

# Rick and Morty THE MORTY ZONE

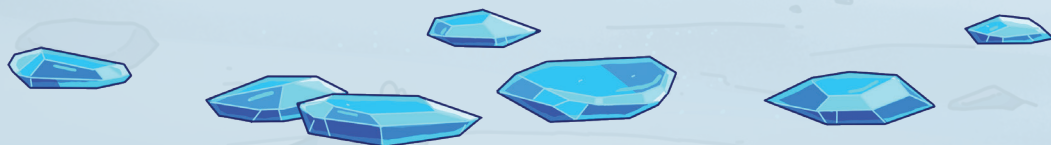
## DICE GAME TURN SEQUENCE

1. The active player rolls **all eight** dice.
2. The active player draws a Rick Card and reads it out loud, and then MAY take advantage of the ability granted by the card or not.
3. Total up each color pair of dice. Announce each total out loud by color so all players are on the same page.
4. ALL PLAYERS check off the numbers they choose.
5. ALL PLAYERS score any Public Bonus Cards that have met their goal.
6. Once everyone has checked off their chosen numbers, the active player passes the dice to the player on their left and a new turn starts.

## ENDING A ROUND

When all players have Locked ALL of their colors, the round ends. Score your Board as follows:

1. Total up each of the four boxes to the right of the colored rows.
2. If you checked ALL 10 numbers of a color, score a +10-point bonus in that color!
3. Add up all Smith Family Bonuses you scored and write that total in the box provided.
4. Reveal your Secret Death Crystal and write in the points in the box provided if you fulfilled it.
5. Double-check each of your Public Bonus Cards to see if any might apply (like checking a single number or scoring cards that happen only at end of round).
6. Add up all of the various points to determine your final score for the round.
7. Write that score in the appropriate Round # box in the lower right corner of your Fate Board.
8. If this is the end of round 3, total up your points from all three rounds. The player with the highest grand total wins! Otherwise, go back to Set-Up and start a new round.

