

## HIGH ROLLER

### Game rules:

To play this game you will need one white, black, red and yellow dice (4 d6 dice in total), a sheet of paper from the image above and a pencil.

First player, who is someone who was gambling recently, takes all 4 dice and rolls them together. During his round he is the only one who can use yellow dice twice and in special manner.

Players always can combine white die value with the red or black dice. First player can combine white + yellow + (black or red) value. First player also can use yellow die to write in one of the two rows at the bottom of the sheet (Odds or Evens).

Players are trying to form poker hands by writing numbers/letters and drawing card's suits. They **MUST** write one card each round.

If player combines white + red = he must write that result in one of the red rows. The value of the black die will determine a suit of the card. Even = Heart / Diamond or Odd = Club / Spade. If he combines white + black he must write that result in one of the black rows (while the red die determines a card's suit).

Optionally, he can use yellow die to write even or odd number in the bottom two rows on any position in the row.

First player can combine three dice: yellow + white + (red or black), which will affect where he can write a card and with what suit. Optionally, he also can use yellow die again to write in the even / odd rows.

**There can't be two cards of the same value and suit in the same row!**

Game ends when all cards are filled in.

**Chips with a Joker** - special ability - can be used only when at least 4 spots in the row (hand) are already filled. Player then cross the chip with a Joker in the Column where the last empty spot is and fills any poker card of his choice.

This ability can be used at any time during a player's turn, after or before using dice to write in results.

To write J, Q, K, A player will need combined values of 11, 12, 13 or 14+.

### **Scoring:**

All players will compare their hands going from top to bottom. Player with the best hand will gain 8 points, second best will gain 6 and third player will gain 4 points. Other players will gain nothing.

This is done for all 4 poker hands.

In the two bottom rows Odd or Even numbers can be write in on any position in the row, but only doubles, triples, quads etc; of the same numbers adjacent to each other will score points.

Example:

In the Odd row - 111133533313 player will score 4 + 2 + 3 points

1111 = 4 points

33 = 2 points

and 333 = 3 points

Each unfilled space in those rows will be -1 point for that player.

In the end, player with the most points wins. If there is a tie, whoever had better result in the bottom rows will win.

Important:

*In case that 2 or more players have the same hand during scoring, their hands are invalid - they will not gain any points.*

This diagram shows a poker table layout. At the top center, five community cards are represented by circular icons with a red and black design. Below these are four rows of five empty rectangular boxes, each preceded by a suit symbol: a red diamond (E), a black club (♣), a red heart (E), and a black spade (♠). To the right of these boxes are four vertical columns of numbers: 8/6/4, 8/6/4, 8/6/4, and 8/6/4. On the left and right sides, there are two vertical rectangular boxes. The left box contains the text: J 11, Q 12, K 13, A 14, and ... below. The right box contains: 11 J, 12 Q, 13 K, 14 A, and ... below. At the bottom of the table, there are two horizontal rows of ten boxes each. The top row is labeled 'O' and the bottom row is labeled 'E'.

This diagram is an identical copy of the one above, showing a poker table layout with five community cards, four suits, and betting areas.

# Poker Hand Rankings



1 Royal Flush



2 Straight Flush



3 Four Of A Kind



4 Full House



5 Flush



6 Straight



7 Three Of A Kind



8 Two Pair



9 One Pair



10 High Card

