

## [TACTIC rules for dice games]

Here are 21 different dice games, with one, two, three or even more dice. We wish you lots of enjoyment!

## GAMES WITH ONE DIE

Games where you only use a single die can be plenty exciting indeed. Here are two good examples of this!

### Big Six

A classic dice game, dating back to medieval times. For 2–6 players. Apart from the die you will need paper and pencil, plus chips or matches to keep score.

**Aim of the game:** To be the first to lose all your chips.

**How to play:** Draw a gameboard like the one shown, with six numbered spaces. All players take 5 chips each.

The turn order is clockwise. When it is your turn you roll the die. If the corresponding space is empty, put a chip there; but if there already is a chip there, you must take it.

If you roll a 6, you always put one of your chips on space number 6 – regardless of how many chips are there already. Chips on space number 6 are out of the game, and you *never* pick these up again.

The first player to get rid of all his chips is the winner.

### Bouncer

A German game, where you aim to stay in and not get “thrown out”! For 3–6 players. You will need 12 chips each.

**Aim of the game:** Having the most chips at the end.

**How to play:** Everyone puts his chips in front of him or her. Decide who starts the game; that player makes the initial roll, and the turn order then proceeds clockwise.

When it is your turn, you roll the die and compare the result with that of the preceding player.

If you rolled *higher* than the previous player, he must give you the difference in chips.

*Example:* The previous player rolled a 3 and you rolled a 5. He must then give you 2 chips.

If you instead rolled *lower*, you must give to him the difference in chips.

If your roll was the same as the previous player’s, nothing happens and no chips change hands.

Once you have made your roll, the next player in turn rolls and compares his result with yours. If you roll a 1 or a 2, you usually have to pay chips to the players on both your right and your left!

A player who loses all his chips exactly – must pay precisely the same amount that he has in front of him – is still in the game! Whenever a player however suffers the fate of having to pay more than the amount of chips he has left, he pays with what he has but is then “thrown out” of the game which immediately ends. The winner is the player who then has the most chips in front of him or.

## GAMES WITH TWO DICE

Here are three games, all very different, using two dice each.

### Mexico

A simple but exciting game, with an unusual way of keeping “score”. For 2–6 players. You will in addition to the two dice need one extra die per player (or keep score using coins or paper and pencil).

**Aim of the game:** To be the only player left in the game, after all the others have been forced out due to rolling low combinations.

**How to play:** Each player places the extra die before him or her on the table, with the '6' face up. Decide who starts; the turn order then proceeds clockwise.

You play several rounds, and in each round the player with the lowest combination loses a "life" – shown by his die being rotated to the next lower number. Everyone thus starts with 6 lives. If your die goes down to 0, you are out of the game.

When it is your turn, you roll both dice in the middle of the table. If you are not satisfied with the result you may re-roll, and if you wish re-roll a second and final time. If you choose to re-roll you must do so with both dice – it is not permitted to keep one and re-roll the other.

The highest possible throw is "Mexico": 2-1.

Ranking just below Mexico are the pairs: 6-6 is the highest pair, and 1-1 is the lowest.

Ranking below the pairs are two different numbers on the dice, with the highest always being the decider and mentioned first: 6-5 is the highest combination here, followed by 6-4, 6-3, 6-2, 6-1, 5-4, 5-3 and so on all the way down to 3-1 which is the lowest possible throw.

When all players have rolled according to the above rules, the player who made the lowest result loses the round and one "life". *Example:* On the first round A rolled 5-4, B rolled 2-2, C rolled 6-1 and D rolled 4-4. Player A has made the lowest roll and loses one life, turning his extra die so that it shows 5 instead of 6.

If two or more players are equally low, they lose one life each. *Special rule:* Whenever a Mexico (or several) is rolled in the round, the loser loses two of his remaining lives!

When you are down to 0 you are out of the game. The last remaining player is of course the winner. If two or more players are left in the game, with 1 life each remaining, and they all lose the round because of a tie on the dice results, a "dead game" without a winner is declared.

## **Busted**

This dice game dates back all the way to the Thirty Years' War in the 17<sup>th</sup> century, when it was a gambling game among soldiers. For 3–10 players. You will need a supply of chips (25–30 each is suggested). You also need paper and pencil to draw a gameboard as shown, with numbers on the various spaces.

**Aim of the game:** To be the last remaining player in the game, after all the others have "busted out" after losing all their chips.

