

Simple Dice Game (code name: “SB”)

Abstract Version

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Number of Players = 2 to ? ... Playing Time = ?

Components:

- 8 D6 as “Base Dice”
- 2 D6 as “Keys” ... the Keys just need to be easily distinguished from the Base Dice (different color or size, for example)

Rules:

Players take turns rolling dice and scoring their results until a certain total score is reached.

On a player’s turn:

1. Start by **rolling** all 10 dice
2. Player must **choose to set aside** one of the following (a or b):
 - a. **1 or both Keys**
 - b. **OR 1 or more groups of Base Dice** ... where a group is 2 or more dice with the same value
 - NOTE: Once a die is “set aside” it cannot be re-rolled and stays as-is until the turn is scored
 - **If a player is not able to set aside any dice, the turn is over and the score for the turn is ZERO** (no matter what dice had already been set aside from previous rolls)
3. Player must choose to either roll again or stop and score:
 - a. **Roll Again** ... all dice that have not been set aside in the turn are rolled – repeat at step #2 ... NOTE: if either Key has not yet been set aside, the player **must** roll again
 - b. **OR Stop and Score** the dice that have been set aside ... this may only be chosen once both Keys have been set aside

Scoring:

Score only the dice that had been set aside ... ignore any Base Dice that have not been set aside during the turn.

- **Split Keys:** If the Keys are different values, it is called “Split Keys” and scoring is:
 - o **2 points** for each Base Die with a value in between the Keys (*example: Keys are 2 and 4 ... any Base Dice with value of 3 are worth 2 points each*)
 - o **1 point** for each Base Die with a value outside the Keys (*example: Keys are 2 and 5 ...any Base Dice with value of 1 or 6 are worth 1 point each*)
 - o 0 points for each Base Die with a value that is the same as one of the Keys
 - **SPECIAL SCORING FOR “FULL SPLIT”:** If all 8 Base Dice are in between the Keys, this is called a “Full Split” and is worth **20 points** (instead of the normal 16)
- **Key Sandwich:** If the Keys are the same value, it is called a “Key Sandwich”, and scoring is:
 - o **4 points** for each Base Die with the same value as the Keys (*example: Keys are both a value of 4 ... any Base Dice with a value of 4 are worth 3 points each*)
 - o 0 points for each Base Die with a value different than the Keys
 - **SPECIAL SCORING FOR “FULL SANDWICH”:** If all 8 Base Dice have the same value as the Keys, this is called a “Full Sandwich” and is worth **40 points** (instead of the normal 32)

End of Game:

Play until the first player reaches or passes 60 total points. The player who first does this is considered the original leader.

At that point, every other player takes one more turn. If the original leader is no longer in the lead after all of the other players have had their last turn, that player gets to take one more turn as well.

The player with the highest score wins.

Example of Play:

This example will cover a few turns of a 2-player game between Anna and Barry ... on each roll or set-aside shown, the Base Dice will be shown as simple number values and the Keys will be shown with a “K” in front of their values.

Anna’s Turn:

- Roll: 1,1,2,3,3,4,5,5 ... K2,K6 ... She has 3 different groups of Base dice that she could set aside, but she decides to set aside the K6.
 - o SET ASIDE: K6
 - o Re-roll the rest
- Roll: 2,2,2,3,3,4,5,6 ... K5 ... She sets aside the pair of 3s, ignores the group of 2s and the K5.
 - o SET ASIDE: 3,3,K6
 - o Re-roll the rest
- Roll: 2,3,3,3,3,4 ... K4 ... She only has 3s in a group and wants the second Key to be less than 3, so she sets aside all 4 3s and is building up a nice possibility there.
 - o SET ASIDE: 3,3,3,3,3,K6
 - o Re-roll the rest
- Roll: 5,5 ... K5 ... Nice roll to get a group from the remaining Base Dice, since the Key is still higher than she’d like.
 - o SET ASIDE: 3,3,3,3,3,5,5,K6
 - o Re-roll the 1 remaining Key die
- Roll: K2 ... exactly what she needed! With all of the dice set aside, her only option is to score.
 - o SET ASIDE: K2,3,3,3,3,3,5,5,K6
 - o SCORE: This is a “Full Split” – all 8 Base Dice in between the 2 Keys ... **20 points for Anna!**

Barry’s Turn:

- Roll: 1,1,1,2,3,5,6,6 ... K1,K6 ... He likes to set aside whatever Base groups come along and then work out the Keys last. So, he sets both the 1s and the 6s aside.
 - o SET ASIDE: 1,1,1,6,6
 - o Re-roll the rest
- Roll: 1,1,6 ... K4, K6 ... He sets aside the new pair of 1s. This will leave an odd Base die (which will never be able to form a group) and the Keys.
 - o SET ASIDE: 1,1,1,1,1,6,6
 - o Re-roll the rest
- Roll: 4 ... K2, K4 ... Either Key would work in this case, so he just picked the K2.
 - o SET ASIDE: 1,1,1,1,1,K2,6,6
 - o Re-roll the rest
- Roll: 4 ... K5 ... At least the Base Dice that were set aside will all count towards his score ... but since they are all outside the Keys, they are each only worth 1 point.
 - o SET ASIDE: 1,1,1,1,1,K2,K5,6,6
 - o SCORE: 7 Base Dice outside Split Keys = **7 points for Barry.**

