

"Snake Bones" (Dice Game)

"Snake Bones" is a old school style tavern dice game that is based loosely on a dice game that pirates and other tavern folk used to play many years ago called "Dudo" if you watch the movie Pirates of the Caribbean: Dead Man's Chest the pirates are playing Dudo in that movie so i wanted "Snake Bones" to be a game that even a drunken pirate could play!!

In "Snake Bones" Each player starts with five dice and 10 gold coins. The game starts by each player making a coin bid by placing your desired bid amount in front of yourself (YOU HAVE TO MAKE A COIN BID OF AT LEAST ONE (1) COIN AT THE START OF EACH ROUND) then the "Bone Master" AKA the person who created the game lobby chooses the player who will be the first to make a dice bid. After selecting said player, the first round begins by all players rolling their dice by right-clicking on their dice and pressing the roll button or by clicking on their dice and pressing the "R" button on their keyboards

after rolling your dice At this point, each player may look at their dice and contemplate the mathematical probability of all dice on the table including their own (NO RE-ROLLING DICE IS ALLOWED NOR IS LOOKING AT THE DICE OF OTHER PLAYERS) you can place your dice in the pouch provided (WRITE DOWN WHAT YOU ROLLED BECAUSE ALL DICE PLACED IN THE POUCH REVERTS THE DICE TO THE SIDE WITH 1 PIP FOR SOME REASON) The player chosen to make the opening dice bid before the game began then states the opening dice bid. An example bid would be i say there are at least "3 fours on the table" you make that bid because you may have 2 fours so you assume that at least one other player on the table has a four so you make the bid that there are at least 3 fours on the table after the first bid the player sitting to the left of the starter bidder makes their bid

if the second bidder raised the bid by saying for example "i say there are at least 5 fours on the table" then the next bidder makes his/her bid if the next bidder doesn't raise the bid he/she can either call a bluff; or declare the bid spot-on if a bluff was called all players reveal their dice, and see if there were indeed 5 fours on the table like the previous bidder wagered if the player who made the "5 fours" bid was wrong that player loses their coin bid to whoever called the bluff and they lose one die as well. if a spot-on bid was declared all players reveal their dice and see if the bidder was right that there are exactly "5 fours" on the table if the player who declared the bid spot-on was wrong he/she discards one (1) die for inaccurately calling a bid spot-on, if the spot on bidder was right the player who declared the bid spot-on is safe, and all other players discard one die each for getting caught with a spot-on bid.

if you lose all of your coins you are out of the game and if you lose all of your dice you are out of the game until the next game starts. After losing a die there is no way to regain it until the after game is over and a new game begins. The opening bid of the next round is passed counterclockwise of the player that opened the last round's bidding. To

start the next round, all players roll their dice and repeat the steps of the typical round as laid out above.

Winning and Losing

"Snake Bones" is a free for all elimination. The object of winning is to be the last player with at least one (1) die remaining. Players lose (are eliminated) by losing all of their dice.

In this section, we will assume the current bid is "3 fours" are on the table, 3 pertaining to the total number of all dice on the table with the matching face and four pertaining to the specific face (four dots on one side), As stated above, the current bidder has three options.

1. Raising the bid: To raise a bid, the current bidder must declare a higher number of total dice for example "i say their are "4 fours" on the table" all players are still concealing their dice, taking turns raising the bid.

2. If a player believes the last bid (3 fours) to be too high, he may call a bluff. At this point, all players show their dice and total the face value bid upon. If the total number of dice matching the face value bid upon (four) is more than the last bid (3), the player to last bid is safe (bidding under the true total), and the player calling the bluff discards one die for calling a bluff on a valid bid. If the total number of dice matching the face value bid upon (four) is less than the last bid (3), the player to last bid discards one die for bidding over the true total, and the player calling the bluff is safe for accurately calling out a "Shyster".

3. Declaring a Bid Spot-On: If a player believes the last bid (3 fours) to be correct, he can declare the last bid "spot-on." At this point, all players show their dice and total the face value bid upon. If the total number of dice matching face value bid upon (four) is greater or less than the last bid (3), the player who declared the bid spot-on discards one (1) die for inaccurately calling a bid spot-on. The player whose bid was declared spot-on is safe. If the total number of dice matching face value bid upon (four) is exactly the same as the last bid (3), the player who declared the bid spot-on is safe, and all other players discard one die each for getting caught with a spot-on bid.

This is a rather simple game that ANYONE can play if you read the rules more than once you will see that it is a rather simple game to play and understand. i personally don't like overly complicated games with tons of rules that is why i wanted to make my own game on Tabletopia that is easy to understand and play and have a fun time with some friends and family that you can even play while you are as drunk as a pirate!!

Have Fun Everyone!!