**How to play:** Put the gameboard in the middle of the table, within reach of all the players. Divide the chips so that everyone gets the same amount. Decide who starts; the turn order then proceeds.

On your turn, roll both dice and add up the result.

If the sum is *not* 2, 7 or 12 and the corresponding space on the board is *empty*, place as many chips there as the number on the space. If you for example rolled a 6, place six chips on space number 6. This ends your turn.

If the sum is *not* 2, 7 or 12 and the corresponding space on the board already has chips on it, you instead take these and put them on the table in front of you. You may then if you wish roll again, or pass and hand the dice over to the next player.

If the sum is 7, you must place seven chips on the corresponding space on the gameboard – regardless of how many chips are there already. (This space is sometimes referred to as the "gaol".)

If the sum is either 2 or 12, you are lucky and win ALL the chips on the whole gameboard, on all the spaces! You *must* then immediately roll again. If you are unlucky and roll 2 or 12 again, you must now fill ALL the spaces with the corresponding number of chips – three on space number 3, four on space number 4, and so on. (If you do not have enough chips, start with the lowest number and proceed as far as possible.) If you however roll any other sum on the re-roll, you as usual place the same number of chips on the corresponding space.

If you "bust out", lose your last chip, you are out of the game. If you do not have enough chips left for a space, place the ones you have. The last player left in the game is the winner.

## Shut the Box

A classic dice game of Northern French origin, and several centuries old. It is said to have been especially popular among sailors. For 2–6 players. In addition to the two dice you will need nine coins, and paper and pencil.

**Aim of the game:** To "shut" as many "boxes" as possible, and thereby be the player with the lowest minus score.

**How to play:** First draw nine "boxes" in a row, as shown, and number them from 1 to 9.

Decide who starts; the turn order then proceeds clockwise.

In your turn, you try to roll the dice several times in a row, shutting one or two boxes with each roll. Shutting a box is done by placing a coin on it. If you shut one box in your turn, the number of the box must correspond to the sum on the dice; and if you shut two boxes, their numbers must correspond to the two numbers on the respective dice. When you cannot shut one or two boxes corresponding to your entire roll your turn is over, and you receive as many minus points as the sum of the boxes which are still "open".

If you manage to shut the boxes 7, 8 and 9, you may from then on choose to roll one die only in your turn. If you however choose to roll both dice, you must shut two boxes for the roll to count as valid!

*Example:* Your first roll shows 5-3, and you choose to shut box number 8 by placing a coin on it. Your next roll shows 6-5, and you have no choice but to shut boxes 6 and 5 (since there is no box with the number 11). Your third roll shows 2-6, which ends your turn – box 8 is already shut, and of the boxes 2 and 6, number 6 has already been shut. Since you cannot shut boxes with both dice, your turn is over. You score  $1+2+3+4+7+9=26$  minus points, which is noted on the score sheet. Pass the dice to the next player.

The player scoring the fewest minus points is of course the winner. Note that if you are unlucky enough to roll 5-5 or 6-6 on your first roll, your turn is immediately over and you score the maximum possible 45 minus points!

**Variation:** If you cannot use your entire throw as per the rules above, you may use it as far as possible before ending your turn. In the example above you would have been allowed to shut box number 2, scoring minus 24 points instead.

## GAMES WITH THREE DICE

Here are several challenging games!

### 421

A classic game in France, where it is often played in bars and cafés for small stakes. For 3–10 players. You also need a sufficient supply of chips – see below.

**Aim of the game:** To be the first to get rid of all your chips.

**How to play:** All players take 3 chips each. Put another 11 chips in the pot in the middle of the table, before the game starts.

All players make one roll each with the three dice. Highest (according to the ranking order below) becomes the starting player, and the others follow in clockwise order. The game is played in two phases: In the first you take turns emptying the pot, and in the second you try to get rid of the chips you have accumulated.

During the first phase, all the players (beginning with the starting player) roll all three dice once; no re-rolls are allowed. It is suggested that you keep track of the results using paper and pen, to avoid any arguments! The player with the *lowest* result must take chips from the pot, according to the following rules and ranking order, from highest to lowest:

- If the highest result was 4-2-1, the player with the lowest result must take all the remaining chips in the pot except one. (If only one chip is left, he takes this.)

- If the highest result was 1-1-x, the player with the lowest result must take x chips from the pot (the number on the third die, which must show any other number but 1).
- If the highest result was three of a kind (for example 5-5-5), the player with the lowest result must take three chips from the pot.
- If the highest result was a straight (for example 3-4-5), the player with the lowest result must take two chips from the pot.
- If the highest result was any other than the ones listed above, the player with the lowest result must take one chip from the pot.

