

Roll & Rule

The Rulebook

THE GENERAL (variation of Yacht)

Number of players: 1 or more

6 dice

pen and paper

Before the game you need to prepare a score card: First column is the numbers and the combinations: 1, 2, 3, 4, 5, 6, Small, Large, Even, Odd, Pairs, 3 of a Kind, Pyramid, Inverted Pyramid, Straight, General.

Rules:

Each game is 16 rounds and in each round the objective is to throw a Combination:

Small – all six dices are 1/2/3

Large – all six dices are 4/5/6

Even – all six dices are 2/4/6

Odd – all six dices are 1/3/5

Pairs – three pairs, e.g. 2/2/3/3/6/6

3 of a Kind – two trios, e.g. 2/2/2/5/5/5

Pyramid – a trio of largest numbers, a pair of smaller numbers and a single smallest number, e.g. 5/5/5/4/4/2

Inverted Pyramid – a trio of smallest numbers, a pair or larger numbers and a single largest number, e.g. 2/2/2/4/4/5

Straight – 1/2/3/4/5/6

General – all six dice are the same number

Each turn can last a maximum of three rolls. The first player rolls all six dice and decides which combination he/she wants to try. He/she keeps the dice that are suitable for the chosen combination and rolls the dice one or two more times trying to get the combination. Neither the intended combination nor the keeper dice are locked in; the player can change both during his/her turn.

After three rolls a score must be written: If the player has scored a combination, a sum of the dice values is written in an appropriate cell.

- Example: The player has rolled 2/2/4/4/6/6 and can now decide whether to fill in the Even or the Pairs cell (unless one of these has previously been filled).

If, however, the player has not scored a combination, he/she can accept a zero-score and cross out a cell that will not be available for the rest of the game. He/she can also write a score into the Numbers section (1 to 6).

- Example: The player has failed to score the Small combination and rolled 1/1/3/3/3/6. He/she decides whether to write 2 into Aces (1), 9 into Threes (3), 6 into Sixes (6), or to cross out a cell of his/her choosing.

After 16 rounds the scores are tallied and the player who has the highest score wins.

MIA

Number of players: 2 or more

2 dice

Rules:

The first player rolls two dice hiding them from the other players. He/she announces the value; he/she can be either lying or telling the truth. One of two things can happen:

- 1) The second player thinks the first player is bluffing and asks him/her to uncover the dice. If the first player was indeed bluffing, the second player scores a point and the round ends. If the first player was telling the truth, it is he/she who gets the point.
- 2) The second player believes the first player. He/she takes the dice and attempts to roll a higher value than the previous one. If that fails, he/she must try to convince the next player that the value is in fact higher.

Scoring:

If two different numbers are rolled, the higher number is the digit in the tens places and the smaller number is the digit in the ones place.

- Example: If a player rolls 2 and 4, he/she announces "Forty-Two".

If the player rolls a double (e.g. 1/1), he/she announces "Double-1" and it is valued higher than the largest combination (65); double-2 is higher-value than double-1, etc. The highest-value roll is 21, i.e. "Mia". If one player rolls Mia, the next player can try to keep the game going by rolling another Mia.

Variation: The loser or losers must do a squat or a press up; adult players may drink a shot for a round lost.

THE SWEET SPOT

Number of players: 2 or more

3 dice

At the beginning of the game, players contribute to create a pot of either money or non-monetary objects such as matches, chips, tokens or anything else. Each player has his/her own stack for betting.

Rules:

The objective of the game is to make a winning combination out of the three dice and win the pot (or a portion of it). There are two combinations that lead to victory:

- a) A player rolls a 3 of a kind at once.
- b) In the first roll, two of the dice create a gap, the “sweet spot”, which the player then tries to hit with the second roll. For example, the player first rolls a 4 and a 6, the “sweet spot” is a 5 which the player is trying to hit by rolling the third die.

The game can play out in three scenarios:

- 1) A player rolls numbers where a second roll would be possible, for example 1/2/5 or 4/4/6. The player chooses whether to take the risk of a second roll and play for the pot. If he/she decides to do so, he/she must announce beforehand what the bet is; the bet must be lower than the total of the pot. The player then rolls the third dice; if he/she hits “the sweet spot” (2 or 3 or 4 in the first example, or 5 in the second example), he/she wins the called bet from the pot. If he/she, however, does not hit “the sweet spot” (1, 5, 6 in the first example, or 1, 2, 3, 4, 6 in the second example), he/she loses the called bet to the pot. Then it is the next player’s turn.
- 2) A player rolls the dice in a way where there is no “sweet spot” (for example 4/4/5 or 2/3/3). His/her turn ends.
- 3) A player rolls 3 of a kind (for example 2/2/2) – the player takes the pot, the round ends and players need to create a new pot.

Playing on credit is not permissible. The game ends after a predetermined amount of time or once there is only one player left who can afford to place a bet.

HIGH ROLL

Number of players: 2

12+12 dice

Rules:

Both players roll one of their dice. The player who rolls higher gains the opponent's die. The game continues for a predetermined amount of time or number of rounds. At the end of the game the players tally up their dice; who has more dice wins.

Variation 1: The game lasts as long as both players have at least one die. The player who gains all of the opponent's dice wins.

Variation 2: **LOW ROLL** – The player who rolls lower gains the opponent's die.

QUICK COUNT

Number of players: 2 or more

24 dice divided by number of players (12 dice for 2 players, 8 dice for 3 players, etc.)

