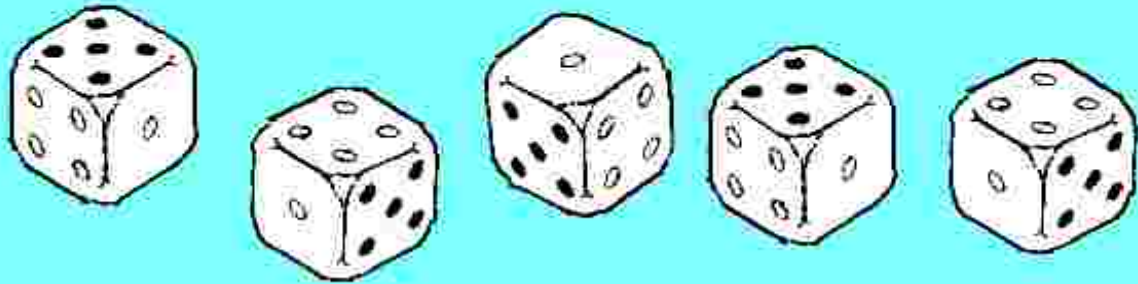


Five New 5-Dice Games



Played With Five Standard
Six-Sided Dice

by Paul Hoemke

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INTRODUCTION.

This booklet contains a small collection of 5-dice games.

You can play each game using five six-sided dice plus a pencil and paper for recording scores.

Each game includes variations that modify the game or, in some cases, create a different version of the game.

These games are all new.

If you enjoy playing them, you may also like some traditional 5-dice games such as Dice Poker, Drop Dead, Ship Captain Crew, and Yacht. You can find rules for these and other dice games at internet locations such as:

en.wikipedia.org/wiki/List_of_dice_games

and

www.all-about-dice.com/how-to-play-dice.html

Please feel free to make copies of this booklet and pass it on to friends and family.

5-Dice Detective

EQUIPMENT:

- 5 standard (6-sided) dice.
- 1 pad of paper and a pencil.
- 1 set of instructions.

INTRODUCTION:

5-Dice Detective is a dice game for two to six players. Someone has been murdered. The object of the game is to uncover evidence leading to the arrest of a murderer. The first player to find the necessary evidence wins the game.

EVIDENCE:

The evidence is the means, the motive, and the opportunity to commit the crime, and is represented by different numbers of dice containing the same number.

The means is represented by two dice with the same number. The motive is represented by three dice with the same number. And the opportunity is represented by four dice with the same number.

Four dice with the same number can be recorded as the means (two of the dice), the motive (three of the dice), or the opportunity (all four dice). Three dice with the same number can be recorded as the means (two of the dice), or the motive (all three dice). Two dice with the same number can be recorded as the means.

SET-UP:

Seat the players around the table, and place the dice on the table. Write the players' names across the top of the score sheet to record the scores. Then draw two horizontal lines across the score sheet to

divide it into three sections - the means section (top), the motive section (middle), and the opportunity section (bottom).

Each player in turn rolls the two dice, and the player with the highest roll becomes the starting player. (If more than one player has the high roll, those players reroll the dice.)

The players then take turns playing beginning with the starting player and moving clockwise around the table.

PLAY:

On your turn, you investigate the murder looking for evidence by rolling the five dice.

After the initial roll, you can do one of three things.

1. If your initial roll contains a string of dice with the same number and you haven't already recorded a piece of evidence represented by the string, you can record it on the score sheet.
2. Or you can reroll all five dice. If the new roll contains a string of dice with the same number and you haven't already recorded a piece of evidence represented by the string, you can record it on the score sheet.
3. Or you can pick up one, two, three, or four dice and reroll them together trying to form a string of dice with the same number. This string must include a die or dice from the initial roll plus a die or dice from the new roll. If you find such a string and you haven't already recorded a piece of evidence represented by the string, you can record it on the score sheet.

You can record just one piece of evidence on each turn.

You record evidence on the score sheet by writing the suspect number (1, 2, 3, 4, 5, or 6) under your name in the proper section of the score sheet.

Check the score sheet to see if you have found the means, motive, and opportunity for any one suspect. If not, your turn ends.

WINNING:

The first player to find the means, motive, and opportunity for one suspect has solved the murder and wins the game.

The other players each have one last chance to also identify a murderer. Each player in order takes one last turn.