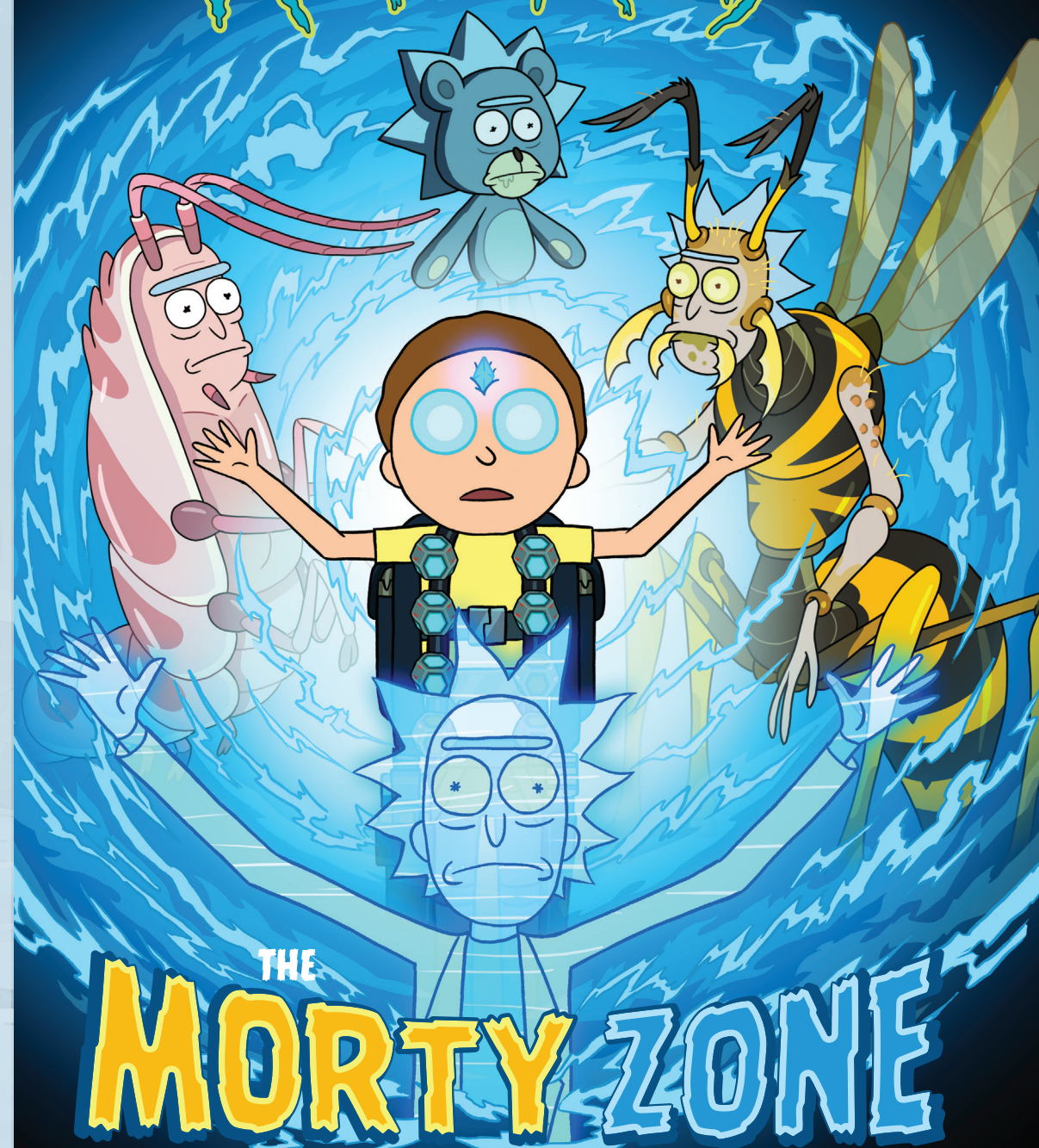


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[adult swim]

# Rick and Morty



DICE GAME



## ROLL THE DICE, CHOOSE A PATH, AND AAAAAAY YOU GO!

In the *Rick and Morty* Season 4 episode "The Morty Zone," Morty must constantly choose the right path to his best potential fate: ending up with Jessica. In this game, the dice results each turn provide you with numbers you'll need to meet your goals. Your main goal is to check off as many numbers as you can. But you also have a secret goal and up to three unique public goals, so things can get tense really fast! In the end, the player who scores the most points wins the heart of Jessica! Or do they?

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### OBJECTIVE

Score the most points! Each number you check on your Fate Board is worth 1 point. Your main goal should be to check ALL of the numbers. Points are also earned from Smith Family Bonuses, Public Bonus Cards, and your Secret Death Crystal Token!

For a quick 15-20 minute game, play one round. If you've got the time, play a three round match. The winner is the player with the highest grand total.

### SET-UP

- Give each player a Dry-Erase Fate Board and a Marker. Be sure to erase all the markings at the start of each round, except for your scores from the previous rounds of this match.
- Mix up the Secret Death Crystal Tokens and then each player grabs one. You may look at yours, but keep it hidden from your foes!
- Shuffle the Public Bonus Cards and deal out three to each player, all face up. Players are free to look at their foes' face-up cards at any time. Leave yours in front of you so you keep them in mind during the entire round.
- Shuffle the Rick Cards and place them face down in the middle of the table.
- Each player should roll two dice, with the high roller being the first active player. In rounds 2 and 3 of a match, the player with the most total points will be the first active player.
- You are now ready to begin!

### TURN SEQUENCE

- The active player rolls **all eight** dice.
- The active player draws a Rick Card and reads it out loud, and then **MAY** take advantage of the ability granted by the card or not.
- Total up each color pair of dice. Announce each total out loud by color so all players are on the same page.
- ALL PLAYERS** check off the numbers they choose. More on this below.
- ALL PLAYERS** score any Public Bonus Cards that have met their goal.
- Once everyone has checked off their chosen numbers, the active player passes the dice to the player on their left and a new turn starts.