The result 4-2-1 is the highest possible. Ranking the 1-1-x results, 1-1-6 is the highest and 1-1-2 the lowest; among three of a kind, 6-6-6 is highest and 1-1-1 lowest; among the straights 6-5-4 is highest and 3-2-1 lowest; and among the remaining possible results, the highest die is counted first, then the next highest, and finally the lowest. Highest among these remaining results is this 6-6-5, and the lowest possible roll is 2-2-1.

You play as many rounds as needed to empty the pot. In every round, the player who was forced to take chips in the preceding round rolls last.

As soon as the pot is empty, the second phase starts. The starting player at the beginning of the game now rolls first, and may re-roll once or twice – but no more – if he so chooses, setting aside if he wishes one or two dice before each re-roll. The final result is noted down.

Then all players in turn also roll the dice, but may not use any more rolls than the starting player! If he chose to not use any re-rolls, being satisfied with his initial result, the others must also roll only once each. (It is however permitted to use *fewer* throws than the starting player, if he used one or both of his re-rolls.)

After all players have rolled, the player with the highest result puts chips back into the pot; the number corresponding to the above list. *Special rule:* If the highest result in a round is 4-2-1, that player gives all his chips except one to the lowest player in that round, instead of putting them into the pot.

In every succeeding round, the player who put chips into the pot on the previous round rolls first.

The first player to get rid of all his chips is the winner. If during the second phase two or more players are tied for highest roll, they throw one die each to settle matters – highest wins.

## Martinetti

Martinetti is a very old dice game, said to date back to Ancient Rome. For 2–8 players. You will need paper and pencil for each player.

**Aim of the game:** To go from 1 up to 12 on one's own gameboard, and then down to 1 again. The first player to go back to 1 is the winner.

**How to play:** All players draw up their own gameboard on a piece of paper; see below. Decide who starts; the turn order then proceeds clockwise.

When it is your turn you try to roll several times in a row, crossing off as many numbers IN A ROW as possible using the results on the individual dice as well as the possible sums. When you roll a result you cannot use, your turn is over and you pass the dice to the next player.

*Example:* In your first turn, you roll 1-1-4. Now you can take your pencil and cross off square number 1 (since there was a 1 on at least one of the dice) and square number 2 (since  $1+1=2$ ). You cannot however cross off square number 3, since you did not roll any 3 and the sum 3 cannot be formed with your roll, and thus you cannot cross off square number 4 either, even though you have a 4 on one die. Bad luck! Your next roll results in 3-5-6 and you can only cross off square number 3. Your third roll gives you 1-2-6, and it is not possible for you to cross off square number 4. More bad luck! Since you cannot cross off anything with this roll, your turn is over and you pass the dice to the next player.

The best possible starting roll is 1-2-4: then you can cross off all the squares from 1 to 7 in a single swoop!

As soon as your roll results in your not being able to cross off at least one more square in sequence, this immediately ends your turn.

Once you have reached square number 12, this automatically ends your turn. You may not cross off both 12's with the same roll, but must wait for your next turn to start marching downwards.

The first player to cross off all his squares in sequence, all the way down to 1 again, is the winner.

## Bluff

A game for people with experienced poker faces, and which is played all over the world in an amazing number of variants! This is the basic version, for 2–4 players. In addition to the three dice, you need a dice cup or a tea mug, and 5 chips per player.

**Aim of the game:** To be the first player to get rid of all your chips.

**How to play:** All players roll once each, and highest is the starting player. The turn order then proceeds clockwise.

The starting player (A) leads off by placing the three dice in the cup, gives them a good shake, and then puts the inverted cup on the table so that nobody can see the result – except A, who secretly lifts the cup to take a look at the result. He then calls out the total of the three dice. He may tell the truth or lie, whichever he wants! Then he looks at the player on his left (B).

B may either *accept* A's statement, or call "Bluff!".

If B accepts, he takes the inverted cup with the three dice while A puts one of his chips in the pot in the middle of the table. Now B re-rolls all three dice in the same manner, secretly looking at them and calling out the result. Note that B now must call out a *higher* total than the preceding player! Then it is C's turn to either accept B's statement (in which case B puts a chip in the pot), or to call "Bluff!".

