







# Shark Dice

by Andrew Fox

## Basic Rules (6 dice rolled)

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 are worth 100.  are worth 50. Any *TRIPLE* is x 100 (e.g. 3 x  = 300), however 3 x  = 1000. 3 x *PAIRS* are worth 750.

*STRAIGHT* (       ) is worth 1500.

*BANK minimum*: 750 (or more) is required to first enter the game. After that, only 300 points are required to bank.

*SCORE TO WIN*: First player over 10000 wins.

Rolling 4 of a kind scores same as triple and then doubled again (e.g. 4 x 2's = 400: -> 3 x 2's = 200, doubled = 400). Rolling 5 of a kind scores same as a triple doubled twice (e.g. 5 x 2's = 800: -> 3 x 2's = 200, doubled = 400, doubled = 800)

A player can choose to keep rolling if he scores and must keep a scoring element (e.g..in the roll '1,6,4,4,3,2' he would keep the 1 (100) and roll the other dice. If no scores are achieved, the player gets no score and passes the dice on.

Triples and above can only be scored from any single roll during your turn, not from accumulating scoring dice over multiple rolls within your turn.

Rolling 6 of a kind in a single roll (e.g. 6,6,6,6,6,6) x 1000 = 6000.

But 6 x 1's = 10000 which is a *GREAT WHITE!*

## Advanced Rules for lots more fun

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In a roll of all 6 dice, with one dice short of a straight (e.g.1,2,3,3,5,6). There is a choice to roll one of the 3's to try and get a 4 and therefore get a straight! This is an all or nothing risk! First player over 10,000 wins points doesn't immediately win, but 'sets the bar' and then everyone still has one extra turn to try win.

The main tip is, that this is not a game of luck but more so about avoiding coercion and manipulation from your competition, taking risks and them coming off!

*SHARK ATTACK*: If no score occurs from 6 dice rolled (e.g. 2,3,3,4,4,6), it is called a "Shark Attack" and that player gets to roll the score of one roll X 6 dice and take that score off the leader.

*SHARKNADO*: If a player accumulates 3 'Shark Attacks' in the same game, that is then classed as a situation for a 'Sharknado' and here the person keeps rolling the dice until he scores no more - and then takes that score off the leader.