

High Score

Challenge accepted!



For 2 to 5 players
aged 8 and over

Game concept

An ingenious dice game presenting ever-new challenges.

Turn over a new challenge card in each round to learn which rules apply and how to score the dice this time: how often are you allowed to roll the dice? Do only the even numbers count? What effect does the vortex have in this round? One player starts, then the others attempt to outdo the result. Be careful though: risk too much and you may come away from this clever game empty-handed.

KOSMOS

Playing materials

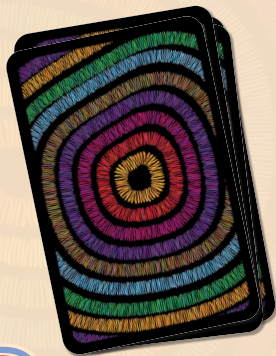
- 1 playing board
- 5 playing pieces
- 5 30+ markers
- 7 dice
- 21 challenge cards
- 21 point chips (7x each in gold, silver, bronze)

Before your first game, carefully punch out all of the playing materials.

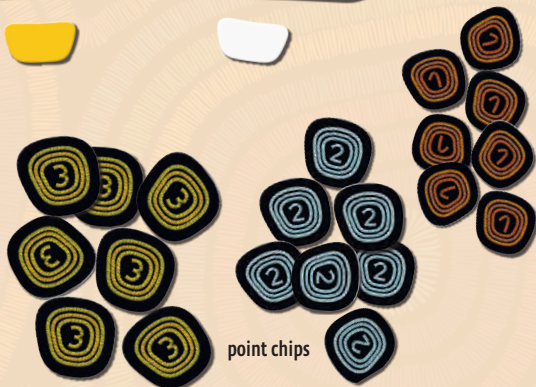
30+ markers

playing pieces

playing board



challenge cards



point chips

Game preparation

Lay the **playing board** out ready.

Each player chooses a color:

- Put your **playing piece** at the center of the playing board.
- Place your **30+ marker** in front of you with the blank side facing up.
- Also lay the **point chips** (in gold, silver, and bronze) and the **dice** ready.
- Shuffle the **challenge cards** and place seven of them face down next to the playing board in a pile. Return the remaining cards to the box, also turned face down.

How to play

The game comprises seven rounds, hence there are seven challenge cards.

A new challenge card is turned over in each round. Take it in turns to roll the dice and attempt to achieve the highest possible dice result according to the challenge card for this round. Each use your playing piece to indicate your dice result on the playing board.

At the end of each round, the three most successful players receive a point chip in gold, silver, or bronze.



Playing a round

Turn over a challenge card: Turn over the top card in the challenge card pile and make sure that each of you understands what the new challenge is — see the “Challenge Cards” section for details.

Decide who will start, then proceed in a clockwise direction.

- **Roll the dice:** The player whose turn it is rolls all seven dice. Observe the instructions on the challenge card to determine your final dice result .
- **Move your playing piece:** If you manage to achieve a positive dice result, move your playing piece forward on the playing board accordingly. (You do not move your playing piece if the outcome is negative or zero.) Only one playing piece can be placed on each space on the playing board. If you land on an occupied space, you must place your playing piece on the next available space before this. If your dice result ever exceeds the 30 spaces on the playing board (e.g., you achieve a dice result of 37), indicate the dice result by turning over your 30+ marker in front of you to the side featuring the number “30” and placing your playing piece on space number 7.

Careful: On the rare occasions that two playing pieces end up **on the same space** due to two **different** dice results (person A has dice result 37 and person B has dice result 7), they may exceptionally both remain on this space.

Once you have all had your turn rolling the dice and moving your playing pieces, distribute the point chips.

Distribute the point chips: The player whose playing piece is the furthest forward on the playing board (i.e., achieved the highest dice result) receives a gold point chip; the second and third furthest forward receive a silver and bronze point chip respectively.

(If there are only two players, only award the gold and bronze point chips.)

Players who do not achieve a positive result cannot receive a point chip.

End of the round: Return the **challenge card** played to the box and the **playing pieces** to the center of the playing board. If you turned over your **30+ marker** during the round, turn it back over to the blank side again.

New starting player: The player who won the **gold point chip** then turns over the next challenge card in the pile to start the next round.

End of the game and winner

The game ends after seven rounds. Each of you then adds up the points on your point chips:

Gold
= 3 points



Silver
= 2 points



Bronze
= 1 point



The player with the most points wins.

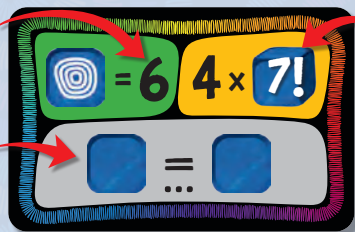
In the event of a tie, the tied player with the most gold point chips (and then the most silver point chips) wins.