If any player calls "Bluff!", the dice cup is immediately lifted so that the dice are revealed. If the dice show the total called, or higher, the player with the dice told the truth and gives one of his chips to the player who called "Bluff!". If however the total on the three dice is lower than what was stated, the player who exposed the bluff gives one of his chips to the player who made the false statement and was caught.

The next round then starts, in the same manner, with the player who exposed the preceding player's bluff. Any player accepting the previous player's statement may of course secretly look at the dice to see whether he was bluffed, but by then it is too late...

While a round is in progress and the previous statement is accepted, each succeeding player must call out a higher number, until finally someone calls "Bluff!" and demands that the dice be exposed.

The first player to get rid of all his chips is the winner, and takes the pot.

## Slam

A game where the object is to end up with a loser, rather than a winner. For 2–8 players. You will also need paper and pencil.

**Aim of the game:** To leave the game and scoring 15 points as soon as possible, by rolling a predetermined number.

**How to play:** Decide who starts. That player rolls one die to decide the *slam* in the game, ie. the number everyone will try to roll.

The turn order proceeds clockwise. Every time it is your turn, you roll all three dice and keep on re-rolling for as long as you roll at least one slam. For every slam, you score 1 point. As soon as you make a roll without any die showing a slam, your turn is over.

*Example:* The 3 is the slam. In your first roll you get one 3, and score 1 point. You roll again, get a 3 once again, and score another point. Once again you roll, but this time no 3 shows. Pass the dice to the next player – but at least you scored 2 points in your turn.

If two dice both show slam, this is called a *small slam* and scores 5 points. Note that you must score 15 points exactly to get out of the game; if you already have 14 points and roll a small slam, your throw is not valid and your turn is over.

If all three dice show slam, this is called a *grand slam* and immediately gives you a score of 15 points (regardless of what you had before then). The last player left in the game is the loser.

## GAMES WITH FOUR OR MORE DICE

With four or more dice available, many fun and exciting games can be played!

### Cops and Robbers

Two players are robbers trying to escape justice, while two are police constables trying to catch the robbers. For 4 players (playing in teams, two robbers versus two cops). You need one die each, and paper and pencil.

**Aim of the game:** The robbers win if one or both can get down to 0 before being caught by the cops; and the cops win if they catch both robbers before then.

**How to play:** The players sit around the table in the order cop-robber-cop-robber. One player keeps score: One of the robbers starts with 64 points and the other with 66 points, while both cops start with 75 points each.

Roll one die each: Highest makes the first "move", deducting as many points from his score as the number he rolled. The next roll is made by the robber to the first player's left, the next roll again by the cop to the left of the second player, and finally the fourth player rolls. From then on, you play in clockwise order.

The number you roll is deducted from your score, so that you have fewer and fewer points left as the game progresses. A few extra rules are in effect (but only from the second player round on, not during the initial round): If you roll a 6, you immediately re-roll and deduct one point if you roll 1, 2 or 3, or two points if you roll 4, 5 or 6. If you roll a 5 in your turn (on your initial roll, not on any re-roll), the player on your left must skip his turn. If you roll a 4, *both* the nearest two players on your left miss their turn; and if you roll the same number as the preceding player (not counting any re-rolls), your throw does not count and is not deducted from your score.

If a cop catches a robber (= the same number of points or lower), that robber is out of the game while the other continues to try to reach 0.

If you wish you may draw a simple gameboard with 75 numbered squares, from 75 and down to 0, and use pawns to move.

### Thunderstorm

An entertaining family game! For 3–8 players. You need six dice, plus paper and pencil for every player.

**Aim of the game:** To be the only player left in the game, by rolling at least one 1 every time it is your turn.

**How to play:** Decide who starts; the turn order then proceeds clockwise.

The starting player rolls all six dice, keeps all those showing a 1, and passes the other dice on to the next player. This player does the same, and so on until all six dice show 1's. The next player in turn then starts over by rolling all six dice.

Every time it is your turn and you fail to roll at least one 1, you must draw a new line in your "house" – see diagram. After six failures and the same number of lines, your house is finished; the seventh time you fail to roll a 1 "lightning strikes your house" and you are out of the game. Last player left in the game wins.

*Example (with four players):* A rolls all six dice and gets 1-1-5-3-6-5. She keeps the two dice showing 1's, and passes the remaining four to B who rolls 1-2-6-4. Player B keeps the die showing 1 and passes the three remaining dice to player C, who rolls 3-3-4. Since C did not roll any 1, C must draw a line in his house. Player C passes all three dice on to D, who rolls 1-1-5. Player D keeps the two 1's, and passes the remaining die to A who rolls a 2. A draws a line on her house and passes the die to B, who rolls a 1! Now player C carries on by rolling all six dice, and so on.

