

Charidice

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Happy are the charitable!

Players: 2-4 **Ages:** 8+ **Duration:** 20 mins

Design and Goal of the game

Charidice puts your generosity to the test. Donate your dice – don't keep all the points for yourself. If you've been particularly charitable, you'll be awarded a valuable charity bonus at the end of the game

Over 7 rounds, roll and score combinations of numbers or colours to maximise your points. The more dice you score, the more likely you are to receive a lucrative bonus. Any points from the dice you don't score you donate to the next player. At the end of the game, the player who has donated the most points receives a charity bonus. The player with the most points wins the game!

Setup

You each need a sheet from the **gamepad** and a **pen or pencil**. The player whose birthday is next takes the **6 dice** and starts the game.

How to play

If you have the dice, you are the active player. Roll all **6 dice** for the **1st time**. You can **roll again up to 2 more times**. If you choose to roll again, there are no restrictions on how many dice you can keep and how many you can roll again.

By your 3rd roll at the latest, you'll have points to write on your sheet and, in most cases, points to donate to the next player. You always donate points to the next player in clockwise order.

Once your points and any donated points have been written on the relevant sheets, give all 6 dice to the player on your left. That person is the new active player and rolls the dice.

Where do I write my points?

In each round, you fill in 1 row on your sheet with the following:

	1)	2)	3)	4)
1				
2				
3				
4				

- 1) points from dice you score
- 2) points from bonuses
- 3) points that have been donated to you by the player on your right
- 4) points that you have donated to the player on your left

How do I receive points?

Once you have finished rolling, you can score either **A) Dice of the same colour** or **B) Dice each of a different colour**.

A) Dice of the same colour

If you've rolled **at least 4** dice of the same colour, you can score these dice. Add up the total value of the dice of that colour. Write this number as points in the 1st (furthest left) box on your sheet.

Bonus!

You also receive bonus points for scoring the following combinations:

4 of the same colour (no straight)	15 points
straight of 4 of the same colour	25 points
straight of 5 of the same colour	40 points
straight of 6 of the same colour	50 points

Important: to receive a bonus, you can only score the dice that make up the combination you're scoring (see the example below).

Write the bonus points in the 2nd box, to the right of the box containing the points from the dice you've scored.



Example 1: Lena has rolled and is scoring dice of the same colour. She can decide to score either: **2 3 4 6** and receive 15 points plus 15 bonus points (= 30 points); or **1 2 3 4** and receive 10 points plus 25 bonus points for the straight (= 35 points).

B) Dice each of a different colour

You can score **1 die** of each colour you've rolled. Add up the total value of the dice you've chosen. Write this number as points in the 1st (furthest left) box on your sheet.

Bonus!



You also receive bonus points for scoring the following combinations:

fewer than 4 of the same number	0 points
4 of the same number	15 points
5 of the same number	30 points
6 of the same number	60 points



Important: to receive a bonus, you can only score the dice that make up the combination you're scoring (see the example below).

Write the bonus points in the 2nd box, to the right of the box containing the points from the dice you've scored.



Example 2: Florian has rolled and is scoring dice each of a different colour. He can decide to score either:  and receive 8 points plus 15 bonus points (= 23 points); or  and receive 18 points plus 0 bonus points (= 18 points).

Donate the points from any dice you didn't score!

After you've written your points and bonus points on your sheet, you **must** donate the points from any dice you **didn't** score. You always donate points **to the player on your left**. If you donate a  or , these count **double** for the recipient!

The recipient writes the total number of points in the 3rd box on their sheet. You also write the same number of points in the 4th (furthest right) box on your sheet. This allows you to keep track of the number of points you've donated during the game.



Example 1 (continued): Lena decides to score $\boxed{2} \boxed{3} \boxed{4} \boxed{6}$ and receives 30 points. The $\boxed{1}$ and $\boxed{6}$ she hasn't scored she donates to the player on her left, Marko. Marko writes 13 points in the 3rd box on his sheet, because the $\boxed{6}$ is doubled. Lena writes 13 points in the 4th box on her sheet. If Lena had scored $\boxed{1} \boxed{2} \boxed{3} \boxed{4}$ she would have received 35 points and donated the $\boxed{6}$ and $\boxed{6}$ (= 24 points) to Marko.



Example 2 (continued): Florian decides to score $\boxed{2} \boxed{2} \boxed{2} \boxed{6} \boxed{6}$ and receives 18 points. He doesn't receive the bonus he would have for scoring $\boxed{2} \boxed{2} \boxed{2} \boxed{2}$. He therefore only donates 2 points to Lena. If he had scored $\boxed{2} \boxed{2} \boxed{2} \boxed{2}$ he would have donated the $\boxed{6}$ and $\boxed{6}$ (= 24 points) to Lena.

The greatest of gifts!

Once per game, when the person on your right is the active player, you can ask for "the greatest of gifts". You must ask **before** the active player has rolled for the 3rd time. If you do, cross off the relevant box on your sheet. You will now **double** any points you receive. Both you and the active player write the doubled points into the relevant boxes on your sheets.

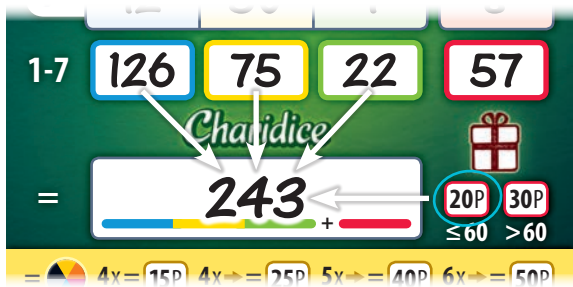
Example: Florian asks Marko for the greatest of gifts. Florian crosses off the '2x' box on his sheet. He receives $\boxed{2}$ and $\boxed{5}$ as a gift, a total of 12 points. To make this the greatest of gifts, he doubles the total and writes 24 points on his sheet.



End of the game

The game ends after 7 rounds. The person who **donated the most points** during the game receives a **charity bonus** of **20 points**. If they donated more than 60 points, the charity bonus increases to **30 points**. If multiple players donated the same number of points, each of them receives the charity bonus and writes it on their sheet.

Now add up all the points from the dice you've scored, any bonuses, points that have been donated to you, and the charity bonus if you received it.



Example: In the first 3 columns – points from dice scored, points from bonuses, and points donated to him – Marko scores $126 + 75 + 22 = 223$ points. He also donated the most points and receives the charity bonus of 20 points. In total, he has 243 points.

The player with the most points wins the game! In case of a tie, you share the victory.

