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For 2 to 4 players
14 years and up
Game length: 45 minutes

SLY DICE



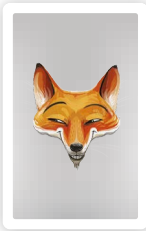
GAME CONTENTS

36 cards:

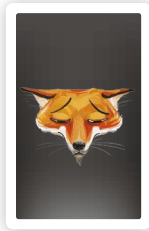
18 Combination cards



18 Bonus cards



9 Successful Bluffing cards



9 False Accusation cards



15 Dice



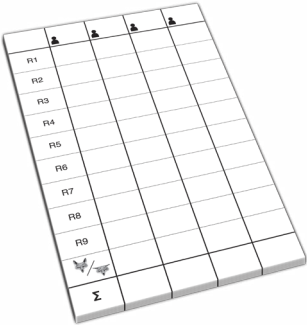
36 Player Tokens
in 4 different colors



1 First Player Token



4 Shields

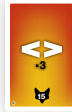


1 Score Pad

AIM OF THE GAME

Sly Dice is a game of cunning and deception. The winner will out-fox their opponents. In Sly Dice each player tries to earn as many points as possible by rolling various dice combinations. The dice are rolled behind each player's shield and so players do not know what others have rolled. When rolling is done, each player claims which dice combination they have, however, when claiming a dice combination, a player may be bluffing. Other players have the opportunity to accuse any player of bluffing and, depending on the outcome, some players will score additional bonus points and some players will lose points. At the end of the game the player with the most points is declared the winner. Also declared as the foxiest.

SET-UP

- Give each player in their chosen color, 9 tokens and a shield, as well as 3 dice. Each player puts the shield upright in front of them, puts the 3 dice behind their shield, and places their tokens next to the shield.
- Take the "High Low" combination card and put it face up on the table. → 
- Shuffle the rest of the combination cards and put them in a face down Draw Pile.
- Draw 3 cards and put them face up on the table next to the "High Low" card.
- Place 3 dice next to the draw pile — these are the Common Dice.
- Place any remaining dice, tokens, and shields back in the game box.
- Put the Successful Bluffing and False Accusation cards into two separate face up piles next to the Draw Pile.
- Randomly determine the starting player and give them the First Player Token.
- Decide who will be the score keeper — this player takes the score pad and a pen and will keep track of all players' points throughout the game.



When playing for the first time, we suggest using these 4 starting cards:



PLAYING THE GAME

The game is played in rounds. The number of rounds depends on the number of players:

2 players — 8 rounds

3 players — 9 rounds

4 players — 8 rounds

Each round is divided into 3 phases — Rolling the Dice, Claiming a Combination, and Cleanup.

Phase 1 — Rolling the Dice

The start player rolls the 3 Common Dice in the middle of the table. These dice are rolled only once per round and the first roll must be kept. These 3 dice will be used by all players to create combinations. You're trying to create one of the face-up combination cards. Now each player **simultaneously** rolls their 3 dice behind their shield so that other players cannot see what has been rolled. Each player can then keep their roll of all 3 dice behind their shield or roll their dice two more times, but for each reroll the player must push out **one** of their dice in front of their shield. This die is now locked (cannot be rerolled) and visible to all players. Once a die is pushed out in front of their shield, the player **may** reroll **one or both** of the 2 dice remaining. After **one or both** of the dice have been rerolled, the player may push out **one** die again, and reroll the third die for the third and final reroll. A player will always have at least one die behind their screen.

Example: John rolls 6, 5 and 2. He decides to keep the 6 and puts this die in front of his shield, and rerolls the other 2 dice. He rolls 6 and 3 and again chooses to keep the second 6 and puts it visible to other players. Then he rolls the remaining die which he must keep behind his shield invisible to other players.