### Drop dead

Drop dead is, despite its dramatic name, a great family game. For 2–8 players. You need five dice, and paper and pencil.

**Aim of the game:** To score as many points as possible before the dice all “drop dead”.

**How to play:** Decide who starts; the turn order then proceeds clockwise.

In your turn you roll all five dice. Any roll containing 2's and/or 5's does not score; any 2's and 5's are set aside, and you roll again with the remaining dice. A roll without any 2's or 5's scores the result in that roll. You keep on rolling until all five dice have “dropped dead” (show 2's and/or 5's), and your total score is noted down on the score sheet.

*Example:* Your initial roll is 2-6-6-4-3. Since it contains a 2, it does not score. Set the die showing the 2 aside – it has “dropped dead”.

In your next roll you get 3-1-4-6 and score 14 points, since the throw did not contain a 2 or a 5.

Your next roll shows 5-5-6-3. It does not score, leaving you still on 14 points. Set the two 5's aside.

Your next roll shows 2-4. This too does not score, leaving you still on 14 points. Set the 2 aside.

Your next roll shows a 3. Now you have 17 points.

Your next roll is a 4. Now you have 21 points.

Your next roll is a 2. Now all your dice have “dropped dead”, you have a total of 21 points on the score sheet, and it is the next player's turn.

The player with the most points is of course the winner.

## Finish

In this game you try to “complete” the rolls of the preceding players, while preferably ending the round at the same time in order to win chips. For 3–5 players. You need six dice, paper and pencil, and 10 chips (coins, matches...) each.

**Aim of the game:** To be the only player left in the game, as the others one by one drop out.

**How to play:** Draw up a “gameboard” as shown, with the letters F-I-N-I-S-H and the numbers 1 to 6 beside each letter.

Decide who starts; the turn order then proceeds clockwise.

The starting player rolls all six dice. If he rolls a 1, and preferably also several more dice in ascending order, he puts them on the respective letters on the board and passes the remaining dice to the next player. That player rolls them in turn, and tries to add them to the row from 1 to 6.

Any player who fails to add to the row on his roll, must pay to the pot as many chips as there are empty numbers on the board. Whoever finishes the row (rolls a 6 which is placed on the last empty number), receives one chip from each of the other players.

*Example (with four players):* A starts, and rolls 1-2-3-6-6-1. She places the 1, the 2 and the 3 on the respective numbers on the board, and passes the remaining three dice to player B.

B rolls 4-1-3, places the 4 on the corresponding number on the board, and passes the remaining two dice to C.

C rolls 6-2. Since he failed to roll the 5 he needed to keep adding to the row on the board, C must pay two chips to the pot (since two numbers in the row are as yet unoccupied). Player C passes the dice on to D.

Player D rolls 5-5, places one of the 5's on the corresponding number, and passes the last remaining die to A. A is lucky and rolls a 6, filling the last number on the board! Since player A finished the round, all the others must give her one chip each. The next round then starts, with B rolling all six dice.

If you lose your last chip, you are out of the game. The last player left in the game wins the pot. If the starting player in a round is lucky and rolls 1-2-3-4-5-6, he or she has immediately won the game and the remaining chips from all the other players!

## Sevens

Most dice games are about scoring as high as possible. In this game, you do the opposite! For 2–8 players. You need six dice, and paper and pencil.

**Aim of the game:** To be the last remaining player in the game, by scoring as few points as possible.

**How to play:** Decide who starts; the turn order then proceeds clockwise.

The game is played over several rounds. In each round the starting player changes, one step to the left.

The starting player in a round rolls all six dice. After each roll you set aside pairs of dice which together form the sum 7, and may if you wish re-roll the remaining dice. After the second re-roll, or earlier if you so choose, you score as many points as the sum of the dice which are "left over".

*Example:* Your initial roll results in 2-2-4-5-6-6. You set aside 5-2 which form the sum 7, and re-roll the remaining four dice. Now you get 1-6-1-2, set aside 1-6, decide not to use your last re-roll, and score 3 points (for the 1-2) on the score sheet.

After the starting player, the others follow in clockwise order, BUT they may not use any more rolls than the starting player! If the starting player used all three rolls, the other may do so too (or stop rolling earlier, if they so choose); but if the starting player only used his initial roll, all the others must also only roll once!

