

HOW TO PLAY CHEERIO



The Dice

Each die has six sides, ranked low to high:
Nine, Ten, Jack, Queen, King, and Ace



The Goal

Roll to create **Multiples** and **Poker Hands**,
where **Aces** are Wild!

Gameplay (2 or More Players)

Choose a player to begin.

When your turn starts, roll **all five dice**.
After rolling, you can choose to re-roll
once or twice more, with any or all dice.

Next, choose a row to score your turn.
Every turn must be scored, and each row
can only be scored once per player.

* If to score your turn, you use an **Ace** as
a **Wild**, score only half of the total point
value for that row.

* If your roll isn't ideal or doesn't meet
the requirements of a row, you must
choose to forfeit any row for **0 points**.

Now it's the next player's turn.

Continue until all rows are scored.

Victory!

The player with the most points wins!
... Best out of three?

		NAME			NAME		
		1	2	3	1	2	3
MULTIPLES		PT					
<i>score 5 points for each ...</i>	Ace	5 /ea.					
	King	5 /ea.					
	Queen	5 /ea.					
	Jack	5 /ea.					
	Ten	5 /ea.					
	Nine	5 /ea.					
POKER HANDS							
Cheerio (5 of a Kind)		50					
Four of a Kind		40					
Straight (9-K or 10-A)		40					
Full House		40					
Three of a Kind		30					
Two Pair		20					
TOTALS							
Multiples Total		➡					
Bonus	if Multiples Total is 90+	10					
Poker Hands Total		➡					
Grand Total		➡					