## HOW TO PLAY

After the dice are rolled, **all players** are going to use **all** of these dice, not just one color of dice. There is no waiting around for your turn in this game. Every player is involved in every turn of the game. When rolling, roll the dice into the lid of the box. This keeps the dice from flying off the table. While the active player is drawing their Rick Card, the other players should **carefully** group the dice together by color to make it easier to see the four colored pairs together.

There are four pairs of dice. The total result of each pair of dice is the crucial information, **not** the individual result of each die. For example:



These dice have rolled 9 Blue, 8 Red, 6 Green, and 6 Black. The results of the individual dice are **ONLY** ever important for certain Public Bonus Cards and some Rick Cards.

Now that you have your numbers, **EACH PLAYER** must decide how to apply **EACH NUMBER** to their Fate Board. Players do this simultaneously, not one at a time. Your foes' choices have no bearing on your choices. You have two options on how to use each of the four numbers. You may choose a different option for each color.

Let's dig into what that really means by dealing with the 9 Blue first. Since the round has just started, your Fate Board is completely clear, so you have lots of options.

If you choose Option #1, use your marker to put an "X" (check) through the Blue 9 on your board.

If you choose Option #2, use your marker to put an "X" (check) through **EXACTLY TWO** numbers that add up to 9. So you could choose Blue 8 & 1, Blue 7 & 2, Blue 6 & 3, or Blue 4 & 5.

In deciding which option to choose, there is one cardinal rule: **You can't check a number twice.**

This means you can't check the Blue 9 if it is already checked. This also means you can't choose 4 & 5 to make 9 if the Blue 4 and/or Blue 5 already has a check.

- Check the total value of the two dice if that number has not been checked off already.**
- Check exactly two numbers that add up to the total value of the two dice if neither of those numbers have been checked off already.**

If neither of the two options are available to you, you must check the Locked icon for that color instead. Here's what a Fate Board that can't use a 9 Blue looks like:



Since you cannot make 9 Blue in any possible way (6+2+1 is illegal), you must check the Locked icon, and then write in your Blue score at the far right. Since each checked number is worth 1 point, you have scored 5 points in Blue this round.



You will no longer be able to check any additional Blue number boxes for the rest of the round, unless a card says otherwise.



## ENDING A ROUND

When all players have Locked ALL of their colors, the round ends. Score your Board as follows:

1. Total up each of the four boxes to the right of the colored rows.
2. If you checked ALL 10 numbers of a color, score a +10-point bonus in that color!
3. Add up all Smith Family Bonuses you scored and write that total in the box provided.
4. Reveal your Secret Death Crystal and write in the points in the box provided if you fulfilled it.
5. Double-check each of your Public Bonus Cards to see if any might apply (like checking a single number or scoring cards that happen only at end of round).
6. Add up all of the various points to determine your final score for the round.
7. Write that score in the appropriate Round # box in the lower right corner of your Fate Board.
8. If this is the end of round 3, total up your points from all three rounds. The player with the highest grand total wins! Otherwise, go back to Set-Up and start a new round.

## MORE ABOUT NUMBERS

The Fate Board's color rows go from 1-10, but the dice results range from 2-12. If a pair of dice results in an 11 or 12, you can't choose to check that value. You will have to break it up into two different numbers, and the total of those two numbers MUST equal 11 or 12 (whichever was rolled). Results of 10+ are not all that common, so adjust your strategy accordingly. Your 1 in each color is very valuable. As you start filling in numbers, it becomes progressively harder to make certain numbers. Take the example below:



With your Black 1 still open, you can make a 5 or a 7 (very common numbers!) and avoid Locking, even though the 5 and 7 are checked.

Locking a color is always bad. The longer you stay in a round, the better. Eventually, you are going to hope for some very specific rolls or you'll be Locked in that color. In the above example, if you check the 1 & 4 to make 5, you better hope the Black dice result in a 6 or higher next turn ... but not a 7!

