

JELLY BEAN DICE GAME

© 2007 by Wendy L. Harris, Garrett J. Donner, and Michael S. Steer

NUMBER OF PLAYERS: 2 to 4, ages 5 and up.

EQUIPMENT: One deck of 20 cards (4 each of 5 varieties of Jelly Beans, 4 Jelly Bean dice.

OBJECT: To collect 1 each of the 5 Jelly Bean cards by rolling the matching Jelly Bean on the dice, or by rolling a mouth and a Jelly Bean you still need, and "eating" another player's matching Jelly Bean.

SET-UP: Sort the Jelly Bean cards according to type in 5 piles in the center of the play area, one kind in each pile. Give all 4 dice to the youngest player.

PLAY: The youngest player goes first, and turns pass to the left. In your turn, you roll all 4 dice. If you roll no mouths, you may take one matching Jelly Bean card from the center for each different jelly bean you roll with the dice. You may never have more than one of each of the 5 different cards. Example: From a previous roll, you already have the red Jelly Bean card. You roll the dice and get 1 red, 1 blue, and 2 yellow. You take one each of the blue and yellow Jelly Bean cards, and place them face up in front of you, next to the red Jelly Bean card you already have. This ends your turn.

If you roll one or more mouths, you may not take any Jelly Bean cards from the center. However, you may pair each mouth rolled with a Jelly Bean you rolled, and take a matching Jelly Bean card from another player for each of these pairs. This is called eating their Jelly Beans. If you already have the Jelly Bean card, you cannot take another same card from any player. Example: You already have a red Jelly Bean card. You roll two mouths, 1 red and 1 blue. You need not pair a mouth with the red because you already have red. But you may pair a mouth with the blue and if other players have a blue, you can take a blue from one of them, and place it face up next to your red Jelly Bean card. You have just eaten another player's Jelly Bean. This ends your turn.

Note that sometimes you will not be able to make a play from your dice roll, and will simply have to end your turn.

All players take turns playing as described above until one player collects 1 of each of the 5 cards.

THE WINNER: The first player to collect all 5 Jelly Bean cards is the winner.

2) Roll mouth + 1 Jelly Bean you need; Needer takes
1) Mouth + 1 Jelly Bean