

# Snakebite

## Dice Game for 2 - 5 players

### Objective:

To be the first player to defeat the snake by scoring 13 exactly in 7 rounds or less.

### Required to play:

Two dice, paper and pencil

### Rules:

- 1) Players roll two dice, the player with the highest roll goes first.
- 2) Players must make 13 exactly; if they “overshoot”, they must *subtract* their rolls. Only odd numbers count and may be added up or subtracted. Players may pass 13 in either direction more than once before hitting (“biting”) it. Note that the numbers rolled do not *have* to be combined – it may be wiser to try for 13 in small steps, especially if one is already close . . .
- 3) A player who rolls snake eyes (two 1s) has his score eaten by the snake and must start from scratch.
- 4) If no player makes 13 within 7 rounds, the snake wins.
- 5) Best 3 out of 5 wins the game

### Optional Rules:

#### “Odds & Evens”

- 1) As above, but after overshooting, only *even* rolls count.

## “Diamondback”

2) This is a betting game:

- All players ante up a previously agreed minimum bet. Betting limits must be agreed before playing.
- Players roll two dice, but the player with highest roll plays the Snake and does not take turns.
- Play proceeds as above, but players may bet on every turn. The game is played over the *full seven turns*.
- A player who hits 13, takes the pot. If two players make it, the pot is split evenly between them. If noone makes 13, the Snake (i.e. the player who sat out the game) takes the pot.

Scorecard:

<b>Name:</b>					
1 <sup>st</sup> Turn:					
2 <sup>nd</sup> Turn:					
<i>Subtotal:</i>					
3 <sup>rd</sup> Turn:					
<i>Subtotal:</i>					
4 <sup>th</sup> Turn:					
<i>Subtotal:</i>					
5 <sup>th</sup> Turn:					
<i>Subtotal:</i>					
6 <sup>th</sup> Turn:					
<i>Subtotal:</i>					
7 <sup>th</sup> Turn:					
<i>Subtotal:</i>					