VARIATIONS:

1. For #3 in PLAY, you can look for a string of dice with the same number using any of the dice from the initial roll or from the new roll or from both rolls.

2. Use all players' evidence to uncover the murderers. For suspect #1, John can find the means, Sally can find the motive, and Sam can find the opportunity. When the third piece of evidence is found for each suspect, record it on the score sheet, and then circle it. When the evidence for all six suspects has been uncovered, the player with the most circles wins the game.

5-Dice Dominoes

EQUIPMENT:

- 5 standard (6-sided) dice.
- 1 pad of paper and a pencil.
- 1 set of instructions.

INTRODUCTION:

5-Dice Dominoes is a dice game for two players. The object of the game is to add a die to a string of dice. The last person to add a die to the string scores a point. The first player to score 5 points wins the game.

STRING:

A string of dice has two characteristics. First, no two numbers are alike. Second, each side-by-side pair of dice “match”.

Two dice match if the pattern of spots on the die with fewer spots is contained within the pattern on the other die. A 3 die matches a 5 die because the diagonal row of spots on the 3 are contained in the pattern on the 5.

1 matches 3 and 5.

2 matches 3, 4, 5, and 6.

3 matches 1, 2, and 5.

4 matches 2, 5, and 6.

5 matches 1, 2, 3, and 4.

6 matches 2 and 4.

A die is added to a string next to a die that it matches. A die can be added at either end of the string.

SET-UP:

Seat the players around the table, and place the dice on the table. Write the players' names across the top of the score sheet to record the scores.

Each player in turn rolls the two dice, and the player with the highest roll becomes the starting player. (If more than one player has the high roll, the two players reroll the dice.)

The starting player takes the first turn by rolling one die to establish the beginning of the string. Then the two players continue playing beginning with the starting player's opponent.

PLAY:

On your turn, roll one die up to three times. If one of your rolls matches a die on the end of the string without repeating a number in the string, place it next to the die that it matches.

Continue playing until one player fails to add a die to the string or adds the fifth die to the string.

The last player to add a die to the string scores one point, adding it to any previous score on the score sheet. The other player becomes the new starting player.

If neither player has scored 5 points, the new starting player rolls one die to establish the beginning of the string. Then the two players continue playing beginning with the starting player's opponent.

WINNING:

The first player to win 5 rounds wins the game.

VARIATIONS:

1. On your turn you can either add a die to the string, or substitute a die with a different number for a die at the end of the string. The new die must match the die next to it, and you cannot add a die with a number already in the string.

2. (This variation can be played by two to four players.)

The players take turns adding to the series individually.

On your turn, roll one die to start the string. Then roll four dice, then three dice, then two dice, then one die, each time trying to add to the string. When you cannot add to the string, score the number of dice in the final string, adding it to any previous score. Then it's your opponent's turn.

When a player has scored 15 points, continue until each player has had the same number of turns. Then the player with the highest score wins the game.

5-Dice Hi-Low

EQUIPMENT:

- 5 standard (6-sided) dice.
- 1 pad of paper and a pencil.
- 1 set of instructions.

INTRODUCTION:

5-Dice Hi-Low is a dice game for two players, or two teams of two players each. The object of the game is to roll either a high or a low five dice total. The first player to roll 6 winning totals wins the game.

SET-UP:

Seat the players around the table, and place the dice on the table. (If two teams are playing, team members sit facing each other across the table. Clockwise around the table, you will have a Team 1 player, a Team 2 player, a Team 1 player, and a Team 2 player.) Write the players' names across the top of the score sheet to record the scores.

Each player in turn rolls the two dice, and the player with the highest roll becomes the starting player. (If more than one player has the high roll, those players reroll the dice.)

The starting player chooses whether to roll a high or low total. The other player rolls the other total. (If two teams are playing, both players on a team roll high or low totals.)

The players then take turns playing, beginning with the starting player and alternating turns. (With teams, move clockwise around the table.)

PLAY:

On your turn, roll the five dice.

You can then reroll four dice, or choose not to.

You can then reroll three dice, or choose not to.

You can then reroll two dice, or choose not to.

You can finally reroll one die, or choose not to.

Add up the total on the five dice, and write it on the score sheet under your name.

When all players have played, add the lowest and highest scores. If the total is less than 35, the low player wins the turn. If the total is higher than 35, the high player wins the turn. If the total is exactly 35, the turn ends in a tie.

