


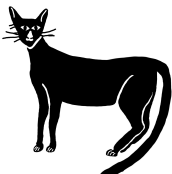




Doty Dice

					
DD	Two Cats	Sigil	Cat	Thoromyr	Manticore
not cat	cat	not cat	cat	not cat	cat
not family	family	family	family	family	not family
DD	not DD	not DD	not DD	not DD	not DD

Pairs

The game is played in rounds where the first player makes a declaration and rolls the dice. The roll wins, loses or set. On a win the player gains points for the declaration, on a lose the round ends and the dice pass to the next player. On a set the goal for the round is set and the dice rolled in turn by the players until a pair is rolled, or the declaring roll is repeated. The winning player scores a number of points equal to the number of rolls preceding his winning roll, doubled if the pair matches either die of the set roll, or quadrupled if the pair matches either die of the set roll *and* matches the declaration. When matching the set die it cannot be a pair but because both faces match the points are doubled.

For example, if the declaring dice roll was “sigil” and “DD” and the round ended with a pair of “two cats” after twelve preceding rolls then the player rolling the pair would score 12 points. On the other hand if the round ended with a pair of “sigil” then the player would score 24 points. And if the declaration had been “no cats” or “person” the player would score 48 points.

Declaring rolls are made by the players in clockwise order. If there is a set roll it doesn't matter who wins it, the next declaring roll is made by the next person clockwise from the last declaring roll.

The first player to reach 100 points wins.

It is highly recommended to have either a player or an observer keep track of non-double rolls by hash marks so that an accurate tally can be used to award points. It is also recommended to use a token that is passed from player to player in order to track who is making the declaring roll. The fast-paced nature of the game combined with a long round can easily result in the players losing track of who made the declaring roll.

Cats

The player can declare “cats” or “no cats”. Rolling a pair of cats when declaring “cats” wins 15 points. Rolling a pair of no cats when declaring “no cats” also wins 15 points. Any other pair results in a loss (no points) and the declaring roll passes to the left.

Family

The player can declare “family” or “no family”. Rolling a pair of family (faces designated for a member of the family) — two “cats”, two “sigil”, two “cats” or two “thoromyr” — wins a declaration of “family” (10 points). Rolling a pair of no family — two “DD” or two “manticore” — wins a declaration of “no family” (20 points).

DD

The player can declare “DD” or “no DD”. Rolling a pair of “DD” wins a declaration of “DD” (50 points). Rolling any other pair wins a declaration of “no DD” (5 points).

Triples

When rolling three dice for the game the player wins two points for rolling a pair and six points for rolling a triple. The first player to reach 25 points wins.

Called Shot

When playing “called shots” the player declares a goal before rolling which, combined with the roll, determines the score. The first player to reach 25 points wins. When reading the score table “pair/all” means that a pair was rolled and the third die matched the declaration while “pair/only” means that the third die does not match the declaration. Similarly, “single/all” means all three faces match the declaration, “single/two” means two faces match and “single/only” means that only one face matches. The “nothing” row is for when not even one face matches the declaration.

Family

The player scores one point if all three faces are family without pairs, two points for rolling a family where the odd die is not family and three points when it is, and nine points for rolling a family triple.

No Family

The player scores one point for rolling both a “DD” and “Manticore” without pairs, five points for rolling a not family pair and twenty-one points for rolling a not family triple.

Cats

The player scores one point for rolling any cat or ten points if it is a triple.

No Cats

The player scores one point for rolling a pair of no cats, seven points for rolling a triple of no cats, and twenty-five points for rolling “DD”, “sigil” and “thoromyr”.

DD, Two Cats, Sigil, Cat, Thoromyr, Manticore

The player scores one point for rolling the declared face, eight points for rolling a pair of the declared face and twenty-one points for rolling a triple.

No [DD, Two Cats, Sigil, Cat, Thoromyr, Manticore]

The player scores one point if no face comes up as the declared face or two points for rolling a pair without any face being the declared face or seven points for rolling a triple other than the declared face.

Roll	Triples	DD	Family	Cats	No Cats	No Family	No DD
Triple	6	21	9	10	7	21	7
Pair/all	2	n/a	3	1	1	5	2
Pair/only	2	8	2	1	1	5	0
Single/all	0	n/a	1	1	25	n/a	1
Single/two	0	n/a	0	1	0	1	0
Single/only	0	1	0	1	0	0	0
Nothing	0	0	0	0	0	0	0

Quintuples

When rolling five dice for the game the player attempts to roll pairs, triples, quadruples, quintuples or a run (five different faces, no pairs). The players roll in turn with the highest scored roll winning. Each player scores one point for each player his roll beats. Rolls are ranked as follows:

Pair < Two Pair < Three of a Kind < Run < Three and Pair < Four of a Kind < Five of a Kind

A “run” is when there are no duplicate faces. That is, no pairs, three of a kind, four of a kind or five of a kind. It is not possible to roll “nothing”.

Also, because there is no ranking of the faces, there is no breaking of ties. Every pair is equivalent to every other pair.

For example, if there are five players, two rolling pairs, one rolling two pair and the last two rolling three of a kinds then the first two players score no points, the third player scores two points and the last two players score three points.

Play continues until a player reaches or exceeds the target score for the game with the winner being the player with the highest score. A two player game ends when a score reaches five, a three player game when any score reaches ten, a four player game when any score reaches fifteen, and so on with each additional player increasing the score by five points.

Everyone Scores

When playing an “everyone scores” game each player is awarded points based on their hand. A game typically plays to 100 points, but for a short game stop at 20 points. A pair scores 1 point, two pair scores 2 points, three of a kind scores 3 points, and so on as shown on the table.

1 pair	1
2 pair	2
3 of a kind	3
run	5
3 of a kind + 1 pair	12
4 of a kind	24
5 of a kind	600

Re-Rolls

If the players are in agreement, some or all of the dice may be re-rolled once in order to improve the hand. A player can elect to re-roll all five dice, but however many or few are re-rolled they must all be rolled at the same time — only one re-roll is allowed per hand. If the hand fails to improve then no points are scored for the round.