



CHARIDICE – NSV presents its autumn novelty in Essen

The SPIEL in Essen is a great opportunity every year to showcase new games, and that's also the case for Nürnberger-Spielkarten-Verlag (NSV). With **CHARIDICE**, NSV is releasing a new dice game after a while. Visitors at the fair in early October will have the chance to try out the new game for the first time.

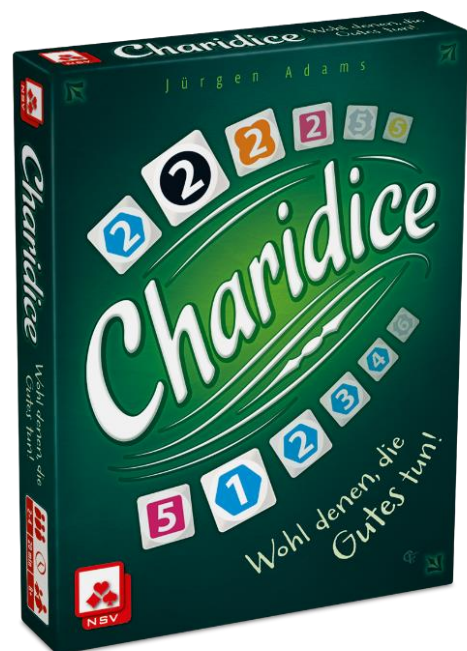
CHARIDICE is designed by Jürgen Adams, who was nominated for the "Kinderspiel des Jahres" in 2019 with "Go Gecko Go!". In this game, up to four players compete to score the most points. But it's not just about having good luck with the dice. There's also another path to victory that requires being generous at the right moment.

Put your generosity to the test

The gameplay – as with every NSV title – is quick to explain and easy to grasp. The player rolling the dice get up to three tries to get a result. Each of the six dice shows the numbers 1 to 6, but each in a different color. This creates two scoring options. You can either score all dice of one color, or one die from each color. The sum of the numbers on the scored dice gives you your points.

On top of that, you can earn bonus points if you manage to create certain combinations depending on how you score. This could be a sequence of consecutive numbers or a specific number in at least four different colors.

The big twist in **CHARIDICE**, though, is what happens with the unscored dice. Their points aren't just lost – they are given to the player on your left in every round. This might feel odd for fans of dice games, but this act of generosity plays a special role at the end of the game.





Charity Bonus as the X factor

After everyone has added up their points from the seven rounds, including any bonuses and the points they were gifted, there's one last thing to check: who gave away the most points. That player receives a so-called Charity Bonus. The extra points earned this way can potentially create an exciting twist in the final results.

With this in mind, the game offers unexpected tactical depth. Relying solely on luck with the dice is rarely the key to success. It's all about finding the right balance between giving and taking.

On top of that, **CHARIDICE** follows the principles of the *Natureline* product series that NSV has established with its bestsellers. The game materials are made entirely from sustainable and recyclable resources, making it "100% SUSTAINABLE" – another bonus point for the game.



CHARIDICE is suitable for two to four players aged eight and above, with a playing time of approximately 20 minutes. The German version with an MSRP of 12.00 Euros will be available from October 2024 – in stores and via the NSV online shop. Rulebooks in additional languages, as always, will be available on the website of the Nürnberger-Spielkarten-Verlag.



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