Anna’s Turn:

- Roll: 2,2,5,5,5,6,6,6 ... K3,K3 ... Tough combination of groups and tricky Keys, so she decide to just keep the 5s and see what further rolls will show.
 - o SET ASIDE: 5,5,5
 - o Re-roll the rest
- Roll: 1,3,4,6,6 ... K3,K4 ... Another odd combination of things. She thinks the 6s look like the best option.
 - o SET ASIDE: 5,5,5,6,6
 - o Re-roll the rest
- Roll: 2,2,6 ... K2, K3 ... At least one of the Keys could be used here.
 - o SET ASIDE: K2,5,5,5,6,6
 - o Re-roll the rest
- Roll: 2,2,6 ...K1 ... No plans to try for a Key Sandwich, so the 2s aren’t much help. So, time to play the last Key. And then with only 3 Base Dice left, Anna decides not to risk another roll ... time to stop and score.
 - o SET ASIDE: K1,K2,5,5,5,6,6
 - o SCORE: 5 Base Dice outside Split Keys = 5 points ... game total: **25 points for Anna**

Barry's Turn:

- Roll: 2,3,3,4,4,5,5,5 ... K3,K4 ... Nice mid-range groups right off the bat, so Barry keeps them.
 - o SET ASIDE: 3,3,4,4,5,5,5
 - o Re-roll the rest
- Roll: 2 ... K1,K5 ... If the K5 is chosen, and the other Key comes up a K5 on the next roll it would be a 15 point turn. But choosing the lower Key would be less risky – so that is what he does.
 - o SET ASIDE: K1,3,3,4,4,5,5,5
 - o Re-roll the last 2 dice
- Roll: 2 ... K1 ... Ouch! The last Key is the only play. But this makes a Key Sandwich of 1s ... and there aren't any Base Dice with that value. So, time to score, but there's not much to be scored.
 - o SET ASIDE: K1,K1,3,3,4,4,5,5,5
 - o SCORE: No Base Dice with the same value as the Key Sandwich = 0 points ... game total: **7 points for Barry**

Anna's Turn:

- Roll: 1,2,2,3,3,3,3,4 ... K4,K6 ... Anna's thinking of forcing a Key Sandwich of her own, so she'll use the pair of 2s and just 2 of the 4 3s to make a couple of targets and hope to get a Key on the next roll.
 - o SET ASIDE: 2,2,3,3
 - o Re-roll the rest
- Roll: 1,3,4,4, ... K2,K3 ... Now which key to pick? She chooses the K3.
 - o SET ASIDE: 2,2,K3,3,3
 - o Re-roll the rest (and hope for lots of 3s)
- Roll: 1,2,3,3, ... K5 ... Well, a couple more 3s to add to the risk-taking.
 - o SET ASIDE: 2,2,K3,3,3,3,3
 - o Re-roll the rest (and hope for a K3 – hey, hoping worked on the last roll)
- Roll: 4,5, ... K1 ... Oh well, not the end of the world. There are no groups, so the K1 is the only option. With only 2 Base Dice left, she decides to stop and score.
 - o SET ASIDE: K1,2,2,K3,3,3,3,3
 - o SCORE: 2 Base Dice BETWEEN the Keys = 4 points (no points for the 3s since they are the same value as one of the Split Keys) ... game total: **29 points for Anna**

Barry's Turn:

- Roll: 1,1,1,2,3,4,4,4 ... K3,K4 ... He only sets the mid-range group aside for now.
 - o SET ASIDE: 4,4,4
 - o Re-roll the rest
- Roll: 1,3,3,5,6 ... K2,K3 ... He sets aside the 3s, trying to build groups with middle-of-the-road values.
 - o SET ASIDE: 3,3,4,4,4
 - o Re-roll the rest
- Roll: 3,4,6 ... K2,K3 ... Time to keep the smallest Key.
 - o SET ASIDE: K2,3,3,4,4,4
 - o Re-roll the rest
- Roll: 5,5,5 ... K1 ... Easy choice here.
 - o SET ASIDE: K2,3,3,4,4,4,5,5,5
 - o Re-roll the last Key die
- Roll: K6 ... Bingo! A full split, and Barry is back in the game!
 - o SET ASIDE: K2,3,3,4,4,4,5,5,5,K6
 - o SCORE: All 8 Base Dice between Split Keys = 20 points ... game total: **27 points for Barry**

>END OF GAME PLAY EXAMPLE<