Rules:

All players simultaneously roll one dice each. The player who can add up the rolled numbers and say it out loud the fastest wins the round and takes all the dice. The game continues for a predetermined amount of time; afterwards the dice are tallied up and the player who has the most dice wins.

Variation: The game continues until one player has won all the dice.

TEN THOUSAND

Number of players: 2 or more

6 dice

pen and paper

Rules:

The first player rolls all 6 dice and chooses the keepers. He/she remembers or writes down their value, sets the keepers aside and keeps rolling the rest of the dice. After each roll at least one die must be set aside. If there is no die to set aside, the player loses the whole score, and it is the next player's turn.

If all six dice end up being keepers, the player may continue with the round and roll all six dice again. If one roll yields six keepers, the player must "confirm" the score by rolling all 6 dice. This roll must yield at least one keeper die; if there are no keepers, the player loses the whole score.

The player may choose to end his/her turn early if, for example, the score is high enough or there are not many more dice to roll.

Scoring guide:

Ace	= 100 points
Five	= 50 points
3 Aces	= 1 000 points
3 Twos	= 200 points
3 Threes	= 300 points
3 Fours	= 400 points
3 Fives	= 500 points
3 Sixes	= 600 points
4 of a kind	= two times the points of a 3 of a kind
5 of a kind	= four times the points of a 3 of a kind
6 of a kind	= eight times the points of a 3 of a kind
Straight 1,2,3,4 2,3,4,5 3,4,5,6	= 1 000 points
Full Straight 1,2,3,4,5,6	= 2 000 points

The objective of the game is to get or exceed 10 000 points. The player who reaches 10 000 points first wins.

The players can raise the difficulty by setting a minimum to be scored in a round or a minimum of non-keeper dice to be left over at the end of a round. The end-score can be lowered (2 000, 5 000 etc.) for a faster game.

Variation: The end-score of 10 000 must be reached precisely (not exceeded).

TIC-TAC-TOE

Number of players: 2

12+12 dice

Game board Nr 1

Rules:

Each player gets a set of 12 dice and they play a game of Tic-Tac-Toe: The first player places his/her die onto a square of his/her choice; then the second player places his/her die. The players take turns. The goal is to form a row of five dice – horizontally, vertically or diagonally. This row must be in a straight line and must not be interrupted by the opponent's die. If a player forms a row but fails to notice and call it, the game continues.

If a player has run out of dice and a row of dice has not been formed, the player takes one of his/her already placed dice and moves it. The game continues until one player has made a row of dice.

Variation: The row of dice must not only be of a colour but also must form a straight line of values: 1 to 5 or 2 to 6.

HUNDRED

Number of players: 2 or more

2 dice

pen and paper

Rules:

The players take turns rolling two dice each over and over; they tally and write down points. If a player rolls 2 of a kind, the values are not added but multiplied: $2 \times 2 = 4$, $4 \times 4 = 16$, BUT $1 \times 1 = 1$ point.

The player who reaches or exceeds one hundred points wins.

THE SWING

Number of players: 2 or more

1 die

Rules:

Each player rolls seven times. The first two rolls are added, the third roll is subtracted, the fourth is added, the fifth subtracted, the sixth added and the seventh subtracted. The player whose score after seven rolls is the highest wins.

$X + X - X + X - X + X - X = \text{score}$

THREE IS EVIL

Number of players: 2 or more

1 die

Rules:

The players roll for a predetermined number of rounds. Each player tallies up the points that he/she is rolling. Whoever rolls a three is eliminated. The player who has the highest score at the end wins.

ALL OR NOTHING

Number of players: 2 or more

1 die

pen and paper

Rules:

The objective of the game is to reach the score of 301 points. The first player rolls the die as many times as he/she wants, tallying up the values. The player may end his/her turn whenever he/she wishes and after writing down the intermittent score it is another player's turn.

Scoring: Rolling a 2, 3, 4, 6 equals the face-value of the die (2, 3, 4, or 6 points respectively). Rolling a 5 equals 50 points. Rolling a 1 means that the player's turn ends and he/she loses the score of the whole round.

The player who first reaches or exceeds 301 points wins.

CUBLINO

Number of players: 2

12 dice

Game board Nr 2

Rules:

The first player takes six dice of one colour and arranges them in a straight line of the game board's first row; the side with one dot is facing up and the side with four dots is facing the player. The second player takes the second set of six dice and arranges them on the opposite side of the game board, one dot facing up and four dots facing the player. The objective of the game is to move all of one's dice to the other side of the game board. The die may move one game board cell at a time by turning forwards, backwards, left or right.

The game ends when all of one player's dice have reached the opposite side of the game board. The players then tally up the values on dice at each end of the game board; dice that end up elsewhere on the game board do not count towards the score. The player with the highest score wins.

Variation: The orientation of the dice at the beginning is one dot up but the rotation is up to the player's strategy (i.e. any side of the die may face the player).

STRAIGHT

Number of players: 2 or more

6 dice

Game board Nr 3

Rules:

The players place the game board in front of themselves and take turns rolling one of the dice. When someone rolls an "unoccupied" number (i.e. place on the game board), he/she places it on the game board, and the next player rolls the next die.

The player who has placed the final die on the game board and so finished the straight wins.

Producer

DETOA Albrechtice s.r.o.
468 43 Jiřetín pod Bukovou 6
Czechia



Not suitable for children aged 3 and under. Contains small parts. Suffocation hazard.