

# EGG ROLL!

2-6  
PLAYERS

25ISH  
MINUTES

## COMPONENTS

5 green dice, 1 *risky business* die, 6 basket cards, 1 purple rabbit, 6 variant cards, and these rules.

## HOW TO WIN

Have the biggest egg pile after 6 rounds.

## SET THINGS UP

1. Give whoever's keeping score **pen & paper**.
2. Put the **purple rabbit** on the table.
3. Give everyone a **basket card**, basket side up.
4. Give whoever's going first all of the **green dice**.

Keep all unused stuff in the tin.

## WHAT'S THIS EXTRA STUFF?

This game comes with 6 variants that work with or without the others. Add in 1, or 2, or all 6! It's completely up to you.

Lay out the **variant cards** of the variants in play to remind everyone of its rules and effects.



**Keep things simple to start.** Skip the variants your first time through. When you're ready, see the **VARIANTS** section in these rules for more on how each of them works.

## THE EGG HUNT IS ON!

And you've only got time to make 6 stops.

### Rolling to Hunt For Eggs

Roll all of the green dice. If a die shows an egg, you've found an egg! You add all the eggs you just found to your **armful**.

You'll always find at least 1 egg each turn, but is that enough? You can stop here and move your armful of eggs to the safety of your **egg pile**, or you can push your luck to find more.

### Pushing Your Luck

Roll all dice again. Find more eggs? Add'em to your armful! If you didn't, you drop *everything* in your armful instead, scoring nothing for the turn.

### Using Your Basket for Backup

Use your 1-time-use **basket** to store part of an armful for safety. If you roll and find nothing, you still add your basket's eggs to your egg pile.

## ON YOUR TURN

Starting with the first player, take turns moving to their left:

1. **Roll all of the green dice.** If you don't roll any eggs, keep rolling until you do.
2. **Count the eggs shown.** Some dice have more than 1 egg! This total is your armful so far.
3. **Make a choice.** Do 1 of the following:

- **Stop and score:** end your turn, adding all of the eggs in your armful to your egg pile.
- **Push your luck:** re-roll all dice.

*If you roll 0 new eggs*, you bust, dropping all the eggs in your armful. Your turn ends, and you add nothing to your egg pile.

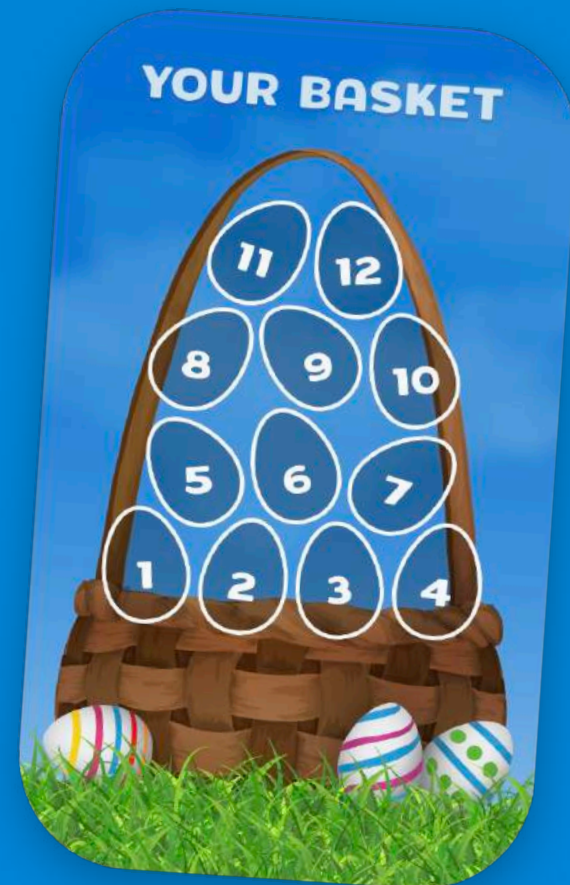
*If you roll 1 or more new eggs*, add them to your current armful, then repeat step 3.

Continue your turn until you either stop and score, or push your luck too far and bust.



## USING YOUR BASKET

Just before re-rolling, you may use your **basket** as a safety measure. Put the **purple rabbit** on the egg in your basket matching your current armful. (If your armful is over 12, put it on 12.)



### These Eggs Are Safe

If you bust later in the same turn, add the eggs in your basket to your egg pile instead of nothing.

### They Don't Make'em Like They Used To

Baskets are 1-time use, and you can't add to it once it's set. After using your basket, flip it over, even if you didn't bust.

## MOST EGGS WINS

After 6 rounds of everyone taking turns, whoever has the biggest egg pile wins! If there's players tie for biggest egg pile, they share the victory!

## VARIANTS

The following variants work by themselves, or with any combination of each other. Use none, use 1 or 2, use'em all – it's up to you!

Put the cards for each variant used on the table for all to see so everyone knows what's in effect.

### THE RACE TO 40

Instead of playing 6 rounds, play until someone has 40 or more eggs in their egg pile. All other players then get 1 last turn to try to beat them.

If that first player with 40 or more eggs is no longer leading after everyone's had a turn, they get 1 final turn to try to win it all.

## THE GREAT EGG-OFF

Replace shared victories with an **egg-off**. Choose a tied player to go first. They take another turn, adding eggs to their egg pile. Other tied players take turns to their left: if they beat the previous player, they stay in. If not, they're out. Keep going until there's only 1 player left standing.

### THE HALF-BUST

Rather than dropping *all* eggs in your armful when you bust, drop *half* of those eggs instead (rounded up). Good for younger players that don't fully understand the risk vs. reward factor.

### THE BACKUP BASKET

On any turn after you've used your **basket**, if the very first roll of your turn shows no eggs, you get your basket back. Continue with the rest of your turn as usual. You can now use this basket just like before.

## THE RISKY BUSINESS

Put the pink die on the table. On your turn, you can choose to use it for your turn or not. If you do, *all* of your rolls this turn must use it. (Likewise if you don't, *none* of your rolls use it this turn.)

If this die comes up **\*2**, add double the eggs rolled to your armful. If it comes up **\*0**, add no eggs to your armful.

This die doesn't change how busts work: you still must roll new eggs to not bust. Rolling eggs with a **\*0** is *not* a bust, but you also don't add found eggs to your armful.

### THE SHORT GAME

Play 4 rounds instead of 6, or to 28 eggs instead of 40. Great for games with high player counts.