play Area, look to see if it creates a sum of 10 in any direction (not diagonal). You can re-use this # to create sums of 10 in all 4 directions. Score 1 point for each square used in creating a sum of 10.
**example: 4+3+2+1=10 and scores 4 points. 5+5=10 and scores 2 points.**

**Bonus #:** You get 1 additional point every time your bonus # is used when scoring no matter if it was previously written, or written this round.

**Reserve:** You can play to the Reserve to score additional points at the end of the game, or because you simply do not want to place the # in the Play Area. When writing a # in the Reserve, keep in mind that if working towards a sequence, the #'s have to be in ascending or descending order to score. If playing with younger kids, (or for an easier game) you can play that a sequence will score no matter the order.

## Repeat

Once both dice #'s have been written and potentially scored, roll both dice again. Play continues until a total of 10 rounds have been completed. All squares in the Play Grid and Reserve should be filled in by all players.

## End of Game

Add to your existing score any bonuses you may have earned from your reserve, highlighted squares, and small boxes. The player with the highest score wins!

**See page 2 for full scoring details and examples!**

**Name:** *Eddie*  **Final Score:** _____

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**Bonus #**
`4`

**Play Area**



**Score**

| | | | | |
|---|---|---|---|---|
| 1 | 2 | 3 | 4 | (5) |
| 6 | 7 | 8 | 9 | 10 |
| 11 | 12 | 13 | 14 | 15 |
| 16 | 17 | 18 | 19 | 20 |
| 21 | 22 | 23 | 24 | 25 |
| 26 | 27 | 28 | 29 | 30 |
| 31 | 32 | 33 | 34 | 35 |
| 36 | 37 | 38 | 39 | 40 |
| 41 | 42 | 43 | 44 | 45 |
| 46 | 47 | 48 | 49 | 50 |
| 51 | 52 | 53 | 54 | 55 |
| 56 | 57 | 58 | 59 | 60 |
| 61 | 62 | 63 | 64 | 65 |

**Reserve**

**Dice Roll Tracker**

**Play Area:** (score as you play) 1 point for each square used to make a sum of 10, and 1 point each time your bonus # is used. *See manual for full instructions and end of game scoring.*

## Scoring Example

Each time you make a sum of 10 in the Play Area, mark your score by circling the # on the "Score" table. Players score 1 point for each square used in creating a sum of 10, and 1 point each time their bonus # is used in a sum of 10.

In the example to the left, Eddie has rolled a 4 as their bonus #, and marked it on their sheet. The first dice roll was a 4 and a 1, as recorded in the first column of the Dice Roll Tracker. The second dice roll was a 3 and a 2. Marking the rolls and crossing them off helps ensure you don't forget to put a # in the play area or reserve.

Eddie has made a sum of 10 (in the far left column) with the #'s 4, 1, 2, and 3 for 4 points (for using 4 #'s/squares to create the sum of 10). They have also earned a bonus point for using their bonus # 4 for a total of 5 points. They have circled the number 5 on their "Score" table.

### End of Game Scoring

**Reserve:** (runs must be in ascending or descending order*)
4 of a kind, or a run of 4 = **10 points**
3 of a kind, or a run of 3 = **5 points**

**Highlighted Squares:** If the sum of both squares equals ten = **5 points**

**Small Boxes:** If the number in the square matches the number in the small box = **2 points (each)**

*For an easier game, runs in Reserve can be in any order.

## End of Game Scoring Example

In the example on the right, Bev has rolled a **6** as their bonus # and marked it on their sheet.

They have marked the same first two dice rolls as Eddie, but have placed the #'s differently in their "Play Area". After ten rounds of dice rolls and scoring their sums of 10 (and bonus #'s) accordingly, their score sheet looks as you see on the right. Their score after the 10 rolls is **30**.
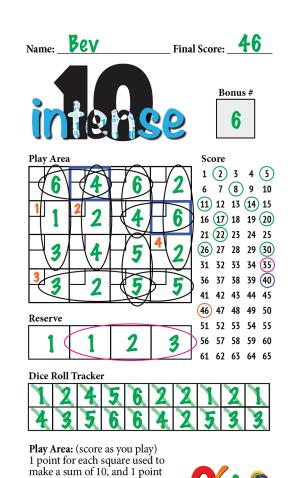
**Bonus scoring now occurs.**

**Reserve:** They have achieved a run of 3 in their Reserve, earning them **5 bonus points**.

**Highlighted Squares:** They are playing the advanced setup, and after having rolled a 2 and a 4 (during set-up), **highlighted** a square in each of those columns. These squares total a sum of 10 (6+4), giving them **5 bonus points**.

**Small Boxes:** Because they are playing the advanced setup, they have also added the #'s **1, 2, 3, and 4** to the small boxes in the upper left of a square of their choosing, in the columns that were rolled during the advanced setup. They managed to play a 1, 2, and 3 to the same squares making 3 matches, but were not able to place a 4. They score 2 points for each match, for a total of **6 bonus points**.

**Bev's final score is 46. Can you beat their score?**

**Name:** *Bev*  **Final Score:** *46*

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**Bonus #**
`6`

**Play Area**



**Score**

| | | | | |
|---|---|---|---|---|
| 1 | (2) | 3 | 4 | (5) |
| 6 | 7 | (8) | 9 | 10 |
| (11) | 12 | 13 | (14) | 15 |
| 16 | (17) | 18 | 19 | (20) |
| 21 | (22) | 23 | 24 | 25 |
| (26) | 27 | 28 | 29 | (30) |
| 31 | 32 | 33 | 34 | (35) |
| 36 | 37 | 38 | 39 | (40) |
| 41 | 42 | 43 | 44 | 45 |
| (46) | 47 | 48 | 49 | 50 |
| 51 | 52 | 53 | 54 | 55 |
| 56 | 57 | 58 | 59 | 60 |
| 61 | 62 | 63 | 64 | 65 |

**Reserve**

| 1 | 1 | 2 | 3 |
|---|---|---|---|

**Dice Roll Tracker**

| 1 | 2 | 4 | 5 | 6 | 2 | 2 | 1 | 2 | 1 |
|---|---|---|---|---|---|---|---|---|---|
| 4 | 3 | 3 | 5 | 6 | 4 | 2 | 5 | 3 | 3 |

**Play Area:** (score as you play) 1 point for each square used to make a sum of 10, and 1 point each time your bonus # is used. *See manual for full instructions and end of game scoring.*