

Sunset Shuffle by Jason Kotarski

A dicer dexterity game for 2-5 players ages 8 and up.

Have you been lucky enough to experience the beauty of the setting sun from one of the world's finest, white-sand-beaches? If not, you are missing out on some of the best our natural world has to offer. The orange glow reflecting on the crystal clear waterfront is a sight to behold, especially with the breeze on your neck and your toes in the sand. In Sunset Shuffle, you and your family try to fill up the best spots on the beach in order to get a front row seat at the big show in the sky! To be successful in your quest to capture this unforgettable memory you'll have to be keen and quick since everyone else on the beach wants the same thing you do. You'll also want to watch out for the feisty lifeguard who wants to spoil your night! Just don't cause too much of a commotion and you'll be fine. Get ready to party until the sun goes down. Grab your shades and the sunscreen, it's time to do the Sunset Shuffle!

Components

30 Family Dice (6 d6s in 5 colors)

2 Lifeguard Dice

6 Sunset Cards

12 Beach Cards

Object

Win the most Sunset Cards by taking control of the best spot on the beach.

Set Up

Each player chooses a color and takes the matching set of 6 Family Dice.

Place the Sunset Cards in a face up pile in ascending order next to the play area.

Shuffle the Beach Cards and place them in a pile next to the Sunset Cards. Flip the top 3 Beach Cards face up into the center of the play area.

Place the Lifeguard Dice near the Beach Cards. (In a 2-3 player game place 1 Lifeguard die. In a 4-5 player game place both Lifeguard dice.)

How to Play

Sunset Shuffle is played over several rounds with all players playing at the same time. There are no turns.

Let's Roll: The youngest player should yell "Cowabunga!" to begin the round.

Players then begin rolling their dice as fast as they can until they can place a pair of dice on a matching face up Beach Card. It's important to utilize the buddy system for safety on the beach!

Players may only place one pair per roll. Once a player places a pair for dice they must roll again to look for a new pair to place on a Beach Card they do not yet have any Family Dice on.

Players may set aside one die per roll to save the result. Players may never have more than one die set aside to save for a future roll. A player may choose to reroll your saved die with any future rolls.

It's okay for multiple pairs of dice to be on the same Beach Card as long as they are from different families. But be careful not to knock any of the other Families' Dice off the card while placing yours. If this happens, the rowdy player's Family Dice on that card must leave the beach to be rolled again. Play nice, you're on vacation for goodness sake!

Lifeguards: The first player to place dice on the beach in the round (and the second in a 4-5 player game) must pick up a Lifeguard Die and begin rolling it with their Family Dice. They made a ruckus and now the lifeguard is watching them. While a player has the Lifeguard Die they must check the symbol before placing dice.

Skull: The Lifeguard caught you misbehaving. You may not place any dice from this roll.

Shield: The lifeguard is distracted. Pass the Lifeguard Die to another player.

Blank: Play continues as normal.

A player may only have 1 Lifeguard Die at a time.

Wild Dice: Each round, one die result is wild and can be used as a substitute for any other die. The wild die is determined by the number on the Sunset Card for the current round. Example: In Round 2, 2's are wild.

Keep rolling and placing dice until a player has 1 pair of dice in each of the revealed Beach Cards. The first player to secure their spot on the Beach cries "Shark!" to end the round. The winner takes the Sunset Card used that round. Then, set up for the next round with a new set of Beach Cards.

After 6 rounds the sun is gone and the player who held onto the best spot on the beach the longest (collected the most Sunset Cards) wins!

In the case of a tie, the tied players must face off in a Dusk Round with 3 Beach Cards drawn from the reshuffled Beach Deck and no Wild Dice. The winner of this round is crowned King or Queen of the Beach!