

# Pool-zee

## OBJECT OF THE GAME

The object of Pool-zee is to obtain the highest score for one or more games. The player with the highest total score for all games (up to 6 games) wins.

**NUMBER OF PLAYERS** Pool-zee may be played by any number of people. It can be played solitaire or competitively in a group.

**EQUIPMENT OF THE GAME** Your Pool-zee game consists of 5 dice, 4 score cards, 1 grease pencil and 1 reusable bucket.

## NOW LET'S PLAY!

Each player keeps his own score on a Pool-zee score card. To determine who goes first, each player rolls all five dice; the player with the highest total starts the game. The play then continues clockwise.

Each player takes a turn and rolls all five dice. Each turn consists of a maximum of three rolls. The first roll must be made with all five dice. If the player chooses to roll a second and, if desired, a third time, they may pick up any or all the dice and roll again. It is the skillful use of these two optional rolls of the dice that can turn an unlucky first or second roll into a high-scoring turn. A score must be entered after the last roll in the appropriate box or a zero entered in a box of the player's choice.

## SCORE CARD

Now let's look at the Pool-zee score card. You'll note that there are 13 scoring boxes—aces, twos, threes, etc., through Large Straight, Pool-zee and Chance. On each completed turn, the player must score in one of the 13 boxes.

For example, on the first roll of the dice, a player has



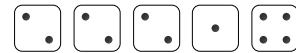
they might choose to go for "Twos" in the Upper Section of the score card or "3 of a kind" (in this case 2's) in the Lower Section of the score card. The player would then leave the dice marked "2" on the table, pick up the 1, 3 and 6 dice and attempt to toss more 2's on their second roll.

If on the second roll of the dice, they have



they might stop there and enter 6 in the "Twos" box in the Upper Section of the score card or 17 (total of all five dice) in the "3 of a kind" box in the Lower Section. Or he might choose to roll again in the hope of getting one or even two more 2's.

If the player chooses to roll again, they pick up the 5 and 6 dice only and toss for their third and last roll. If, on this third roll, they have



they could enter their score as 6 in the "Twos" box in the Upper Section of the score card or 11 (total of all five dice) in the "3 of a kind" box in the Lower Section. The choice of when to take a score either after the first, second, or third roll of the dice and where to score (in the Upper Section of Lower Section of the score card) will be determined by the goal the player has set for themselves. The choice of where to score can be made at any time after the first, second or third roll.

On completion of each turn, the player marks the score in the appropriate box on the score card, or may enter a zero in a box of their choice.

For example, if after the third roll a player has



and if the "Ones," "Twos" and "Fours" boxes in the Upper Section and the "3 of a kind" and "Chance" boxes in the Lower Section have been previously filled, the player must enter a zero in any open box. Only one blank box may be filled at the end of each turn. **The boxes may be filled in any order, according to the player's best judgment.**

The game is completed after each player has had 13 turns and has filled every box in the column with a score or an optional zero. The scores are then totalled and entered on the score sheet.

## HOW TO SCORE

It's simple! The Pool-zee score card is divided into 2 sections; the Upper and Lower.

## UPPER SECTION

In the Upper Section there are boxes to score "Aces," "Twos," "Threes," "Fours," "Fives" and "Sixes." If a player chooses to score in the Upper Section, they count and add only the dice with the same number and enters the total of these dice in the appropriate box. If a player, on their turn, rolls



and elects to take their score in the Upper Section, they would enter 9 in the "Threes" box.

**NOTE:** a player may enter the total of **ANY NUMBER** of same value dice in the appropriate box in the Upper Section. For example, if a player, on his turn, rolls



he may choose to score 2 in the "Aces" box. On the other hand, if a player, on their turn, rolls



he may, if he wishes, score 12 in the "Threes" box.

## BONUS

To earn a bonus of 35 points, a player must score 63 points or more in the Upper Section. A bonus can be obtained by having a total of 63 points or more scored **in any manner** in the Upper Section

## LOWER SECTION

The Lower Section of the score card is played exactly as indicated. The "3 of a kind" box may be filled in only if the dice show at least 3 of the same number. For example:



would be scored 18 (total of all dice) in the "3 of a kind" box.

**"4 of a kind"** scores the total of all dice provided they include 4 dice of the same number. This turn,

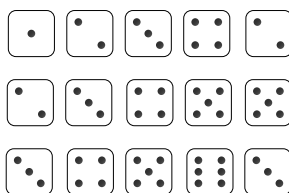


would be scored 14 (total of all dice) in the "4 of a kind" box. (May also be scored in "3 of a kind" if "4 of a kind" box has already been filled.)

**"Full House"** may be scored as a "Full House" for 25 points in the Lower Section and may also be scored in "3 of a kind box" or "3 box" in Upper Section (if "Full House" box has already been filled.)

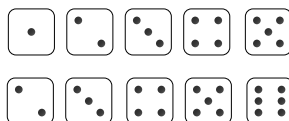


**"Small Straight"** is any sequence of four numbers, such as



**NOTE:** the fifth die can be any number. Any "Small Straight" is valued at 30 points.

**"Large Straight"** is a sequence of five numbers, either. These turns are valued at 40 points in the "Large Straight" box. (May also be scored in "Small Straight" box if "Large Straight" box has already been filled.)



**Pool-zee is any five of a kind.** Score 50 points in the "Pool-zee" box. **The Chance Box** offers a player the opportunity to score on any turn where he does not choose to score in any of the other open boxes. Mark score by totalling number of points on all dice.

**Pool-zee USED AS A JOKER:** A Pool-zee may be used as a Joker only when both of the following conditions exist:

1. The Pool-zee box has been previously filled with 50 or zero.
  2. The appropriate box in the Upper Section has been filled.
- For example, if the Pool-zee consists of five 4's and the "Fours" box has been previously filled.

The player marks his score in any of the boxes in the Lower Section as follows. If the dice were



they may score the total of all 5 dice, which in this case equals 20 points, in any one of the following boxes: "3 of a kind," "4 of a kind" or "Chance." Or they may score 25 points in the "Full House" box, 30 points in the "Small Straight" box or 40 points in the "Large Straight" box. **If all the boxes in the Lower Section are filled, they must enter a zero in a box of his choice in the Upper Section.**

**HOW TO USE Pool-zee BONUS CHECKS:** A player receives one Pool-zee Bonus Check when they toss a second Pool-zee during the same game **if, and only if, the first Pool-zee was scored in the Pool-zee box.** The second and subsequent Pool-zees must be scored in the appropriate box in the Upper Section. If the appropriate box has been filled previously then the second or subsequent Pool-zees may be used as a Joker provided that both conditions exist as described in the preceding paragraph. If a zero must be taken when the Pool-zee is used as a Joker, the player still receives a Bonus Check. **The Pool-zee bonus Checks are each worth 100 points.** At the end of each game, players score the number of points each has in Pool-zee Bonus Checks in the space provided on the score card.

## Pool-zee PLAYED WITH PARTNERS

Pool-zee may be played by two or more teams of partners. Partners write their score in the same column. All other rules remain the same.

## Pool-zee PLAYED SOLITAIRE

Pool-zee may also be played solitaire. The highest score that can be obtained in any one game is 375 points (not including Pool-zee bonus check points).



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