Milky Words™

Have you 'herd' about Milky Words™?

Milky Words™ is an outrageous, fast-paced, tongue-tripping word game that is played with three color-coded letter dice at a time. The first dice decides what letter the word starts with; the other two dice … Green letters are included in the word, red letters are excluded from the word.

How now , Brown cow?

Before starting, read the rules thoroughly. Place all 17 dice in the milk carton. Decide who throws first.

Fig. 1

The first player, Michael, spills three dice into his hand then puts the milk carton in the middle of the table. Michael rolls ONE of the three dice in his hand onto the table. The letter rolled is what the word MUST start with, irrelevant of the color. It is a 'T' (Fig. 1 - T). Michael rolls the other two dice together onto the table. A green 'O' and a red 'P' (Fig. 2 - O & P).

Fig. 2

All players, including Michael, try to be the first to yell out a word that starts with 'T', includes the green 'O' and excludes the red 'P'. The first to do so is the winner! YOUR WORD MAY BE AS SIMPLE AS 'TACO' OR AS INTRICATE AS 'TERMINOLOGY', AS LONG AS IT STARTS WITH 'T', INCLUDES 'O' AND EXCLUDES 'P'!

At the end of the game, a player's accumulated dice are counted as points. The winner of the round keeps the T, P or O dice, and puts it in their personal COW PILE as one point.

Moo-ving right along

Now it's Adele's turn. Because Michael kept one dice as a point, only two dice remain on the table. Adele rolls one dice from the milk carton so she has 3 in her hand. Adele rolls ONE of the three dice in her hand onto the table. The letter rolled is what the word MUST start with, irrelevant of the color. It is an 'M'. (Fig. 3 - M). So the word everyone must yell starts with 'M'. Adele rolls the other two dice together onto the table. A green 'R' and a green 'L' (Fig. 4). All players, including Adele, try to be the first to yell out a word that starts with 'M', and includes the green 'R' and 'L'! E.g.: MALNUTRITION or MARLIN. The winner of the round keeps the M, R or L dice, and puts it in their personal COW PILE as one point.

Fig. 3

NOTE: If a player rolls two red letters, the word must exclude both red letters. If a player rolls two green 'B' dice, the word must include two 'B's. If a player rolls two red 'B' dice, both dice are rerolled. If a player rolls one red B and 1 Green B, both dice are rerolled.
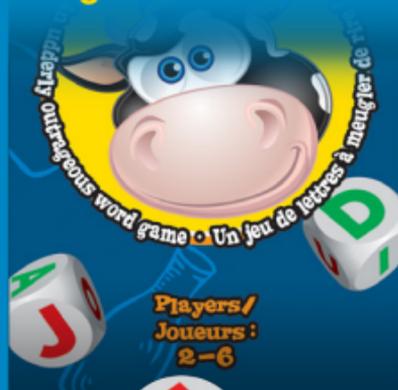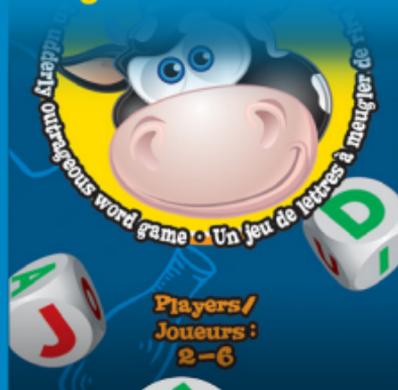
Fig. 4

Holy Cow!

If a player rolls two or three COW DICE*, everyone grabs for the milk carton. The first to grab it takes one dice from the carton and adds it to their COW PILE as a FREE point! The extra COW DICE are returned to the carton and the player rerolls so that they have a total of three dice to play with. Play proceeds as above.

Having a cow

When a COW DICE is rolled, it is immediately re-thrown. Depending how it lands, follow the directions indicated below.

Sacred Cow - Gain one point by adding the COW DICE to your COW PILE. Take another dice from the carton so you have a total of three dice to play with.

Kick the Bucket - You lose one point – Place one dice from your COW PILE back into the carton and remove the COW DICE from play; it is no longer part of the game. Roll again to ensure you have three dice. NOTE: IF YOU DO NOT HAVE ANY DICE TO PUT INTO THE CARTON, KEEP THE BUCKET ICON VISIBLE AS A REMINDER TO DEDUCT A POINT FROM YOUR COW PILE AT THE END OF THE GAME.

Spilt Milk - Choose one player to challenge, preferably a player with many points. Throw one letter dice from your COW PILE; if you are the first to yell a word starting with the letter thrown, you gain a point by taking a dice from the challenged player. However, if the challenged player yells first, you give THEM one of your dice! Remove the COW DICE from play; it is no longer part of the game. NOTE: IF YOUR COW PILE IS EMPTY, RETURN THE COW DICE TO THE CARTON AND MISS YOUR TURN.

Keep on playing 'til the cows come home

Play continues until there are only two dice left; then the first dice starts the word and the other is either included or excluded in the word. The last remaining dice starts the final word. If no letter dice remain at the end the game, stop play. Points are tallied by counting the number of dice in each player's COW PILE. The biggest pile determines the winner!

Cattle Call

For an even bigger challenge, throw FOUR dice at a time! Use the first dice to start the word and the remaining three must be included or excluded, depending on their color.