Challenge cards

The challenge cards contain three different pieces of information:

Vortex value
What is the vortex value for this round?

Dice scoring
Which dice count in the scoring?



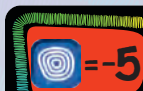
Type of dice roll
How and how often may the dice be rolled?

The challenge cards are explained in detail in the next section. You don't need to read through these explanations now, though. It's enough to take a look during the game.

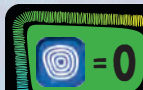
Vortex value

Depending on the challenge card, the vortex die face has a certain value:

negative



zero

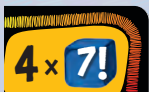


positive



Type of dice roll

There are three different ways to proceed after rolling all seven of the dice:



Four full rolls: You can use all seven dice in each new roll! Pick up all of the dice and roll again. You may roll the dice up to four times in total. The result is determined at the latest after the fourth roll.



Any three rolls: After your first roll, you may pick up any of the dice (or even all of them) and roll them again. After that, you may pick up any of the seven dice again (including the ones you didn't include in your second roll) and roll them again. The result is determined at the latest after the third roll.



Set aside after each roll: After the first roll, you must set aside at least one die. This cannot be exchanged anymore. You may roll the remaining dice again. After each roll, you must set aside at least one more die until all of the dice have been determined. The final dice result has then also been determined.

Dice result

The dice result is always the outcome of the uppermost faces of the individual dice, whereby certain faces do not count or sometimes even count negative. The scoring method for the vortex also varies — similar to all of the other numbers on the dice.

Total: The faces of all seven dice count.



Example:

Yields 26

Example:

Yields 20

Same number: Only the dice faces for which there are at least two of the same number count.



Example:

Yields 23

Example:

Yields 8

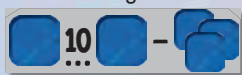
Same number minus remainder: Only the dice faces for which there are at least two of the same number count. The remaining dice are then subtracted.



Example: Yields 20

Example: Yields 16

Tens minus remainder: Only the dice faces that together add up to ten count. The remaining dice are then subtracted..



Example: Yields 14

Example: Yields 9

Two of a kind: Only the dice faces that occur in pairs count.



Example: Yields 18

Example: Yields 30

Two of a kind minus remainder: Only the dice faces that occur in pairs count. The remaining dice are then subtracted.



Example: Yields 10

Example: Yields 11

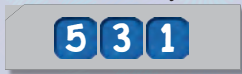
Three of a kind minus remainder: Only the dice faces that occur in triples count. The remaining dice are then subtracted.



Example: Yields 4

Example: Yields -5

Odd numbers: Only the dice faces with the (odd) values of 5, 3, and 1 count.



Example: Yields 16

Example: Yields 21

Odd numbers minus remainder: Only the dice faces with the (odd) values of 5, 3, and 1 count. The remaining (even) dice faces are then subtracted..



Example: Yields 6

Example: Yields -5

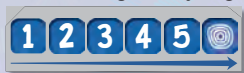
Values shown minus remainder: Only the dice faces with the values of 4, 3, 2, and 1 count. The remaining dice are then subtracted.



Example: Yields -4

Example: Yields 2

Ascending values and vortices: The dice faces with the values 1, 2, 3, 4, 5, 6 count as long as they begin with 1 and form an ascending series without gaps. Higher values that come after a gap do not count.



Example: Yields 3

Values that occur twice also count if the gapless series condition is met.

Example: (=10) Yields 8

Vortex values for the type of dice roll and scoring the dice:



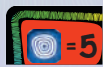
If the challenge card has a “0” frozen on it, then you must set any dice bearing a vortex aside. You may not roll these dice again and they count as “0” in the final dice result.



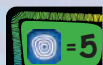
You can choose which value from 0 to 6 the vortex should have. If you roll several vortices, you can choose a different value for each.

Example for three of a kind minus remainder:

Yields 25



The background color already provides an indication: red usually means something not particularly good, green gives hope — but only if the scoring allows it.



About the author: Reiner Knizia, born in 1957, today lives in Munich. He holds a doctorate in mathematics and has published countless games both in Germany and abroad. His greatest achievements include the “Deutscher Spielepreis” (German Game Prize) in 1993, 1998, 2000 and 2003 and the “Game of the Year 2008” award (Game of the Year) for “Keltis”, which is based on “Lost Cities”. The author specializes in games offering extensive decision-making freedom, coupled with simple rules. KOSMOS has already published many of his games.

The author and publisher would like to thank all those who participated in the test games, rule reading, and creation of the game.

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(African style ...) von art_of_sun

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