

BULL'S EYE

A DICE GAME FOR 3 OR MORE PLAYERS

MATERIALS:

3 dice, a cup (optional), a scorepad and a pencil

RULES:

This game can be played for money, chips or points. Betting players should agree to a limit in advance. If playing for points, a number of rounds or points should be set for the game.

Players first throw all three dice in turn; the *highest* throw plays *lead*. Thereafter, play passes to the *left* by turn.

The 1st player (*lead*) determines the **Bull's Eye** or value that the other players will try to match. To create this value, he rolls *three* dice & and scores the *entire* throw. Then he rolls again, but this time adds only the *two* highest scores to the previous value. He rolls the dice one last time but now only adds the *single* highest throw to the total.

The other players then take their turns, trying to match that number as closely as possible by *combining* the results of their throws. Each player *may* roll up to three times; however, each time, he uses *one die less*, i.e., he rolls all three dice on the first throw, only two dice on the second, and just one die on the last throw. Players may stop rolling at any time unless they have rolled *three of a kind* or a *pair*.

If three of a kind are thrown, all three dice must be rolled again; if a pair is thrown, only the two matching dice must be re-rolled. This rule also applies when setting the **Bull's Eye**.

After each throw, the player may, at his discretion, *bet* by adding to the pot. The other players *do not* have to match the bet. After his last throw, the player scores his turn:

SCORING:

Bull's Eye (exact match)	=	50 Points
Triple: + or - 3 or less	=	30 Points
Double: + or - 5 or less	=	20 Points
Board: + or - 7 or less	=	10 Points

After every player has played their turn, the *highest scoring player* takes the pot; if more than one player makes **Bull's Eye**, the *entire* pot is split between them. A game is over when a *previously agreed* number of rounds or points has been reached.