

Name: Hip, Hip. Hooray

2-4 players

Components:

7 six-sided dice in 4 colors

4 six-sided dice (black/white) for player pattern selection

Central board (scoring, patterns, round tracker, dice option spaces)

4 player boards (9x9 grid, space for pattern selection die)

1- round tracker piece

Component bag (doubles as dice bag)

- The game is played over 3 rounds
- Randomly determine the 1<sup>st</sup> player
  - Each round, the 1<sup>st</sup> player will rotate to the next clockwise player
- Place all 28 colored dice in a bag
- Each player will roll their selection die to determine the pattern for the round
- 1<sup>st</sup> player will pull 6 dice from the bag and roll them
- Place dice in numerical order on the center game board
  - If 4 or more of the same number are rolled, re-roll those dice
  - If 3 or less dice have the same number, the roller decided which to keep
  - Only a single numbered die will be placed in each position
- The 1<sup>st</sup> player will select 1 die from the available dice and place it on their play area.
  - Once placed dice cannot be moved.
- The 1<sup>st</sup> player will then draw 2 new dice from the bag and roll them.
- Add the new dice to the lineup of available dice.
  - If a dice rolled is the same number as one already on the central board, replace the die that was on the board with the new die.
  - If both die are rolled with the same number, the roller determines which to keep of the rolled dice.
- Play then goes to the next player to select a die to place. Once a die is placed, the player will select 2 dice from the bag and roll them as outlined above.
- Each round is scored once all players have completed their patterns.
- After the 3<sup>rd</sup> round, each player tallies their total score and the player with the highest score wins.

Scoring:

Each color die represents a cheerleader position in the squad, Leader, Base, Flyer or Spotter.

BLUE Leaders - Score is the face value of the BLUE die.

YELLOW Bases - Score is based on total number of dice used in the formation regardless of position.

2pts / 5pts / 9pts / 14pts / 20pts / 27pts

ORANGE Flyers - Score is based on the height they reach in the formation (bottom level = 2pts / 2<sup>nd</sup> level = 3 pts / 3<sup>rd</sup> level = 5 pts / 4<sup>th</sup> level = 8pts / 5<sup>th</sup> level = 9pts / 6<sup>th</sup> level = 9pts)

GREEN Spotters - Score is 2 points per side that they touch of the same color. Each die scored separately. e.g. two dice touching each other on one side would be 4 points total (each GREEN die has one face touching another GREEN die)