Important rules:

- If a player decides to put one of their dice in front of the shield this action triggers a reroll and at least one die **must** be rerolled.
- If a player wants to keep their first roll of all 3 dice, they simply stop here and keep all 3 dice behind their shield.
- Each player may stop after the first or second roll if they are satisfied with the roll.
- The phase "Rolling the Dice" is played simultaneously, as it does not matter what other players roll. After all players have rolled the dice as often as they wish and can, this phase is over.

Phase 2 — Claiming a Combination

Starting with the First player each player can now claim any combination available on the table. The combination may be created by using the player's own dice, both in front and behind the shield, and the common dice in the middle, combining them as the player sees fit.

This phase is divided into 3 steps:

- 1) Claiming a combination.
- 2) Accusation.
- 3) Scoring the combination.

Step 1 — Claiming a combination

The player chooses one of the available combinations and says which combination they have created. The player may or may not be bluffing, but because at least one of their dice is hidden, the others do not know for sure. The player can also claim a combination that is created by only their visible dice and thus skipping step 2 (see below).

Example: The common dice show 4, 5, and 6 and John has two visible dice in front of him — 6 and 6. His last die is behind the shield and shows a 5. John says "I have a Full House". However, other players can't be sure since they can't see John's last die.

Step 2 — Accusation

When a player has made a claim, each other player, starting from the claiming player's left, now has the opportunity to accuse him of bluffing. The player on the left has to either accuse him of bluffing ("You're bluffing!") or say ("Pass"). If this player says "Pass" the next player in clockwise order has to choose between the two options and so on. If all other players decide to pass this step is over, however, as soon as any player decides to accuse the claiming player of bluffing, several things take place:

- a) The claiming player has to reveal all their hidden dice.
- b) If the claiming player **was not** bluffing this step ends and the player who accused them of bluffing takes one **False Accusation** card from the corresponding pile. That is the penalty for accusing another player wrongly (not believing in humanity).
- c) If the claiming player **was** bluffing, then their turn ends immediately, and the claiming player receives zero "0" points this round. The accusing player does not get any bonuses — their reward is simply not letting someone get away with a lie.

Note! If a player is unable to score a combination, then they do not place a token on the combination card.

Note! A player can only be accused once each round.

Step 3 — Scoring the combination

This step can be triggered in two ways.

- a) If the claiming player was wrongly accused of bluffing and had the combination they claimed, they put their token on the corresponding combination card with the "X" side up. The score keeper immediately writes down the points for the claiming player according to the combination that was scored (points scored are on the bottom of each combination card).
- b) If everyone passed and the claiming player was not accused of bluffing, they put their token on the corresponding combination card with the "X" side up. Again the points are written down by the score keeper. The claiming player does not have to show whether they really had created this combination or were bluffing. However, if the claiming player was bluffing they now **may** reveal their hidden dice and take one **Successful Bluffing** card from the corresponding pile. This is the reward for having bluffed successfully.

Note! A player cannot lie if their dice are sufficient to complete the claimed combination, they **must** score it.

Example: If a player claims to have four 2's and then reveals they have five 2's, the condition of having four 2's is still met and true. Therefore they have told the truth.

Important! Each player can score each combination only once per game!

When the first player has claimed the combination and gone through the corresponding steps, the next player in clockwise order does the same and so on. When each player has claimed one combination (either successfully or not) the Claiming Phase is over.

Important! The False Accusation and Successful Bluffing bonus cards are considered to be unlimited. Should players run out of them during the game they must use a substitute to represent any additional bonus cards.

Phase 3 — Cleanup

- All players take their dice and put them behind their shields.
- Reveal the top card of the draw pile and add it to the available combinations on the table.
- The starting player passes the First Player Token to the player on their left.

After the Cleanup Phase, the round has ended and a new round begins with Phase 1.

END OF THE GAME AND FINAL SCORING

The game ends after 8 rounds in a 2 or 4 player game, or 9 rounds in a 3 player game. Now players count points for their bonus cards. The **Successful Bluffing** and **False Accusation** cards are counted separately as follows:
A player's first Successful Bluffing card is worth 10 points, the second 15 points, the third 20 points and so on (each additional card is worth 5 more points than the previous one). Therefore 3 of these cards would be worth 45 bonus points!
A player's first False Accusation card is worth minus 10 points, the second minus 15 points, the third minus 20 points and so on (each additional card is worth 5 more negative points than the previous one). Therefore 4 of these cards would be minus 70 points!

