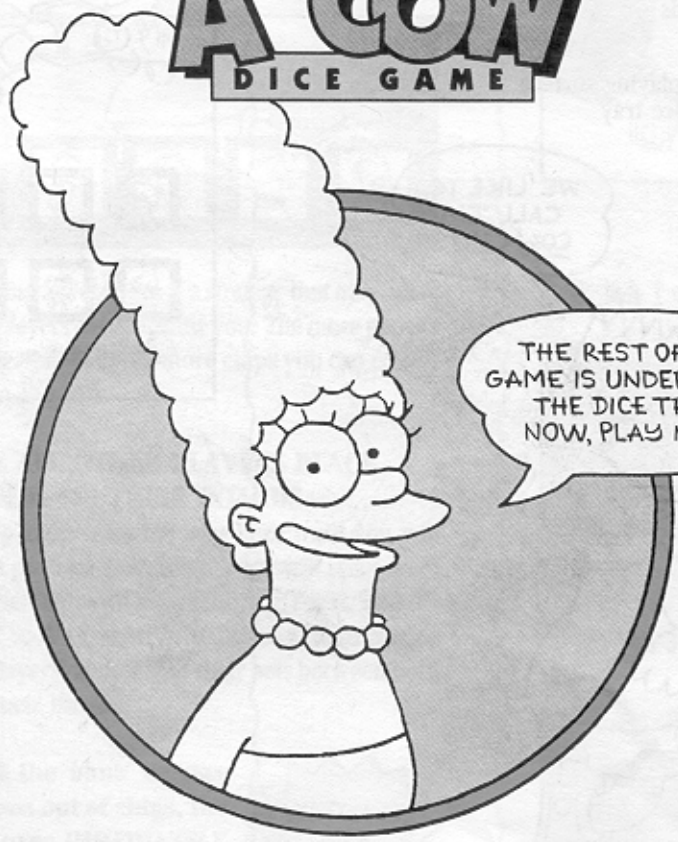


THE SIMPSONS™
**DON'T HAVE
A COW**
DICE GAME



THE REST OF THE
GAME IS UNDERNEATH
THE DICE TRAY.
NOW, PLAY NICE!

MATT GROENING

2 TO 4 PLAYERS



OBJECT

Have the most chips at the end of the game.

CONTENTS

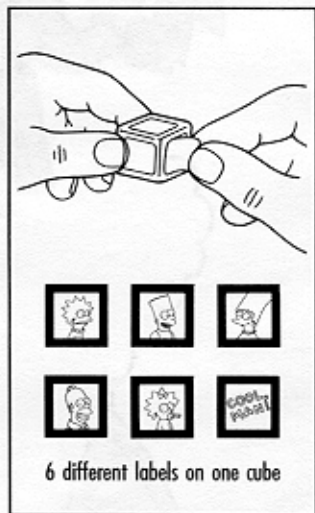
- 8 Cubes (dice)
- Label Sheet
- 4 Betting Boards
- Dice Cup
- Family Album playing surface with built-in dice tray
- Chips



LABELING THE CUBES

Label each of the 8 blank cubes as shown in Figure 1. Put a different label on each side of each cube. It doesn't matter which label is on which side.

FIGURE 1

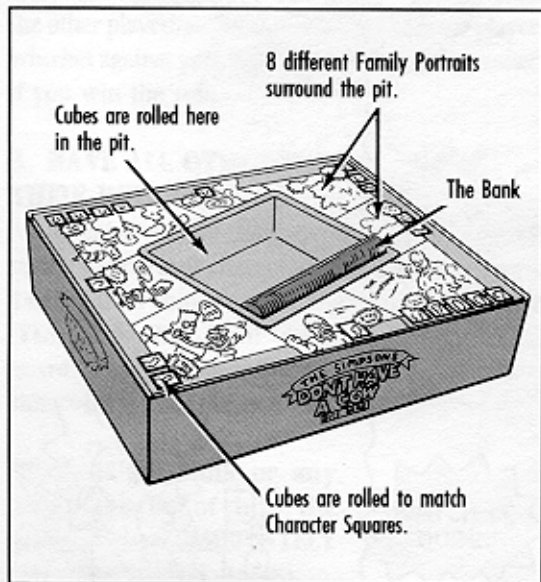


GAME SETUP

1. Place the Family Album within easy reach of all players. See Figure 2.
2. Take a betting board and place it faceup in front of you. Each player does the same. Place any extra boards out of play.
3. Count out 10 blue chips and place them in the bank of the dice tray. Fill the rest of the bank with as many red chips as will fit. Set any extra chips aside. You will not use them during the game.
4. Take 5 red chips and 1 blue chip from the bank and place them in front of you. All players do the same. Each blue chip equals 5 red chips.
5. Decide who rolls first and takes the first turn. Play continues in a clockwise direction.

