

Lions and Tigers and Bears, Oh My!

By Elisa Teague

Object of the Game

Score the most points while trying to catch fearsome beasts!

Contents

- 25 six-sided dice
- This rulebook

A pencil and paper are recommended for keeping track of each player's score throughout the game.

For 2 to 5 Players



10 Minute Playing Time



Ages 6 to Adult



Set Up

Each player starts with an equal number of dice (6 dice each for 2 to 4 players, 5 dice each for 5 players). Place any unused dice back in the box.

Gameplay

On your turn, roll all of your dice. If you rolled any blanks, OH MY! , they are immediately removed from the game and placed back in the box.

You may re-roll any or all of your remaining dice up to 2 more times (3 rolls total). When you decide to stop rolling, score for ONE type of animal of your choice:



Lions:
3 points
per die



Tigers:
2 points
per die



Bears:
1 point
per die

Play continues around the table, with each player taking as many turns as they can until all of their dice are out of the game.

Gameplay Example

Phillip begins the game with 6 dice. He rolls 3 Bears, 2 Lions, and a blank!



He exclaims, "OH MY!" and discards the blank die into the game box.



Deciding to attempt to roll for more Lions, he places the 2 Lions to the side and re-rolls the 3 Bears. Out of the 3 dice, he rolls 1 more Lion, a Bear, and a Tiger.



Saved



Re-rolled

Because he has already lost one die, Phillip decides to stop and score his 3 total Lions for 9 points. He will begin his next turn with the 5 dice he has remaining.



9 POINTS



UNSCORED

Ending the Game

When a player is out of dice, their score is locked as final. All other players continue to take turns until everyone is completely out of dice to roll. A player may be the last one at the table with dice, and they still keep rolling as long as they can.



Credits

Game Design:

Elisa Teague

Art:

İve Bastrash

Project Management:

Derek Stucker

Editing:

Dan Rowen &
Derek Stucker

Playtesters:

Aragwen Jaeger, Holden
Jaeger, Curt Sandvig, Lauren
Matesic, and Sean Hitchings

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