

ANGRY DICE EXPANSIONS

DARRELL LOUDER & SHAWN PURTELL

Each pair of dice (4) are inspired by previous Dice Hate Me Games. A player may use a matching pair in place of the stardard Angry Dice when playing.

The rules of play are the same, with the exception of the rules listed below.

WILD RIDE *(inspired by Carnival)*



- The Wilds are in place of the #6.
- If you roll a wild it can stand for any number.
- You must lock a wild if you roll one.
- If you roll 2 wilds faces you automatically lose the game.

LUCKY BEANS *(inspired by VivaJava: The Coffee Game)*



- The Lucky Beans are in place of the #6.
- You can not lock ANY numbers.
- If you roll 2 Lucky Bean faces you automatically win the game.

DIESEL DICE *(inspired by Great Heartland Hauling Co.)*



- The Diesel graphics are in place of the #1.
- When rolling if you get double Diesels when going for 1-2, you can jump ahead to 5-6.
- If you roll double Diesels when rolling for 5-6 you have to go back to 3-4 (or if you are on 3-4 you go back to 1-2).

LAB FIRE! *(inspired by Compounded)*



- The Lab Fires are in place of the #1.
- If you roll double fire symbols, yell "LAB FIRE!" and ALL players must start over at 1-2.