In every round the respective points for the players are scored. Then the player to the left of the starting player becomes the new starting player, and the next round is played in the same way, with the points accumulating.

As soon as a player reaches 77 points he or she is out of the game. The last remaining player is of course the winner. If all the remaining players are knocked out in the same round, the winner is the player with the lowest score. If tied, the winner is the player with the lowest score before the last round was played.

## Ten Thousand

A dice game classic that calls for strategic and tactical skills, and which sometimes rewards nerves of steel! You may also "halve" the game and play for a goal of 5.000 points. For 2–6 players. You will need six dice, and paper and pencil.

**Aim of the game:** Being the first to reach a total of 10.000 points, by rolling high-scoring combinations.

**How to play:** Decide who starts; the turn order then proceeds clockwise.

In your turn, you roll all six dice. The following results score for you:

Three 1's in the same roll score 1.000 points.

Three of a kind in 2's, 3's, 4's, 5's or 6's in the same roll score 200, 300, 400, 500 and 600 points respectively.

A single 1 scores 100 points.

A single 5 scores 50 points.

If you do not roll a score of any kind at all on your first roll – rolling 2-6-6-3-4-4 for example – your turn is immediately over, and you pass the dice to the next player. (The chance of this happening is 3%.) If you however roll a score of any kind, you set this die or these dice aside and may not touch them again.

You may if you wish roll again, even several times in a row, provided that you after EACH roll set aside at least one scoring die. You keep on re-rolling until you either

- Decide to stop rolling, add up the score as per above, and note down the result on the score sheet, or you

- Make a roll which contains no score. If this happens you lose ALL the points you have accumulated in your turn, and must pass the dice to the next player.

*Example:* Your initial roll is 1-1-1-3-6-4. You set aside the three 1's, and re-roll the remaining three dice, resulting in 1-5-2. Now you decide to stop rolling, and score 1.000 points for your the three 1's in the same roll, another 100 points for your fourth 1, and 50 more points for your 5, for a total of 1.150 points.

*Another example:* Your initial roll is 4-4-4-3-2-6. You set aside the three 4's and re-roll the remaining three dice, resulting in 2-2-6. Since this re-roll does not contain any

scoring dice, you lose all your points in that round and must pass the dice to the next player.

*Special rule:* If you manage to set aside all six dice in your turn, after your initial roll or while re-rolling one or more times, make a mental note of your points so far – you may if you wish pick up all six dice and keep re-rolling in order to score even more points! But if you make a non-scoring roll, all your points in that turn are as usual forfeited!

Note that a three of a kind counts ONLY if you make it in one roll. If you for example set aside three 1's in two or more rolls, they only score 100 points each.

The first player to reach 10.000 points or more, over several rounds, is of course the winner.

## CLASSIC BETTING GAMES WITH DICE

Traditionally, many dice games are played for small or sometimes big stakes. You may of course if you wish play for chips or matches instead!

### Pay the rent

The name? Because the inventor of this game could pay his rent with income from this game... For 3–6 players. You need three dice, chips or money, and six different markers (one for the 1's, one for the 2's and so on). Six ordinary playing cards, from Ace up to Six, will do fine.

**Aim of the game:** To win money by rolling certain combinations.

**How to play:** Decide who starts; the turn order then proceeds clockwise.

Before every roll, all players must put one chip each into the pot. The player whose turn it is then rolls all three dice.

If the three dice all show different faces, the pot remains on the table. Thus, it keeps on growing, as it becomes the next player's turn and everyone must bet again.

If all three dice show the same result (for example 3–3–3), you win the entire pot. The dice are passed to the next player, and all players bet one chip each again as usual, starting a new pot.

If two of the dice show the same face, you take the corresponding marker and put it on the table in front of you. *Example:* You roll 4–4–5, and take the marker showing a Four. The pot remains on the table, growing once more when the next player takes his turn.

The next time a player rolls the same pair, the pot is split between the player who rolled and the player holding the corresponding marker. *Example:* You already have the marker with the Four, and the player opposite rolls 4–4–1. You two divide the pot between you. If it cannot be evenly split in two, the remainder stays on the table and becomes part of the next pot. (If you are the player rolling a pair of 4's, and you already have the marker with the Four, you of course take the whole pot!)