A TWO-DUDE DUEL: For a 2-player game, see additional instructions on page 8.

FIGURE 2 FAMILY ALBUM



GAMEPLAY

Roll the cubes to match characters in Family Portraits on the Family Album. Your opponents will place bets on whether or not you will roll the matching characters. On successful rolls you can win chips from the bank and from your opponents.

ON YOUR TURN AS ROLLER:

1. Choose a Family Portrait to match and place your bet on it.
2. Decide how many cubes you will roll.
3. Have all other players place their bets on their boards.
4. Roll those cubes, dude!
5. Settle all bets.
 - If your roll is unsuccessful, your turn is over.
 - If your roll is successful (and you have cubes left to roll), repeat steps 1 through 5.

The rules below explain each step of your turn. For an example of a 3-dude game, check out the right side of each page.

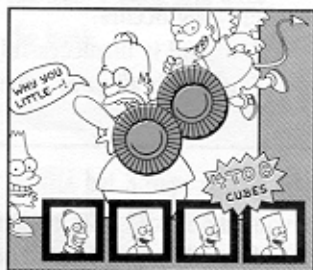
1. CHOOSE A FAMILY PORTRAIT AND PLACE YOUR BET ON IT

On your first roll, choose *any* Family Portrait to match and place from 1 to 5 chips on it for your bet. You're betting that you will roll successfully and match the portrait. For example, if you choose to bet 2 chips on "Why you little --!" place 2 of your chips on the portrait of 1 Homer and 3 Barts. When you roll the cubes, you will try to match the family members shown in that portrait. Any "Cool, Man!" rolled is Wild and can match any family member.



3-PLAYER GAME EXAMPLE

Ed, Chris and Donna are the players. It's Ed's turn as roller.

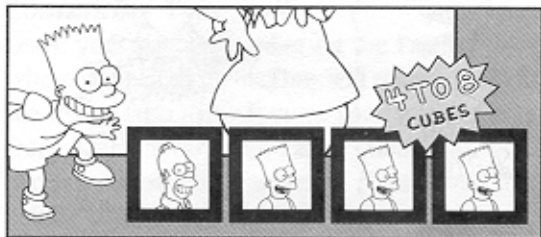


ED bets 2 chips on "Why you little --!"

2. DECIDE HOW MANY CUBES YOU WILL ROLL

Each Family Portrait has a limit of how many cubes you may roll. For example, if you choose "Why you little --!" which shows 1 Homer and 3 Barts, you may roll 4, 5, 6, 7 or all 8 cubes. See Figure 3. Announce how many cubes you will roll and place them in the cup. Then place any extra cubes *out of play*. You may not roll them for the rest of your turn. The more cubes you roll, the greater your chances of matching the portrait.

FIGURE 3



HINT: Rolling fewer cubes is a strategy that may cause the other players to bet against you. The more players who bet against you, the more chips you can collect if you win the roll.

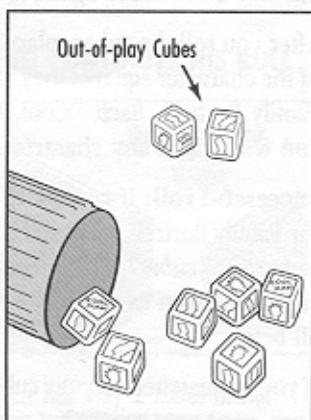
3. HAVE ALL OTHER PLAYERS PLACE THEIR BETS ON THEIR BOARDS

All other players must bet whether or not you will match the portrait characters. They will place from 1 to 5 of their chips on either the "Go For It, Dude!" (YES) or "No Way, Man!" (NO) sides of their betting boards. Players *cannot* split their bets between both sides of their boards.

NOTE: If the bank or any player runs out of chips, the game is over IMMEDIATELY (see ENDING THE GAME).

WATCH IT, DUDE.

ED will try to roll "Why you little --!" with only 6 Cubes. He takes 2 cubes out of play for the rest of his turn.



CHRIS bets 1 chip for Ed.



DONNA bets 3 chips against Ed.



4. ROLL THOSE CUBES, DUDE!

You only get to roll the cubes once to match a portrait. Roll the cubes into the pit. If any cubes land anywhere out of the pit, on top of another cube or are leaning against another cube or the side of the pit, roll those cubes again.

After you roll the cubes, place them directly on top of the character squares they match on your chosen Family Portrait. Each "Cool, Man!" rolled is Wild and will match any character.

