

How to play

# THIS IS NOT A DRILL!

This is a quick-playing dice game for 1 to 4 players, where you attempt to stabilize and cool down a set of nuclear reactors. You build cooling rods by rolling dice and performing Techniques in an effort to match the value of a Reactor. Access a new Technique after cooling a Reactor. Once all Reactors have been stabilized, add up all your points to learn your Penalty. The lower the score, the better! The fate of the countryside is in your hands...Do your best!

**YOU WILL NEED:** 1 "This Is Not A Drill" score sheet, and 5 ten-sided dice (d10's).

**PLEASE NOTE:** You will be rolling ten-sided dice in this game. These rules will refer to a die as a "d10." Also note that whenever a 0 (a zero) is rolled, count it as 10 when adding it to other numbers.

## **SET UP THE GAME**

Roll 5d10 a total of three times: add up the numbers and record the totals separately in the spaces for "Reactor" where no score has been recorded yet.

Notice the small X-mark beneath the Technique: "Re-Throw Up To 3 Dice." This means you know how to do this Technique, and can perform it any number of times, as long as you have Fuel points to spare: the "radiation" symbols along the bottom edge of the play mat.

## **HOW TO STABILIZE A REACTOR**

Begin a round by choosing an unused Cooling Rod: a single row of circles on the left half of your playmat. Notice that there are either 3, 4, or 5 spaces available for numbers. The more spaces you have available on a Cooling Rod, the more numbers you can add together to match a Reactor value.

Roll all 5d10 at the same time. Sort the numbers in front of you from largest to smallest. Remember that a 0 (a zero) has the value of 10 when rolled.

If you are satisfied with the numbers you've rolled, write one number you've rolled in each of the corresponding spaces on the Cooling Rod you selected. Add up the numbers you recorded and write the total in the space for that Rod's TOTAL.

**FOR EXAMPLE:** Alisha rolls 5d10 and the results are 9-7-7-6-3. Alisha chooses a Cooling Rod that has three spaces available, and writes in 9-7-3 where indicated. She writes the total of 19 in the "TOTAL" space next to that Cooling Rod.

Once the numbers are recorded for a Cooling Rod, you cannot go back and re-roll or otherwise change the rolls and scores listed. You will need to move on to another Cooling Rod.

## **CHOOSE A REACTOR**

After recording the Total of a Cooling Rod, select one of the Reactor values on the right edge of the play mat, cross it out, and write it in the space marked REACTOR next your most recent TOTAL. If the TOTAL and REACTOR values are the same, then the PENALTY is 0. Otherwise, subtract the higher number from the lower number, and record the result in the space marked PENALTY for that Cooling Rod.

**FOR EXAMPLE:** Denise writes 9-6-8-8 in on a Cooling Rod, then records 24 in the space marked **TOTAL**. Looking at her remaining Reactors, she chooses the one with a value of 21. After crossing it out, she writes 21 in the **REACTOR** box next to her **TOTAL** of 24. In the **PENALTY** box next to that **REACTOR**, she writes 3 ( $24-21=3$ ).

## **PERFORMING TECHNIQUES**

If you are not happy with your initial roll, you can perform Techniques in an attempt to improve it. You start the game with 10 Fuel Points (the “radiation” signs at the bottom edge of the playmat), and must use one each time you attempt a Technique. Make a mark or slash across the Fuel Point symbol to use it. If you have no more Fuel Points remaining, you may not perform any more Techniques that change your dice rolls or score.

The five different Techniques are:

- ➔ **RE-THROW UP TO 3 DICE** ...Choose any of up to three dice, and roll them once more.
- ➔ **1 DIE: MATCH ANOTHER** ...Choose one die, and change it so it has the same value as any other die you rolled.
- ➔ **1 DIE: TILT LEFT OR RIGHT** ...Tilt a die of your choice to one of the numbers to the left or right of the current value.  
For example, on a typical d10, the numbers to the left and right of the 1 are 9 and 7.
- ➔ **ALL DICE: MINIMUM VALUE = 4** ...If there are any dice with a current value of 1, 2, or 3, change them all to 4.
- ➔ **1 DIE: DOUBLE VALUE, THEN SCORE ROD** ...Record dice values for the current Cooling Rod, and choose one die to score twice.

**FOR EXAMPLE:** Alisha rolls 5d10 and the results are 7-3-2-2-1. When she uses this Technique, she records 7-3-2-2 on her playmat, and scores the 7 two times. In place of the **TOTAL**, she writes 21 ( $7+7+3+2+2$ ).

## **EARNING NEW TECHNIQUES**

For example, at the start of the game, **RE-THROW UP TO 3 DICE** is the only Technique available. When you stabilize a reactor, select one of the Techniques next to a Technique already available. Before you start your next Round, select either **1 DIE: TILT LEFT OR RIGHT** or **1 DIE: MATCH ANOTHER**.

Choose one of those and make a mark underneath that box so you know you're able to do that Technique. On future Rounds, you may use this Technique as many times as you want, as long as you have Fuel Points available.

## **ENDING THE GAME**

Once a penalty is recorded for each Cooling Rod, the game is over. To determine your final score:

- Add up all your **PENALTY** points, and record them in the first box of **FINAL SCORES**.
- Add up any remaining Fuel Points, and record the total in the second box of **FINAL SCORES**.

The goal is to have a penalty as close (or equal) to 0 as possible and the greatest amount of remaining fuel. In a solo game, you want to beat your previous total. Use the same Reactor values in several games.

In a competitive game, the player with the lowest penalty wins, and ties are won by the player with the most remaining Fuel.

*And as always... “**THANK YOU FOR PLAY!**”*

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