During the course of the game, the markers usually wind up before different players, but it may also happen that a player can have several markers at the same time. Whenever a player takes the pot, or two players split it, the markers are returned to the table as you start a new pot.

If you play with one player acting as a Banker, he always has the Six marker and thus receives half the pot whenever a pair of 6's is rolled for the second time. That is how the inventor could pay his rent...

### Aces in the Pot

An American dice game classic. For 4–10 players. You need two dice, and two coins each.

**Aim of the game:** To have the last coin left, and then avoid rolling a six during three throws in a row.

**How to play:** All players put their two coins each on the table. Decide who starts by rolling both dice; highest is the starting player, and the turn order then proceeds clockwise.

In your turn you roll both dice once. If you roll a 1, you put one of your coins in the pot (= the middle of the table). In American dice parlance a 1 is called an *Ace*, thus the name of the game. If you roll a 6, you give one of your coins to the player on your left. Any other roll has no effect.

If you roll two 1's, you must of course put both your coins into the pot, and with two 6's you must give both your coins to the player on your left (if you have two coins left; otherwise give the one coin you have). The pot takes precedence: If you have one coin left and roll 1–6, the coin you have goes into the pot.

If you have lost both your coins, you may not roll the dice in your turn. You are however still in the game – the player on your right may roll a 6 and have to give you a coin!

The game continues in this manner until there is only a single coin left which has not gone into the pot. The player with that coin then takes the dice, and rolls three times in a row. If he does not roll any 6 during these three rolls, he wins the pot. But if a 6 is rolled, the turn passes to the next player clockwise, who takes the remaining coin and the dice and tries to roll three times without getting a 6.

The winner is the player who manages to have the coin and roll three times in a row, without getting a 6. He or she then sweeps the entire pot.

## Dice Roulette

Another classic betting game with dice. For 4–10 players; one must be the Banker. You need two dice, a large amount of chips or coins, and paper and pencil.

**Aim of the game:** Winning chips from the Banker, by betting on the rolls of the dice.

**How to play:** Draw a gameboard as shown in the diagram. Agree on who is to be the Banker.

All players place their bets, by putting the desired amount of chips on one or more spaces on the board. It is permitted to bet on as many spaces as you like.

The Banker then rolls both dice, and announces the result. All those who placed winning bets are paid off by the Banker, according to the text on the spaces.

**Numbers 2 to 12:** If you bet on a number and the dice show that sum, you win the corresponding amount of chips from the Banker; all bets placed on other numbers are lost. *Example:* You bet two chips on number 9, and the dice show 4–5. You then receive 14 chips ( $7 \times 2$ ) from the Banker: your bet in return, plus 12 more chips.

**Under 7/Over 7:** If you have bet on one of these spaces and the result on the dice matches, you win even money (a sum equal to your bet, plus your bet in return).

**Odd/Even:** If you have bet on one of these spaces and the result on the dice matches, you also win even money.

All losing bets are collected by the Banker. You may if you wish take turns being Banker, in the interest of fairness.

## High Dice

This game can actually now and then be found in casinos. For 4–10 players; one must be the Banker. You need four dice, plus a sufficient amount of chips or coins. The Banker's dice should preferably be of a different colour, so as to differentiate them from the two Player dice.

**Aim of the game:** To win money by rolling higher than the Banker.

**How to play:** Before every round, each player places his bet before him on the table. The players decide the size of their own bets.

The Banker then rolls his two dice. If the Banker rolls 1-1, the Banker has immediately lost and all players win even money. If you bet 5 chips, you get your bet back plus another 5 chips from the Banker.

If the Banker dice show any other result, they are left on the table and each player in turn clockwise has one roll with the Player dice, trying to throw higher than the Banker did.

A player rolling higher than the Banker wins even money. A player rolling lower or equal to the Banker's roll loses his bet, however.

**Variante:** Sometimes the rule is used that the Banker does not automatically lose on a roll of 1-1; a player may also roll this result and lose his bet, since the Banker wins all ties. In this case however another rule is used instead: If a player rolls 6-6, he or she wins twice the bet from the Banker.

For the sake of fairness, as a social game among friends and family, the players should take turn acting as Banker.

## CATEGORY GAMES

In category games, you play over several rounds – just like in Yahtzee – and try to accumulate points in several different categories. These games therefore in the long run reward correct strategy and tactics, more so than most other dice games!

### Cameroon

This game has an interesting feature lacking in Yahtzee: the categories are one by one "closed" to the unlucky players who have not yet rolled certain scoring combinations. For 2–4 players. You will need five dice, and paper and pencil.

