

## Game Document

# Greed

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## Versions

Version	Date	Author(s)	Notes
1.0	3/29/2023	Mark Lyman	Initial Release

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## Introduction

This is a very easy and very fun game that can be played with kids and adults at the same time.

## Equipment Needed

- 2 to 8 People
- 6 x Dice

## Win Condition

After a player banks 10,000 or more points, the player with the most banked points wins.

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## Greed - The Basic Game

### The Main Rule

You must score something every time you roll the dice. EVERY SINGLE TIME.

### Points

- Single 1's = 100 points.
- Single 5's = 50 points.
- Three 1's is 1000 points.
- Three of any other number is the number times 100.
  - Example: Three 2's = 200 points
  - Example: Three 5's = 500 points
- Rolling 1, 2, 3, 4, 5, 6 = 1000 points.
- Rolling all doubles = 1000 points.

Rolling beyond 3 of a kind doubles the value.

- Three 4's = 400 points. Four 4's doubles it to 800 points. Five 4's = 1600. Six 4's = 3200.
- Since three 1's = 1000, four 1's = 2000, five 1's = 4000 and six 1's = 8000.
- Three 2's = 200, four 2's = 400, five 2's = 800, six 2's = 1600.

## How to Play

A player takes all 6 dice and rolls them. He then chooses which dice to set-aside as points. If there are three 1's, two 5's, and a 3 - he can choose to set-aside the three 1's for 1000, but re-roll the two 5's with the 3. He can also keep all three 1's AND the two 5's for 1100 points, leaving only the 3 behind.

The player then must decide if they want to continue rolling for more points, or **banking** the points they have.

## Rolling for More Points

If they choose to continue rolling - they reroll the dice they didn't set-aside for points. **Something must always be set aside for points.**

If they ever roll and score nothing, they lose all the points they have accumulated that round. **Nothing gets banked.** The only way to bank points is to stop rolling and pass the dice to the next player.

Example: Let say I rolled three 1's on my first roll of all 6 dice (worth 1000). I set those three aside and re-roll the other three. This time I roll another 1 and two 4's. I set the 1 aside (bringing my total to 1100 points). Double 4's isn't worth any points. I decide to keep rolling and roll the two 4's and this time I roll a 2 and a 6. Since I did not score on this roll, I lose my 1100 points and score 0. Whatever points are in the bank are mine forever - I only lose my points for that round.

Notice that the fourth 1 I rolled did not double my 1's. Any points gained by combining dice must be rolled in a single roll. Rolling two 5's is worth 100, rolling another 5 later DOES NOT mean you have three 5's for 500 - but rather you have 100 points from the first two 5's and another 50 points for the third one for 150 points.

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## Banking

If they **bank** their points, they are written on the scoring paper and their turn is over.

Remember, the object is to get 10,000 points in the **bank**.

If you stop rolling and bank your points, you pass the dice to the next player. The next player can either pick up all six dice and start at 0 OR they can roll the dice you didn't and continue with your score.

Example: If I had four dice set aside for 1400 points and decided to bank the points and end my turn, the next player can start their score at 1400 and roll the two remaining dice. If they roll a 5, they add that to the score for 1450 points and they can then bank those points. The next player can now start at 1450 and roll the last remaining dice, hoping for a 1 or 5.

You do not lose your own banked points when this happens. Any points you bank are yours forever.

## Additional Rules

### Scoring all the Dice

If a player ever scores all six dice, they continue scoring by rolling all six, adding new points to the points they already have.

### Doubles at the End

If a player has two dice left and they roll nonpoint doubles (like two 4's) - the player continues to score by rolling all six dice and adding new points to the points they already have.

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## Ending the Game

When a player has 10,000 or more points **in the bank**, every other player gets one last turn in an attempt to bank the most points. Once those final turns are over, the player with the most banked points wins.