

BONUSES

Certain situations will grant you a bonus for your next throw or two. x will double the throw's score; xx will redouble ($4x$) the throw's score. The maximum bonus that can be applied to any throw is $4x$, so no scoring box can ever have more than " x x " for bonus marks.

• **Quakes** — When your cumulative score has changed, and ends in a particular pair of digits, it is either a Little Quake or a Big Quake.

◇ *Little Quake*

If your score ends in an "11 number" (11, 22, 33, 44, 55, 66, 77, 88, 99, 111, 166, 277, 411), it is a Little Quake and you get x on your next throw.

◇ *Big Quake*

If your score ends in a "20 number" (00, 20, 40, 60, 80, 100, 180, 200, 240, 320), it is a Big Quake and you get xx on your next throw.

• **Rumbles**

When a throw results in only 2 colors showing on the 9 dodecas, it is a Rumble, even if all three sets are Busts.

◇ *Little Rumble*

If you have 0 or 1 volcano, it is a Little Rumble and you get x on your next throw.

◇ *Big Rumble*

If you have 2 or 3 volcanoes, it is a Big Rumble and you get xx on your next throw.

• **Eruptions**

When a throw results in 3 different volcanoes, or 3 identical volcanoes, it is an Eruption, which gives you a bonus on your next 2 throws.

◇ *Little Eruption*

If you have 3 different volcanoes, it is a Little Eruption and you get x on your next 2 throws

◇ *Big Eruption*

If you have 3 identical volcanoes, it is a Big Eruption and you get xx on your next 2 throws.

SCORING

	Set	Points
Volcanoes	 =	10 <i>Krakatoa</i>
	 =	5 <i>Vesuvius</i>
	 =	3 <i>Mauna Loa</i>
Deuce	 =	2
		
Ace	 =	1
		

THE FIVE THROWS

1) All Dodecas

Throw all 9 dodecas. If you don't like the result of the first throw, you may rethrow all 9 dodecas, but you must keep this result.

Remember, the following throws must strike at least one dodeca on the playing surface!

2) Any Set

Choose any one set (Steam, Ash, or Lava) to throw.

3) Steam

Throw the Steam set.

4) Ash

Throw the Ash set.

5) Lava

Throw the Lava set.