



INSTRUCTIONS

For 1 or more players, Ages 8+

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OBJECT

The object of the game is to CALL out words spelled from the Rolled letter dice that match the categories rolled on the category dice.

WINNING

When you call out a word, you capture THAT Category Die. Points are earned for each collected category die. The first player to 20 points wins!



LET'S PLAY!

1. Every round of Roll Call is an ALL PLAY! The youngest player rolls first.
2. Place ALL 22 letter dice AND all 7 Category Dice in the dice cup (The container the game came in!)
3. Give the cup a shake, and roll out the dice onto your playing surface.
4. All players immediately look at the dice and try to create a word from the letters that fit a face-up category on the Category Dice.

Here are some examples that match the 6 different categories

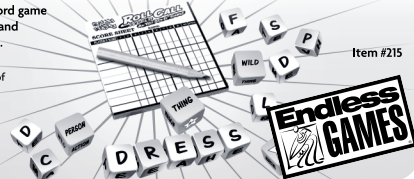
PERSON: PAL, JOE, MOM, etc.
THING: BALL, MOP, TACO, etc.
ACTION: RAN, SLAP, HIT, etc.

ADJECTIVE: HOT, DRY, NICE, etc.
WILD: (any word!)
5+: (any word containing 5 or more letters!)

5. When a word is called out, that player takes the corresponding Category Die (NOTE: DO NOT MOVE THE LETTER DICE. All letter dice remain where they are until the round is over.)
6. Players continue calling out words and collecting category dice until all category dice have been collected or until no more words can be made for any remaining category dice.
7. Record your score after each round. Each category die is worth 1 POINT, except the 5+ category dice which are worth 2 POINTS each.
8. After scores are recorded, begin a new round by loading all the dice back into the cup and ROLLING and CALLING new words. Continue playing FULL ROUNDS until 1 player reaches 20 points. (NOTE: In the event of a tie, hold a tie-breaker round among all tied players)

Spill and Spell Roll Call is another great word game from the makers of Classic Spill and Spell and award-winning game inventor Jack Degnan.

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OBJECT

Get the most points by creating words with the face-up letters on your dice. The longer the word, the higher the score per letter.

WINNING

After 10 rounds, whoever has the highest score is declared the winner. You can also modify the number of rounds you wish to play to make your game of Spill & Spell longer or shorter.

HOW TO SET UP

Put the 22 dice in the cup. You will take turns building words. Use a watch or other timing device to record one minute rounds. Have the score pad and pencil handy to keep score.

PLAYING THE GAME

Shake the dice and spill them out onto the playing surface. As soon as the dice hit the playing surface, another player must start the timer for one minute. With the letters

facing up, lay the dice in sequence (from left to right or from top to bottom) to spell as many words as you can. To make maximum use of your letters, you are encouraged to intersect words crossword style. When you run out of words, you may gather and spill the remaining dice and keep playing. When you run out of word ideas again you may gather and spill yet one more time. You are allowed two "re-spills." (Re-time another minute for each "re-spill!")



SCORING

3 letter words – 1 point per letter; 4 letter words – 2 points per letter; 5 letter words and up – 3 points per letter. 5 point bonus for using all 22 dice. If a letter is used in two words - because you've intersected two words crossword-style - that letter gets scored twice - once for each word. (For example if you have a 4 letter word that crosses a five letter word at the letter "E," that "E" is worth 2 points for the four letter word plus 3 points for the five letter word for 5 points in all.) Subtract a point for each unused die. Record your score on the score pad.

DOUBLES – SPECIAL FUN SCORING

You can pick a category at the beginning of the game – such as "sports words," "slang words," "movie titles," or "people we know." If any of your words are in that category, double the score of that word.

SPECIAL RULES FOR "NEW SPELLERS"

Alternatives – use any combination:

- Remove the time-limit for the new speller.
- Allow for more "re-spills"
- Add more time
- Reduce the number of dice
- In scoring, do not subtract unused dice after a round.

SOLO PLAY

To play solo, simply time yourself per round and try to score a personal record!