Important! Players are not allowed to ignore or discard a pair of Successful Bluffing and False Accusation cards because that will reduce the value of their remaining bonus cards.

Example: John has 3 Successful Bluffing cards and 2 False Accusation cards. Thus he receives $10 + 15 + 20 - 10 - 15 = 20$ points.

The score keeper writes each player's points for the bonus cards in the corresponding line on the score pad.

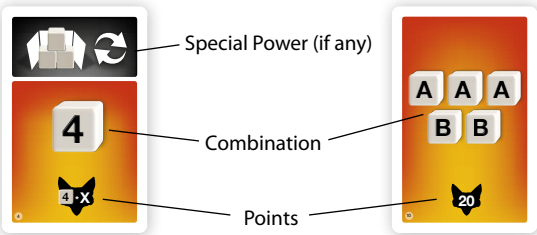


$10 + 15 + 20 - 10 - 15 = 20$

THE WINNER

The score keeper counts each player's total points and the winner is the player with the most points. In case of a tie, the tied player with the most Successful Bluffing cards is the winner. If a tie is still not resolved, the tied players share the victory.

THE SCORING COMBINATIONS



Note! As the common dice in the middle of the table are used by all players, we will refer to them as if the player has rolled them himself and they are his dice. All combinations can be created with the 6 dice the player has available (3 in their own possession and 3 in the middle).

Combinations with varying Victory Points

Some of the cards have special powers, which are described below. The special powers have two common rules:

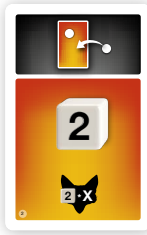
- 1. Tokens on cards with Special Powers are placed "X" **side down** and flipped to the "X" side up when the power is used.
- 2. If the player tries to score a combination by bluffing and someone calls their bluff, they do not get to score the combination and the special power has still been used.



Ones
For each 1 the player has rolled they score 1 point.

Special power
Change a die result — The player turns one of their 3 dice (**not** the common dice in the middle!) to any number they wish. The die they change may be either in front or behind their shield.

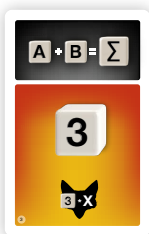
Use this power right before claiming a combination.



Twos
For each 2 the player has rolled they score 2 points.

Special power
Repeat a combination — The player can score a combination they have already scored a second time.

Use this power right before claiming a combination.



Threes

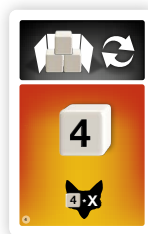
For each 3 the player has rolled they score 3 points.

Special power

Sum of two dice — The player can use the sum of any 2 available dice (their 3 dice and the 3 common dice in the middle) as one die and one number. The old numbers no longer exist, only the new sum of the two numbers.

Use this power right before claiming a combination.

Example: The common dice show 1, 3, and 3 and John's dice show 2, 2, and 4. John can use this power to add one 3 and one 2 together to make it a 5 and score the Small Straight.



Fours

For each 4 the player has rolled they score 4 points.

Special power

Restart the rolling phase — The player who has this power can restart their roll phase at any point during the **Rolling the Dice** Phase.

This means the player has a fresh set of 3 rolls just like at the start of the round. The player could have rolled and rerolled twice already, this doesn't matter. If they do not like their roll, they may use this power, pick up all three dice and roll them behind their screen. Then they may reroll up to 2 more times like normal.



Fives

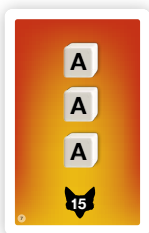
For each 5 the player has rolled they score 5 points.



