

RAISE YOUR HORNS!

RAISE YOUR HORNS! is a party dice game for 4 players. (For a different amount of players see "Tips".)

◆ HOW TO PLAY

★ Whoever has the **lowest die** at the end of a round **loses that round**. If a tie for the lowest score occurs, all players with that score are losers. It's even possible that all players lose at the same time!

★ Every **loser** must suffer a **small punishment**. Come up with something funny!

Determine starting player

Each player rolls the Horns die  and the player with the highest score starts the first round. In a **new round** the player who **rolled the final die** in the preceding round goes first.

Sequence of Play

★ The starting player rolls **all four dice** and then **decides** which one to **keep by placing it nearby** (without changing its value).

★ Then the player passes the **remaining dice** on to the **next one**, who in turn makes a roll and again decides which one to keep. This is repeated **until all players** have rolled and taken one die and **none are left**.

★ When all dice have been distributed, check **who has the lowest number**. Hello, loser!

What? Boring, you say? Right... If it weren't for the special rules for the dice!

◆ TYPE-O-DICE

The *RAISE YOUR HORNS!* set consists of **three different types** of dice. Which are ...



Horns



Blank (2x)



Fuck off!

... the white *Horns* die, as well as the black *Blank* and *Fuck off!* dice.

They have the following effects:

HORNS

The white die **cannot be taken** as long as any black die is still available!

Exception: if a player rolled the Horns , he or she **may keep** the die. The owner of the Horns is safe for this turn and cannot lose (unless this player is determined as the loser, see *Fuck off!*).

■ BLANK

The empty side ■ of the *Blank* dice has the value of 0 (zero) and is therefore the **lowest number**.

👉 FUCK OFF!

If a player rolls a *Fuck off!* 👉, no matter when, the round **ends immediately**, making this player the **only loser**.

Exception: If the *Horns* 🐮 are also on the table (because either the player simultaneously rolled them or another one kept them earlier in the round). In this case the player who rolled 👉 may determine the loser of this round.

↔ **Attention, change of direction!**

Whenever a round ends with a 👉, the next round is played in the **opposite direction**.

◆ **END OF GAME**

RAISE YOUR HORNS! is played until a predetermined **goal, circumstance** or **time** occurs (or until people get bored).

◆ **TIPS**

- ★ Do you have a **dice cup**? Outstanding!
- ★ Determine an **Executor**, who will ascertain the proper implementation of and compliance with the punishment! Stoic beings with a calm mind or uninvolved passers-by who do not participate are good choices.
- ★ Both the duration and severity of the punishment should be chosen **responsibly** and with the game's sociable spirit in mind.
- ★ The main rule is: "**Touched? Chosen!**" This means, the first die that is touched after the roll must be taken.
- ★ Anyone who lets dice roll from the table or changes their value—whether **intentionally** or **by accident**—loses the round **immediately**.

Another number of players

If there are **5 or more players**, simply skip the remaining players after all dice are taken.

However, due to the constant change of direction and alternating starting players, everyone will get their turn in the long run.

If there are only **three players**, just take out one *Blank* ■ die.

For duos: Play something better!