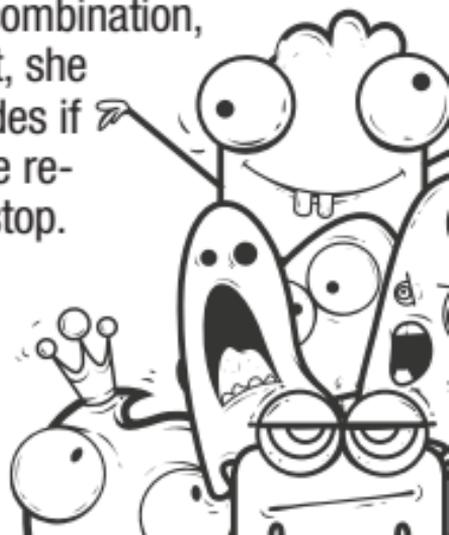


The Risk Factor™

Be the first to score 200 points by rolling the dice. Each letter-combination **T-E-N** gives 10 points, each combination **O-N-E** gives 1 point.

- Rachel rolls the 9 dice. If the combination **T-E-N** is to be seen, she gets 10 points by setting apart one dice with the 'T' on top and rolls the remaining 8 dice. Or, if she prefers, she stops. NOTE: IF SHE ROLLS MORE THAN ONE T-E-N COMBINATION, SHE SETS ASIDE THE 'T' TOPPED DICE FROM EACH COMBINATION AS 10 POINTS EACH.
- If there is no **T-E-N** combination, she can check if she rolled a **O-N-E** combination, worth 1 point. To mark that, she sets apart the 'O' and decides if she wants to go on with the remaining dice or prefers to stop.
- When to stop and when to risk a roll is what this dicey diversion is all about. As the



T's and **O's** are removed for points, the number of remaining dice reduces as the risk factor and point score increases.

- When a player decides to stop rolling, they tally their score, 10 points for each '**T**' and 1 for each '**O**'. The next player starts their turn with 9 dice.
- If you decide to risk a roll without forming a word, you lose your **ENTIRE** accumulated points for that turn! The first to reach 200 wins.

The Risk Factor - The probability of getting a positive result is: 3 dice: 22,2%, 4 dice: 44,4%, 5 dice: 61,7%, 6 dice: 74,2%, 7 dice: 83%, 8 dice: 88%, 9 dice: 92%.



FAMILY GAMES AMERICA FGA INC.
P.O. Box 97, Snowdon,
Montreal, Qc, Canada H3X 3T3
www.familygamesamerica.com

Under license from: NFFX-GAMES © 2007 - 2015 /
Conforms to ASTM F963 & CPSIA.

Made in China

RETAIN FOR FUTURE REFERENCE.

