HAVE ONE PLAYER ROLL A SINGLE DIE. THE NUMBER ROLLED BECOMES THE SLAM NUMBER.

SLAM NUMBER

ON YOUR TURN, ROLL ALL 3 DICE.

IF YOU ROLL A SINGLE SLAM OR SMALL SLAM, ADD THE CORRESPONDING POINTS TO YOUR SCORE. THEN, ROLL AGAIN.

YOUR TURN ENDS WHEN YOU FAIL TO ROLL A SLAM NUMBER OR ROLL A GRAND SLAM WHICH AUTOMATICALLY CHANGES YOUR TOTAL SCORE TO 15.

A PLAYER FINISHES THE GAME WHEN THEIR SCORE IS EXACTLY 15 WITHOUT GOING OVER. IF A ROLL WOULD SEND A PLAYER'S SCORE OVER 15, THEY DO NOT SCORE ON THAT TURN.

INSTEAD OF HAVING A WINNER, THIS GAME HAS A LOSER. THE LAST PLAYER TO REACH A SCORE OF 15 LOSES.

| SCORING | | | |
|---------------|----------------|----------------|--|
| SINGLE SLAM | SMALL SLAM | GRAND SLAM | |
| 1 SLAM NUMBER | 2 SLAM NUMBERS | 3 SLAM NUMBERS | |
| 1 POINT | 5 POINTS | 15 POINTS | |

| PLAYER | SCORE |
|--------|-------|
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