Sixes

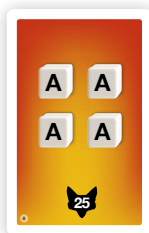
For each 6 the player has rolled they score 6 points.

Combinations with fixed Victory Points



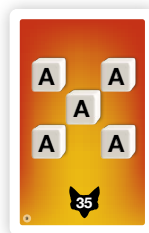
3 of a kind

3 dice showing the same number.



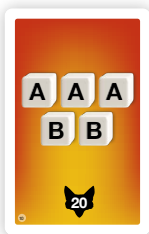
4 of a kind

4 dice showing the same number.



5 of a kind

5 dice showing the same number.



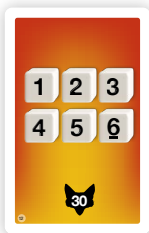
Full House

3 dice showing the same number plus 2 other dice showing the same number (the numbers **may** be the same on the pair and triplet).



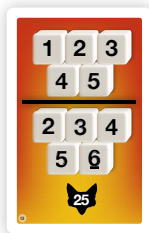
Three Pairs

2 dice showing the same number plus 2 other dice showing the same number plus 2 other dice showing the same number (these numbers **may** be the same on 2 or even all 3 pairs).



Large Straight

Six dice showing the numbers 1 through 6. So 1, 2, 3, 4, 5, 6.



Small Straight

Five dice showing the numbers 1 through 5 or 2 through 6. So 1, 2, 3, 4, 5 or 2, 3, 4, 5, 6.



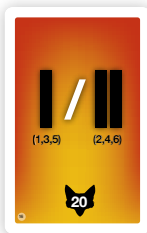
16 or less

The sum of all 6 dice is equal to or less than 16.



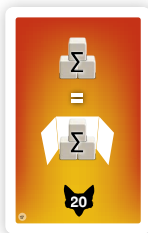
26 or greater

The sum of all 6 dice is equal to or greater than 26.



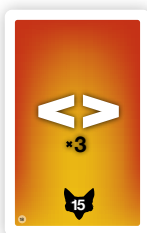
Odds or Evens

All 6 dice show an odd number or all 6 dice show an even number.



Equal sum

The sum of player's 3 dice is equal to the sum of the 3 common dice.



High Low

A player claims this card on their turn and during the normal "Claim a Combination" phase. A player usually claims this card when they have no other combination and when they figure they cannot get away with a bluff. This combination is a challenge and the player must roll their 3 dice, three times, to score this combination.

Important! These three rolls are extra rolls and they do not take into account the player's three original rolls.

For each roll the player **must state** whether they are going to roll "Higher" or "Lower" than the sums listed below:

- 1) For the first roll — roll a sum higher or lower than the sum of the **three common dice in the middle**.
- 2) For the second roll — roll a sum higher or lower than the sum the player rolled on **their first roll**.
- 3) For the third roll — roll a sum higher or lower than the sum the player rolled on **their second roll**.

If the player manages to succeed in their prediction all 3 times, the combination is now scored. However, if at least one of the predictions was not correct (i.e. the player rolled either equal to or lower than the target number after calling "Higher," or equal to or higher than the target number after calling "Lower") their turn ends immediately and they do not score points in this round and they do not place a token. Note that the three rolls to create this dice combination are done visibly to the other players as this dice combination does not allow for bluffing.

Example: It's John's turn. He doesn't have any of the combinations and he feels everyone will catch him in his wicked lies. So he chooses High Low and picks up his 3 dice for a fresh roll. The three dice in the middle show 3, 4, 6, for a sum of 13. John says lower and rolls 4, 4, 3, for a sum of 11. This is one success. The new sum to roll against is 11. He says lower again and rolls his three dice, this time getting a 2, 3, 5 for a sum of 10. He wins again and now has two successes, he needs one more. The new sum to roll against is 10. John is feeling good and says higher, rolling a 5, 5, 6, like a champion (sum of 16) and gets his third success. He places his token on the card "X" side up and score 15 points.