Successful roll: If you match *all* the characters in the Family Portrait, your roll is successful! Place any unmatched cubes left over from your roll back in the cup. Your turn as roller *continues* after you settle all bets.

If you've matched all your cubes and have none left over, your turn is over but *you get more chips!* (see BONUS on page 7).

Unsuccessful roll: If you don't match all the characters, your roll is unsuccessful. Your turn is over after you settle *all* bets. Pass the cup and all the cubes to the player on your left.

5. SETTLE ALL BETS

Always start with yourself and go in a clockwise direction.

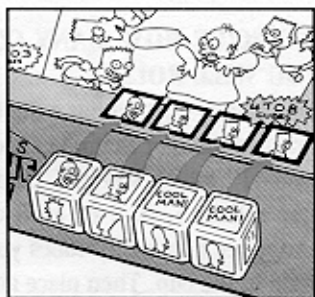
If your roll was successful

You pay yourself the number of chips you wagered from the bank.

Players who bet for you: All players who placed chips on "Go For It, Dude!" receive the same number of chips they wagered. Pay them from the bank.

Players who bet against you: Each player who placed chips on "No Way, Man!" must pay their wagered chips *to you*.

A successful roller with cubes left to roll must continue rolling them to match portraits (see *Continuing Your Roll*).



ED wins the roll! He rolled a Homer, a Bart and 2 Cool, Man!'s.



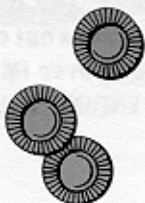
ED bet 2 chips and rolled successfully, so he pays himself 2 more chips from the bank.



CHRIS bet 1 chip for Ed, so she wins 1 more chip from the bank.



DONNA bet 3 chips against Ed, so she pays Ed her 3 chips.



If your roll was unsuccessful

You pay the bank the chips you wagered on the Family Portrait.

Players who bet for you: All players who placed chips on "Go For It, Dude!" must pay those wagered chips to the bank.

Players who bet against you: All players who placed chips on "No Way, Man!" win the same number of chips they wagered. Pay them from the bank.

Your turn is now over. Play continues to the left.

Continuing Your Roll

Leave your matching cubes on the Family Album where you placed them. They will remain there for the rest of your turn. Remove your wagered chips from their place on the Family Album. All other players remove any wagered chips from their betting boards.

On your roll, repeat Steps 1 through 5, *except:*

- Choose a different Family Portrait
- Roll *all* the cubes remaining in the cup. You can't roll fewer cubes as you did on your first roll. You do not roll any cubes that are out of play.

Your turn continues in this manner until either of the following occurs:

- Your roll is unsuccessful
- You match all your cubes

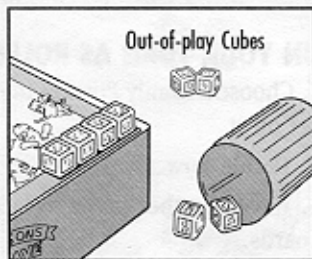
BONUS!

If you can successfully match all your cubes (not including cubes you decided not to use at the beginning of your turn) you receive a 5-chip bonus from the bank.

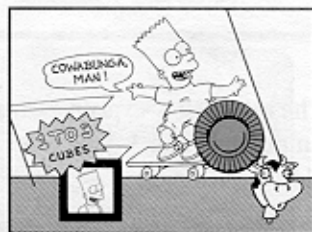
Play continues to the left, with the next player as roller.

NOTE: If Ed had an unsuccessful roll, he would pay the bank his 2 chips, Chris would pay the bank her 1 chip and Donna would keep her 3 chips and get 3 more chips from the bank. Ed's turn would be over.

ED CONTINUES HIS ROLL



Ed has only 2 cubes in the cup to roll. (4 have been matched; 2 were out of play at the start of his turn.)



Ed bets 1 chip on Bart.

Ed rolls a Lisa and a Maggie. His roll is unsuccessful. He pays his 1 chip to the bank. His turn is over.

CHRIS bet 2 chips for Ed. She pays her 2 chips to the bank.

DONNA bet 4 chips against Ed. She wins 4 chips from the bank.

ENDING THE GAME

The game ends when one of the following happens:

- One player runs out of chips
- The bank runs out of chips

The game ends immediately (even if the roller is not finished with his or her turn) and no more bets may be settled. All players count their chips.

WINNING THE GAME

The player with the most chips at the end of the game wins.

2-PLAYER GAME

Rules for a 2-player game are the same, except that each player starts with 2 blue chips and 5 red chips (or the equivalent of 15 red chips). You and your opponent may bet from 1 to 10 chips each during the game (instead of 1 to 5 chips).

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