

TALLY UP!

A FAST-PACED, CHOOSE-YOUR-LUCK DICE GAME WHERE EVERY ROLL COUNTS. CHOOSE DICE, SCORE POINTS, AND GET OUT BEFORE YOU BUST!

OBJECTIVE

Be the first player to reach 2,500 points at the end of a round.

CONTENTS: 6 Tally Dice, 1 Up Die, 10 IN / OUT Tokens, 5 Dice Roll Cards



TALLY DICE



UP DIE



IN / OUT TOKENS



DICE ROLL CARD

SETUP

Each player takes an IN / OUT token and flips it to IN. Place the Dice Roll Cards within reach of all players. Choose a player to roll first. This player becomes the first active player. Make a score sheet or [scan this code for our scoring app](#).



THE TALLY DICE

Each die has its own mix of stars, circles, and points. Use the chart below and the Dice Roll Cards during the game to plan your strategy.

COLOR	RISK	POINTS
RED	HIGH	200
ORANGE	HIGH	200
YELLOW	MEDIUM	150
GREEN	MEDIUM	150
BLUE	LOW	100
PURPLE	LOW	100



IN OR OUT

Each round can have multiple rolls. Before each Main Roll and Up Die Roll, every player secretly chooses to stay IN and try to gain more points, or go OUT and bank points. Once you are OUT, you are OUT for the rest of that round.

RUNNING TOTAL

Points from all the rolls in a round are added up. These points are called the Running Total. The Running Total starts at zero at the beginning of each round. After each roll, the dice points are added to the Running Total.

BANK OR BUST

When a player chooses to go OUT in a round, they bank points by adding the current running total to their score. All players still IN when two stars (★★) are rolled bust and score no points for the round.

PLAYING A ROUND

1. The active player chooses three Tally Dice to roll. **These dice cannot be swapped out for other Tally Dice during the round.**
2. Roll your chosen dice. This roll is called the Main Roll.
3. Resolve the roll (see **RESOLVE THE ROLL**).
4. Say “1... 2... 3...!” to signal everyone to reveal their IN / OUT token at the same time!
5. All players who go OUT add the current running total to their score.
6. Repeat steps 2-5 until:
 - A. Everyone has gone OUT, or...
 - B. Two stars (★★) cause a bust!
 - C. **NOTE:** The active player continues to roll even if they have gone OUT for the round.
7. Once there is a bust or everyone has gone OUT, reset the Running Total to zero, flip all IN / OUT tokens back to IN, and pass the dice to the next player clockwise. This player will become the new active player. The new active player chooses any three Tally Dice to roll (go back to Step 1).



RESOLVE THE ROLL

0 or 1 star: ★

- Add the numbers shown on the dice to the Running Total for this round.
- If one or more circled numbers appear on the Main Roll, the Up Die will be rolled (see **THE UP DIE**).



2 stars = Bust! ★★

- The round ends immediately.
- The Running Total resets to zero.
- Everyone still **IN** scores no points.
- The Tally Dice passes to the next player clockwise.



3 stars = Tally Up! ★★★

- Anytime the original three dice in a Main Roll show three stars, a **Tally Up!** occurs.
- The first player to shout "**Tally Up!**" scores a **200-point bonus**, even if they have gone **OUT** for the round. This bonus is added to their score.
- All other players still **IN** get **100 points added to their score**.
- You cannot score a **Tally Up! Bonus** from an Up Die Bonus Roll.



THE UP DIE

If one or more circled numbers appear on the Main Roll, the Up Die will be rolled. Before the Up Die is rolled, all **IN** players decide whether to stay **IN** or go **OUT**. The active player says "**1... 2... 3...**" and all players reveal their tokens at the same time. **Then the active player rolls the Up Die!** Resolve the roll using the chart below. **NOTE: The Up Die is only rolled once, even if multiple numbers are circled.**

FACE	EFFECT	DESCRIPTION
+1	Bonus Roll	Roll one extra Tally Die
+2	Bonus Roll	Roll two extra Tally Dice
+3	Bonus Roll	Roll all three remaining Tally Dice
-100	Penalty	Subtract 100 points from the Running Total
+100	Bonus	Add 100 points to the Running Total
x2	Bonus	Double the Running Total



BONUS ROLL (+1, +2, +3)

- The active player rolls that many extra Tally Dice from the dice not rolled in the Main Roll.
- After the Bonus Roll, **if two or more stars (★★) are showing across all the dice** (from both the Main Roll and the Bonus Roll), everyone still **IN** busts and scores no points for the round.
- Otherwise, add the points from the Bonus Roll to the Running Total.
- **You do not roll the Up Die again if a circle appears on a Bonus Roll.**
- After a Bonus Roll, the extra dice used for the Bonus Roll are set aside.
- Return to Step 4 in **PLAYING A ROUND**.

END OF GAME

The game ends when a player reaches 2,500 points or more at the end of a round. **If multiple players pass 2,500, the highest score wins.** In case of a tie, play another round to decide the winner.

WANT TO MIX IT UP?

- Change the target score if 2,500 points feels too long or short.
- Instead of playing to a point total, end the game after every player has been the active player at least once.
- Keep the tension high with a high stakes variant. Before each Main Roll, all players choose **IN** or **OUT**. If you are **IN**, you also stay **IN** for the Up Die roll if there is one.



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MESSY TABLE GAMES LLC, BOISE, ID 83703
GAME DESIGN BY ERIC OLSEN
GRAPHIC DESIGN BY RYAN NOONAN
THANKS TO KAICO PLAYS FOR COLLABORATION
ON THE RULES