

Suabsh: A Game of Dice

Pieces 5 dice per player
1 ball
1 hand-sized circle

Starting Play The first player sets the ante, and all players ante in.

Betting The player with the highest score at the end of the previous round sets the ante.
Each player can ante, raise, or bow out.

Play

In each round, the person to the right of the last starting player rolls first.

1. Each player bounces the ball and picks up as many dice as they can while catching the ball with the other hand. If a player does not catch the ball in one bounce, he loses his turn.
2. The player rolls all of the dice he was able to pick up. Dice must roll a hand-width or more.

Scoring

Any die remaining within or touching the circle is scored; others don't count. If dice are knocked out of play by subsequent rolls within a round, they don't count. The dice that are inside or touching the circle at the end of the round are totaled to determine each player's score.

Winning and Losing

The first player to thirty or the player with the highest score at the end wins.

Special Conditions:

1. If a player rolls all ones outside the circle, they automatically lose.
2. If a player rolls all sixes inside the circle, each other player gets a chance to beat the roll.

The roll is beaten by rolling all ones outside the circle. If no one is able to roll all ones outside the circle, the player with all sixes wins.

