



MACHZ the Matching Dice Game

MACHZ™



MACHZ is a dice game where Setters, Rockers, and Rollers win points for matching and sometimes not matching the MACHZ color combinations.

Machz is a tabletop dice game for 2 to 6 players, taking 1/2 hour to one hour to play, and about 5 minutes to learn.

The Roller's objective is to roll Machz by matching with his five dice the color combination that the Setter has rolled with his five dice. Many color combinations, resulting from each roll of the dice, may win players points, but rolling Machz will win players the most points of all.

In order to engage all the players during all rolls of the dice, there are **match / no match cards** that the Rockers (players not rolling the dice) may use to win points while they wait for their turn to roll. Everyone will enjoy winning chips from the pot as the game moves along, and when they add up their chips at the end of the match, the player with the most chips, will be the celebrated "Machz Champion".

The object of the game is to roll MACHZ by matching the Setter's set of five six-sided-colored dice with the Rollers set of five six-sided-colored dice.

Contents

10 Six-Sided Wood Dice (multi-colored single spot) , Rules, six Match / No Match Cards and over one hundred and fifty (chips or winks). The chips should be placed in a pot at the center of the players table. (Point values may be assigned to the winks by color when larger groups are playing – 1 point-blue, 5 points-red, 10 points-yellow and 25 points-white).

Match / No Match Card

| Match | Win | No Match | Win |
|---|----------|---|---------|
| Rolling five dice Match any three | 3 chips | Rolling five dice Match fewer than three | 3 chips |
| Rolling two dice Match one or both | 9 chips | Rolling two dice Match None | 3 chips |
| Rolling one dice Match one GERONIMO | 18 chips | Rolling one dice Match None | 3 chips |

MACHZ players do their best to do these three things:

1. Collect lots of points by rolling their share of MACHZ color combinations.
2. Collect lots of points by rolling lots of winning color combinations.
3. Collect lots of points by using their Match/No Match Cards well.