If a player wins that turn, circle that player's score on the score sheet.

WINNING:

The first player or team to win 5 times wins the game.

VARIATIONS:

1. Reroll a total of 10 dice, any dice in any order.
2. The first player takes a turn, and the second player tries to roll and reroll the dice so that the two scores total exactly 35 points. The player scores the number of points that the total is higher or lower than the 35 point target.

Then the second player takes a turn, and the first player tries to roll and reroll the dice so that the two scores total exactly 35 points. That player scores as above.

When a player or team has scored 15 points, the other player or team wins the game.

5-Dice Tug

EQUIPMENT:

- 5 standard (6-sided) dice.
- 1 pad of paper and a pencil.
- 1 set of instructions.

INTRODUCTION:

5-Dice Tug is a dice game for two players. The object of the game is to modify a string of dice. When you form a specific combination of dice, you score a point. The first player to score 5 points wins the game.

COMBINATIONS:

One player will try to form a string of dice with no two numbers the same.

The other player will try to form a string of dice with the same number on exactly three dice, thee-of-a-kind. This combination cannot contain both a 1 and a 6. (This last restriction will make the odds of getting each combination the same.)

SET-UP:

Seat the players around the table, and place the dice on the table. Write the players' names across the top of the score sheet to record the scores.

Each player in turn rolls the two dice, and the player with the highest roll becomes the starting player. (If more than one player has the high roll, the two players reroll the dice.)

The starting player chooses which combination he will try to form.

Then he rolls the five dice to establish the beginning string.

(If either player's combination appears on the dice, that player scores a point, and her opponent becomes the new starting player. The new starting player rolls the five dice to establish the beginning string.)

The two players then take turns playing beginning with the starting player.

PLAY:

On your turn, reroll one or two dice. If you reroll two dice, you must roll them both at the same time.

If you form your combination, you score a point adding it to your total on the score sheet. Then your opponent rolls all of the dice to establish the new starting point, and takes the next turn.

Otherwise your turn ends.

WINNING:

The first player to score 5 points wins the game.

VARIATIONS:

1. You can play the game so that the first player rerolls one die, the second player rerolls two dice, the first player rerolls three dice, the second player rerolls four dice, and so on increasing the number of dice by one for each turn. Reroll the dice in any combination until you have formed your combination or rerolled the total number of dice for that turn.

2. On every turn, each player picks up and rerolls exactly two dice.

5-Dice War

EQUIPMENT:

- 5 standard (6-sided) dice.
- 1 pad of paper and a pencil.
- 1 set of instructions.

INTRODUCTION:

5-Dice War is a dice game for two players. The object of the game is to capture your opponent's dice. When you capture all of your opponent's dice, you score a point. The first player to score 5 points wins the game.

SET-UP:

Seat the players around the table, and place the dice on the table. Write the players' names across the top of the score sheet to record the scores.

Each player takes two dice. One player rolls the fifth die. If a 1 is rolled, keep rolling until another number is rolled.

PLAY:

On each turn, both players roll their dice. Then each player uses the numbers rolled to determine which dice can be captured.

If you have one die, you can capture any die that matches the number on your die. If you have two or more dice, you can capture any die that matches the sum of two of your dice.

Each die can be used in just one capture.

The fifth die remains at the center of the table until one player alone

captures it on any turn.

When all captures have been determined, you take the dice you have captured and give to your opponent any dice that your opponent has captured.

The game continues until one player has captured all of the opponent's dice. The winning player scores 1 point, adding it to any previous score.

If neither player has scored 5 points, each player takes two dice, and the winning player rolls the fifth die until a 1 is not showing. Then the game continues.

WINNING:

The first player to score 5 points wins the game.

VARIATIONS:

1. After the first point is won, the losing player starts the next game with three dice.
2. A player with one die can capture two matching dice.

ABOUT THE AUTHOR.

My name is Paul Hoemke. I am a full-time IT Computer Analyst who develops simple games in my spare time that I call Animal Games.

If you enjoy the games in this ebook, you may like to visit my website www.AnimalGameMart.com which features simple games that use playing cards, six-sided dice, and a checkerboard and checkers. Here you can download free rules for games, both old and new.

You may be interested in reading an article there, 'One Die Games', which tells you how to play ten tiny games that use a single 6-sided die and a pencil and paper.

You can contact me at pchoemke2@AnimalGameMart.com.