**Aim of the game:** To score as many points as possible, by rolling certain combinations.

**How to play:** Draw up a score sheet as shown. Decide who starts; the turn order then proceeds clockwise.

In your turn, you roll all five dice. After your initial roll, you are – as in Yahtzee – entitled to up to two re-rolls. After your initial roll, or after your first re-roll, you may set aside one or more dice and re-roll the rest. Unlike Yahtzee, however, you may *not* take back and re-roll dice which you have set aside. If you for example have set aside two 6's after your initial roll, you may not touch them but must leave them there during your first and even second re-roll, regardless of the results.

The special categories score a specified number as shown, with the exception of a full house (three of a kind plus a pair) which scores the sum of the five dice.

In the number categories, you as in Yahtzee score the sum of the dice showing the corresponding number; thus three 4's will score 12 points.

The first player to enter a score in any of the special categories (five of a kind, big straight, small straight, full house) writes the score in the corresponding box in his column, BUT then crosses off that same category in the other players' columns. Now that category is closed to them, since only one player – the first to do so – can score in each!

The respective number categories (from 6's down to 1's) are closed as soon as the results of five or more dice have been entered. *Example:* Another player has already scored 20 points for four 5's in his column. In your turn you roll three 5's, and score 15 points in your column. Now that category is closed to the remaining players – cross off those boxes for them – as the results of five or more dice have been entered.

There is no limit to the number of rounds played: as long as a category is still open, you continue. If you roll a result which does not fit into any category which is still open, you do NOT enter a zero but instead just pass the dice to the next player. But note that if in your turn it is possible to enter a score, you *must* do so! If you aimed for a straight but rolled 1-2-4-4-6, you must enter a score in either your 1's, 2's, 4's or 6's box – whichever is still open. If more than one is still open, you decide where to score your roll.

When all the categories have been closed, the game is over. The player with the highest points total is of course the winner.

**Variante:** The category four of a kind is not normally used when playing Cameroon, but you may add it to the score sheet and score it as in Yahtzee (= the sum of those four dice).

### Killer

This dice game was inspired by the darts game of the same name. An interesting strategic feature in Killer is that you may keep adding to your scores in the various categories, until all players have entered at least one score and thereby "kill" that particular category. For 2–5 players. You need five dice, and paper and pencil.

**Aim of the game:** To score as many points as possible, by scoring certain combinations.

**How to play:** Draw up a score sheet as shown. Decide who starts; the turn order then proceeds clockwise.

In your turn you roll all five dice. You may then re-roll any or all dice. After that you must write your score on the score sheet. Note that you may score in several different categories during your turn!!

The scores are as follows:

*Trebles:* Three dice showing the same number. If you for example rolled 5-5-5, you enter 15 points here in your column.

*Bull's Eye:* Two pairs, which must be different. You score the sum of all four dice. If you for example rolled 3-3-6-6, you score 18 points here in your column.

*Doubles:* One pair. If you for example roll 4-4, you score 8 points here in your column. Note that you may score two pairs here simultaneously, whether they are the same or different! If you rolled 4-4-5-5, you may if you wish score 18 points here – and if you rolled 3-3-3-3, you may score 12 points here.

*Sequences:* Four dice forming a straight, either 1-2-3-4 or 2-3-4-5 or 3-4-5-6. You score the sum of the four dice; if you rolled 1-2-3-4, you score 10 points here in your column.

*Numbers One to Six:* Each die scores the corresponding points here; for example, 6-6 scores 12 points in the Sixes category. Note that in order to "open" a number category and score in it, you must enter the results of at least three dice the first time! Once you have opened that category for yourself, you may however keep adding scores from even a single die for as long as that category remains open.

*Example:* You roll 1-2-4-5-5. You set aside the two 5's, and re-roll the other three dice which results in 1-3-5. Since you had not yet opened the Fives category for yourself, you do so now and score 15 points there. You had however previously opened your Threes category, so now you enter another 3 points there. The remaining 1 you cannot use, though, since you have not opened this category yet for yourself and the 1 does not fit anywhere else. This ends your turn, and you pass the dice to the next player.

You may keep on adding scores in all the categories as per the above rules, until the last player to score in a category does so and "closes" it for everyone. In order to keep track of this, it is suggested that you cross out the category name to the left.

As soon as the last open category is closed, the game is over. Add up the points for each player, and the winner is of course the one with the highest total.