



DICE TRAY SET WITH GREEN FELT

Game Guide



WARNING: Choking hazard - small parts.
Not for children under 3 years.

SSX26P132

Overview of the Set

Game components:

- **Hexagon Dice Tray with Felt Lining** – used to contain dice rolls, reduce noise, and protect surfaces.
- **Dice Cup with Felt Lining** – used for shaking and concealing dice before rolling.
- **6 Custom dice**

List of Games Playable with this Set

Classic & Casino-Style Dice Games (page)

- Craps (2)
- Even or Odd (4)
- Over & Under (3)
- Ship, Captain, and Crew (4)
- High Roll (3)

Family & Casual Dice Games (page)

- Bunco® (5)
- Ten Thousand (7)
- Farkle™ (5)
- Going to Boston™ (8)
- Pig (6)

Bluffing & Strategy Games (page)

- Bluffing Roll (9)

Party Games (page)

- Race to 30 (8)

Craps (Simplified Home Version)

Players: 2+

Objective: Roll certain numbers to win based on the shooter's point.

Setup:

- Use 2 dice.
- One player is the shooter; others may bet or simply play for score.

How to Play:

1. Shooter rolls the dice.
2. First roll (come-out roll):
 - Roll 7 or 11: shooter wins.
 - Roll 2, 3, or 12: shooter loses.
 - Roll 4, 5, 6, 8, 9, or 10: that number becomes the point.
3. Shooter keeps rolling:
 - Roll the point again before rolling a 7: shooter wins.
 - Roll a 7 before the point: shooter loses.
4. Pass the dice cup to the next player.

Over & Under (7 Game)

Players: 2+

Objective: Correctly predict if the roll will be under 7, over 7, or exactly 7.

How to Play:

1. Use 2 dice.
2. Before rolling, each player chooses:
 - Under 7
 - Over 7
 - Exactly 7
3. Roll the dice in the tray.
4. Determine the outcome:
 - Under 7: If the total is under 7, the banker pays 2 for 1 on this bet. If not, the player loses their bet. (For example - if player pays 1 chip to the pot and wins, the banker would pay 2 chips to the player)
 - Over 7: If the total is over 7, the banker pays 2 for 1 on this bet. If not, the player loses their bet. (For example - if player pays 1 chip to the pot and wins, the banker would pay 2 chips to the player)
 - Exactly 7: If roller guesses 7, the banker pays 5 for 1. (For example - if player pays 1 chip to the pot and wins, the banker would pay 5 chips to the player)

High Roll

Players: 2+

Objective: Finish each round with the highest total.

How to Play:

1. Each player rolls 6.
2. Roll into the tray using the cup
3. After the first roll, players may choose to reroll any one die.
4. Add all the dice for the final total.
5. The highest total wins the round.
6. Play multiple rounds and keep score. The player with the most high rounds wins, (or the highest cumulative total) wins the game.

A couple optional rules make it feel more complete:

- If there is a tie, tied players reroll.
- Limit to one reroll per round.
- Before playing, decide whether your scoring by
 - Round wins or
 - Total points across all rounds.

Even or Odd

Players: 2+

Objective: Predict whether the total of the dice roll will be even or odd.

How to Play:

1. Before each roll, each player chooses even or odd.
2. Roll 3 dice.
3. Add the numbers on the dice.
4. Players who guessed correctly score 1 point.
5. After each roll, other players take turns rolling dice.
6. Play a set number of rounds. The player with the most points at the end wins.

Optional rule:

- If multiple players pick the same choice, they can all score if they are correct.

Ship, Captain, and Crew

Players: 2+

Objective: Roll a ship (6), captain (5), and crew (4) in that order, then score points.

Setup:

- Use 5 dice.

How to Play:

1. Each player has up to 3 rolls per turn.
2. A player must first roll a 6 to get a ship
3. After getting the ship, the player must roll a 5 to get the captain
4. After getting the captain, the player must roll a 4 to get the crew.
5. Once the 6, 5, and 4 are set aside, the values of the remaining 2 dice are added for the player's score.
6. The highest score wins the round or game.

One important clarification:

- If a player does not get all three- 6, then 5, then 4 - within the 3 rolls, their score for that round is zero

Example:

- First roll: 6, 2, 2, 5, 1 → keep the 6
- Second roll: roll remaining 4 dice and get 5, 4, 3, 1 → keep the 5 and 4
- The leftover dice are 3 and 1, so the score is 4

Bunco®

Players: 2+

Objective: Score points by rolling the target number for each round.

Setup:

- Use 3 dice.
- Play 6 rounds total.
- Each round has a target number:
 - Round 1 = ones
 - Round 2 = twos
 - Round 3 = threes
 - Round 4 = fours
 - Round 5 = fives
 - Round 6 = sixes

How to Play:

1. On your turn, roll all 3 dice.
2. Each die showing the round's target number scores 1 point.
3. If all 3 dice show the target number, you score a Bunco worth 21 points.
4. If you score at least 1 point, you keep rolling.
5. If you score 0 points, your turn ends and play passes to the next player.
6. Continue until all players have had a chance to play in the round, or use a target round score such as 21.
7. Move to the next round number and repeat.
8. After round 6, the player with the highest total score wins.