Your Secret Death Crystal and Public Bonus Cards are sometimes more important than avoiding a Lock. In the above example, if your Secret goal were to "Check all 1s" and the Black dice totaled 9, you might be better off checking the 8 & 1 instead of the 9, even though that would limit your options next turn.

While your goal is to check as many numbers as possible, sometimes it pays to check a single number (the total result), so that you have more options in the future. You might also consider trying for a Smith Family Bonus, as seen on your Fate Board. If you are trying to check all odd numbers, for example, checking the 1 & 5 might be better than checking the 6.

## LOCKING COLORS

When you cannot check off the number(s) necessary to make the total in a color, that color is now Locked for you. Check the Locked icon in that color on the left edge of your Fate Board. Add up all the checks you have made in that color and write the total in the box on the far right of that color. In subsequent turns, you may no longer check any numbers of that color. You may still score Public Bonus Cards that look for certain dice rolls.

The round continues until all players have Locked all colors. Even if you have Locked all of your colors, you still get to be the active player and roll the dice when your turn comes around. Use the Rick Card you draw to cause your foes to Lock their colors!

If you manage to check off all of your numbers in every color, congratulations, as that is a once-in-a-lifetime event! Since you won't have Locked your last color(s), the round continues for one more toss of the dice. This gives

each player one last chance to score dice-dependent Public Bonus Cards. Since you checked every number, you can't check any more numbers, so the rest of your colors will Lock with this final toss.

## PUBLIC BONUS CARDS

Each player will have a new set of three of these cards each round. Keep them face up and in front of you so you and your foes can all see them. Most of the cards have a point value listed in the upper right between +1 and +6, with more difficult goals being worth more. Some are worth 0, but their effect will help your score in other ways. Some have a +?. This means the amount of points the card will grant is variable, depending on when you choose to score it.

Each Public Bonus Card scores only once per round. When a PBC has its requirement met (or you choose to use it), turn it sideways. That signals that you have used it and cannot use it again this round. When you turn your PBC sideways, announce the points that you are scoring with it and then write that number in one of the three PBC boxes on your Fate Board. Speaking of Fate Boards: They are also public information. You cannot hide or shield your board from your foes.

## SECRET DEATH CRYSTAL TOKENS

Morty's Death Crystal guides him through "The Morty Zone" episode to his desired life with Jessica. At least that's what he assumes, poor guy. Your token provides a goal you can strive for during the round. Whether you achieve your goal or not, do not reveal your token until the end of the round. You don't want to telegraph to your foes how well you are doing during that round.

## SMITH FAMILY BONUS POINTS

These bonus points are available for each player to try and score each round, and they are the same on each Fate Board. They aren't easy to score, but they are always worth trying for! The phrase "check all odd numbers in Red" will still score even if you check some non-odd numbers in Red. It doesn't mean you can ONLY check odd numbers in Red to score that bonus. If you check all 10 numbers in a color, you will score either Jerry or Beth in that color (in addition to the normal scoring and bonus 10 points for that color). When you have fulfilled a Smith Family Bonus, circle that bonus value on your Fate Board. Add them all up at the end of the round and write that total in the box provided.

## RICK CARDS

When you are the active player (the player who rolls the dice), you get to draw a Rick Card. They can be very helpful at times ... just like Rick! Read the card aloud when you draw it. Your foes should not be checking any boxes while you are deciding whether or not to utilize the text on the card you drew. Rick Cards will allow you to make specific modifications to the dice you have rolled, if you choose to. If you choose to take advantage of the special ability, adjust the dice as directed by the card. If you choose not to, announce that fact. In either case, after making your choice, discard the Rick Card and say "DONE" so all players (including you) can start checking numbers.

### Rick Card Example

You roll the following dice, and quickly realize that you have no combination of Red numbers available to make a 9.



You draw Hologram Rick from the top of the Rick Card deck and choose to remove all 3s from the roll. You remove the 3 Red and the 3 Green. Now Red's total is 6 and Green's total is 5. Much better!

If a Rick Card allows you to remove dice from your roll, those dice cannot be used towards any Public Bonus Cards.

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