



Dice – Push your luck
2-5 players
20 min.
8+ years

Over 5 rounds, try to complete the objectives each turn to score as many points as possible. The more difficult the objective, the more points you can earn. But be careful: in Safari Dice, success and failure are only a die—sorry, a step—apart.

Gameplay:

- Turn Structure (Per Round)
Determine the Objective: Number + Animal → Get exactly that many of the shown animal. Number + Baby symbol → Get exactly (number + 1) animals of any type.
- Roll the 7 animal dice. If the objective is not met you may reroll any number of dice once. You may use at most one special symbol that appears (optional).
- Resolve the Objective: If successful then Score points based on the number of animals required. Set aside (lock) one die used for the objective. Choose to continue (with one fewer die) or stop. If failed: Lose all points earned in the current round. Score 1 point per die previously set aside.
- Stopping Voluntarily after completing an objective, you may stop: keep all points earned in the round, gain +1 bonus point per die set aside.
- Objective Scoring:
 - 1 animal → 1 point
 - 2 animals → 2 points
 - 3 animals → 4 points
 - 4 animals → 7 points

Components:

- 9 dice
- Tokens



Would you like to
watch a video
demonstration?



@gviciano_boardgames