Snake Eyes Yard Dice – The Game

What you need:
1 set of Snake Eyes Yard Dice
1 ring made out of rope, ~3-foot diameter

The game goes like this:
Set the game up similar to darts with a single target ring and a throwing line to stand behind. Determine an appropriate line to throw from. Place the ring on the ground, about 10 feet away. Divide up into teams. Each team throws 6 dice per turn. Using your Snake Eyes Yard Dice, players toss the dice trying to get them to stay in the ring. Points are added up based on the value shown on the dice. The winner is the first team to reach 21 points or a team that rolls all ones - Snake Eyes - in a single turn.

You can play to 11, 15 or 21 points depending on how long you want the game to last.

10,000 (Greedy)

The game requires six standard dice, a pencil and paper.

Play
One can keep shaking as long as you get points on each shake. You can quit shaking at any point and take the points you have accumulated. If you shake and don’t get points, you lose what you have accumulated during that sequence, as well as your turn.

To begin, the first player rolls all six dice. If the roll scores any points, he/she may set aside the scoring dice and either roll all remaining dice, hoping to score additional points, or take the points already accumulated this turn and pass play to the next player. A player must score a minimum of 300 points in each turn to bank the score and pass play to the next player. The next player has the option to continue with the accumulated score and number of dice or start fresh with all 6 dice. If you do not score, you lose your turn.

If the player rolls multiple scoring combinations, only one scoring dice is required to be taken with each roll. All other dice may be rerolled if desired. If all six dice score points in one or more rolls of a single turn, the player has “HOT DICE” and gets to roll all six dice again and continues to accumulate points. If at any time a roll scores no points, the player forfeits all points scored that turn and is passed to the next player. If a player gets zilch three turns in a row he may suffer a 500 point penalty or lose all his points previously accumulated.

Scoring
Each ace (1) on a dice is worth 100 points. Each five (5) on a dice is 50 points. If one of the following is shaken in a single roll:

<table>
<thead>
<tr>
<th></th>
<th>Three of a kind</th>
<th>Four of a kind</th>
<th>Five of a kind</th>
<th>Six of a kind</th>
</tr>
</thead>
<tbody>
<tr>
<td>1’s</td>
<td>1,000</td>
<td>2,000</td>
<td>3,000</td>
<td>4,000</td>
</tr>
<tr>
<td>2’s</td>
<td>200</td>
<td>400</td>
<td>600</td>
<td>800</td>
</tr>
<tr>
<td>3’s</td>
<td>300</td>
<td>600</td>
<td>900</td>
<td>1,200</td>
</tr>
<tr>
<td>4’s</td>
<td>400</td>
<td>800</td>
<td>1,200</td>
<td>1,600</td>
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<tr>
<td>5’s</td>
<td>500</td>
<td>1,000</td>
<td>1,500</td>
<td>2,000</td>
</tr>
<tr>
<td>6’s</td>
<td>600</td>
<td>1,200</td>
<td>1,800</td>
<td>2,400</td>
</tr>
</tbody>
</table>

Winning
The first player to score over 10,000 points is named the temporarily winner. Each remaining player has one more turn to beat that player’s score. Whoever ends with the highest score over 10,000 wins the game.

Whamee

The game is played with a minimum of 2 people. Players take turns rolling five dice. After each roll, the player chooses which dice (if any) to keep, and which to re-roll. A player may re-roll some or all of the dice up to three times on a turn.

Scoring
The following combinations earn points:
- **Ones, Twos, Threes, Fours, Fives or Sixes.** A player may add the numbers on any combination of dice showing the same number. For example, 4-4-2-6-6 would score 4 + 4 + 2 + 6 = 16 points in "Fours" or 2 points in "Twos" or even 6 points in "Sixes". Once a player has taken points on a specific number, he or she may not take points for that value again during the game.
- **Straight.** 20 points. A straight is any combination of dice in order: 1, 2, 3, 4, and 5, or 2, 3, 4, 5, and 6. Additionally, in a straight, a one can be placed after a six, meaning a 3, 4, 5, 6 and 1 is also legal.
- **Full house.** 30 points. Any set of three combined with a set of two. For example, 5-5-3-3-3.
- **Four of a kind.** 40 points. Four dice with the same number. For example, 2-2-2-2-6.
- **Whamee.** 60 points. All five dice with the same number.

If a player makes a Straight, Full House, or Four of a Kind on their first roll automatically wins the game.

A player who fails to make any valid score, or chooses not to take any other score, may **scratch** (eliminate) a category, such as Whamee or Twos. If a player scratches a category, that player cannot score on that category for the rest of the game. Specifically, if a player scratches Whamee and subsequently rolls Whamee on their first roll of a turn, it may not be used as an automatic win.

Winning
The winner, if no one scores an automatic Whamee win, is the player who

Mia

Mia is a simple dice game with a strong emphasis on bluffing and detecting bluff. You need two dice and the ability to hide the dice from the other players.

Play/Rules
All players start with six lives. (determine a way to keep track: pennies, matches, beer cans, a die, etc) The first player rolls 2 dice and keeps their value concealed with a bucket, blanket, behind a tree or other device. The player then has three choices:
- Tell the truth and announce what has been rolled.
- Lie and announce a greater value than that rolled.
- Lie and announce a lesser value.

The concealed dice are then left where they were and the next player has three options:
- Believe the passer. The new player moves to look at the dice and decides whether to re-roll them or keep them, and must announce a higher value.
- Call the passer a liar and look at the dice. If the dice show a lesser value than that announced, the passer loses a life and the receiving player starts a new round. However, if the dice show a greater or equal value, the new player loses a life and the next player starts a new round.
- Pass the dice to the next player without rolling or looking at them, announcing a higher value. This relieves the original passer of all responsibility. This choice rests on the assumption that the previous player announced a lesser value than he/she rolled, which may be a sensible choice if he/she wants to get at a player further down the line.

Note that each player must **always** announce a value greater than the previous value announced, unless he/she is passed a Mia in which case the round ends.

If Mia is announced, the next player has two choices:
- He/she may give up without looking at the dice and lose one life.
- He/she may look at the dice. If it was a Mia, she loses two lives. If it wasn't, the previous player loses one life as usual.

The first player to lose all his lives loses the entire game. Generally, the loser must buy the next beer.

Scoring
Unlike most dice games, the value of the roll is not the sum of the dice. Instead, the highest die is multiplied by ten and then added to the other die. So a 2 and a 1 is 21.

The highest roll is 21 and called Mia. The next is all the doubles from 11 up to 66, and then back down again. The highest to lowest is as follows:
- 21, 11, 22, 33, 44, 55, 66, 65, 64, 63, 62, 61, 54, 53, 52, 51, 43, 42, 41, 32, 31