Optional Rule:

- Three of a kind that is not the target number scores 5 points and keep rolling

Farkle™

Players: 2+

Objective: Score points by rolling specific dice combinations and banking points before you Farkle.

Setup:

- Use 6 dice.

How to Play:

1. On your turn, roll all 6 dice.
2. After each roll, set aside any dice that score points.

3. You can then choose to either:
 - Bank your points and end your turn, or
 - Re-roll the remaining non-scoring dice to try to earn more points.
4. If you roll and no scoring combinations appear, you Farkle and lose all points earned during that turn.
5. Play continues until a player reaches the winning score agreed on by the group.

Scoring Combinations:

- Single 1 = 100 points
- Single 5 = 50 points
- Three 1s = 1,000 points
- Three 2s = 200 points
- Three 3s = 300 points
- Three 4s = 400 points
- Three 5s = 500 points
- Three 6s = 600 points
- Four of a kind = 1,000 points
- Five of a kind = 2,000 points
- Six of a kind = 3,000 points
- Straight (1, 2, 3, 4, 5, 6) = 1,500 points

Optional note:

You may want to add a winning score, such as 5,000 or 10,000 points, depending on how long you want the game to last.

Pig

Players: 2+

Objective: Be the first player to reach 100 points.

How to Play:

1. On your turn, roll one die as many times as you want.
2. Each roll is added to your turn total.
3. If you roll a 1, your turn ends immediately and you score 0 points for that turn.
4. Before rolling again, you may choose to hold and add your turn total to your overall score.
5. Then the next player takes a turn.
6. The first player to reach 100 total points wins.

Ten Thousand

Players: 2+

Objective: Be the first player to reach 10,000 points.

Setup:

- Use 6 dice.
- Keep score on paper.

How to Play:

1. On your turn, roll all 6 dice.
2. After each roll, set aside at least one scoring die or scoring combination.
3. You may then choose to:
 - Bank your points and end your turn, or
 - Roll again with the remaining dice to try to score more points.
4. If you roll and get no scoring dice or combinations, you bust and lose all points earned during that turn.
5. If all 6 dice score during your turn, you get Hot Dice and may roll all 6 dice again to keep building your score.
6. Play continues until a player reaches 10,000 points.

Scoring:

- Single 1 = 100 points
- Single 5 = 50 points
- Three 1s = 1,000 points
- Three of a kind (2s through 6s) = face value $\times$ 100
 - Example: three 4s = 400 points
- Straight (1, 2, 3, 4, 5, 6) = 1,500 points
- Three pairs = 1,000 points
 - Some groups score this as 1,500, so check house rules

Example Turn:

- You roll: 1, 5, 5, 2, 3, 6
- You could set aside the 1 and both 5s for 200 points
- Then you may either bank the 200 points or roll the remaining 3 dice

Note: Ten Thousand is similar to Farkle™, but it usually has a higher winning score and may use slightly different house rules.

Race to 30

Players: 2+

Objective: Be the first to reach exactly 30 points.

How to Play:

1. On your turn, roll 3 dice.
2. Add your total to your score.
3. If your total exceeds 30, your score resets to 20.
4. First player to reach exactly 30 wins.

Going to Boston™

Players: 2+

Objective: Score the highest total after three rolls.

How to Play:

1. Roll 3 dice and keep the highest die.
2. Roll the remaining 2 dice and keep the higher die.
3. Roll the final 1 die.
4. Add the 3 kept dice together for your score.
5. Each player takes a turn.
6. The player with the highest total score at the end of the round wins

Example:

- First roll: 2, 5, 6 → keep 6
- Second roll: 1, 4 → keep 4
- Final roll: 3
- Total score = 13

Bluffing Roll

Players: 2+

Objective: Be the last player remaining.

How to Play:

1. On your turn, roll 2 dice secretly using the cup.
2. Look at your dice without showing the other players.
3. Announce a value to the next player (you may tell the truth or bluff).
4. The next player has two choices:
 - Accept: Take the cup, roll, and announce a higher value.
 - Challenge: Lift the cup to see whether the previous player told the truth.
5. If the challenged player lied, they receive a strike.
6. If the challenged player told the truth, the challenger receives a strike.
7. A player is eliminated after 3 strikes.
8. The last player remaining wins

Game Winners

[illegible]

Game Winners

[illegible]



**Designed and Engineered in U.S.A.
Made in China.**

Snap-on and Wrench "S" are trademarks of Snap-on Incorporated and used under license. All other marks are trademarks of their respective holders. 2026 Snap-on Incorporated. Printed in China.
Snap-on, 2801 80th St., Kenosha, WI 53143
www.snapon.com



**Scan for additional
information**



SSX26P132