

# Highland Dice Games

By Eric Miller © 2020  
CC license: BY-NC-SA 4.0

Long form rules, v. 01, 12-2020

These are the longer, official versions of the games. Examples and explanations are included. Once you are familiar with these, you should be able to get by with the just the game sheet.

NOTE: This document is formatted in A5 format/size. It is expected to be viewed on a mobile device, or printed in 'booklet' form.

There are eight events in total. They are broken down into a Morning Session and an Afternoon Session. There are some opportunities for bonuses- these are designed as a 'catch-up' mechanism when played by more than one person, and extra goals to enhance play in a solo game.

## SETUP

The game requires eight six-sided dice. A six-sided die is abbreviated 'd6' and when rolling three six-sided dice, you'll see '3d6.' The dice **must** be in two distinct colors- your Clan Colors. In the examples here, the Clan Colors will be Green and White. Every player will need two distinct Clan Colors. Yes, two or more players may share the same color (White, for example) but they will each need a distinct second color.

Each player will need a scoresheet. If none are available, a regular sheet of paper will work. Just write the names of the events as you see them here and allow enough space for notes (attempts, etc.) and for scoring. Some events allow for bonuses, be sure to note those if/when they come up.

Each player will need something to write with. There shouldn't be much erasing, so maybe choose a pen in one of your Clan Colors.

Ready? Next page to start the Morning Session!

# Morning Session

There are four events in the morning. Three events, then scoring and checking for bonuses. Then a final event and a final total for the Morning Session.

## Farmer's Dash



Created by Adrian Cragg  
from the Race Project

Farmer's Dash: Take one set of four clan dice and roll them. You have 2 rerolls of any/all dice in this set. You are looking for low numbers. Now take the second set of 4 clan dice and roll them. You also get 2 rerolls of any/all dice in this set. You are looking for high numbers. Your score for the race is the total of the second set MINUS the total of the first set.

Scoring: 2<sup>nd</sup> set total - 1<sup>st</sup> set total = score for game.

## Haggis Hurl



Created by Adrian Cragg  
from the Race Project


Haggis Hurl: This event has three attempts. To take an attempt, roll all 8 clan dice. Look for a 3 dice straight (Examples: 1,2,3 or 3,4,5) and set those three dice aside. If there is no straight, that is a foul and the attempt is lost. If there is a straight, then roll one of the 5 remaining dice. This is the Haggis burst point. Set this die to the side, you'll need it in a bit. You have completed the run-up to the tossing of the Haggis.

To toss the Haggis, roll the last four clan dice again. You are looking for a high total. You may reroll this set of 4 dice one additional time. Once you are satisfied with the roll, REMOVE any dice (from the run-up or the hurl) that match the Haggis burst die. Then total all remaining dice used in the attempt,

Scoring: Attempt #1 + Attempt #2 + Attempt #3 = score for game.

Example: Roll of all 8 dice equals: 1, 3, 3, 4, 4, 5, 6, 6. A 4, 5, 6 is set aside as the run-up. The 1 is rerolled to set the Haggis burst point. It is a 4. The remaining four dice (3, 3, 4, 6) are rerolled. The result of that roll is: 2, 4, 5, 6. The dice to score are: 4, 5, 6 for the run-up, 2, 4, 5, 6 for the toss. The two 4's are removed as they match the Haggis burst point. The resulting total for the attempt is 5+6+2+5+6=23.

# Hammer Throw

 Hammer Throw has three attempts. To complete an attempt, choose all four dice of one clan color and roll them. You may reroll 1-4 of these dice one more time. Set aside any dice showing a 1 or a 6. Keep the others as well. You may score your throw at this point (see below for what happens to the 1 and 6).

Roll the second clan color. You are also allowed one reroll of 1-4 of these dice. As above, set aside any dice showing a 1 or 6. If the final result shows 2 or more dice with a 1, a foul has occurred and the attempt is a 0. Move to the next attempt or to scoring for this event if this was the third attempt.

Total the remaining dice (those not showing a 1). Exactly 3 dice showing a 6 can be scored. Any fewer and they are removed from final scoring. Any more than 3 are removed from scoring. If the final result shows 6 or more dice with 6, something happened and this attempt is the last attempt. Medical attention is needed

Scoring: Total of all three attempts.

Example: The first roll shows 1, 1, 4, 5. The decision is made to reroll the 1, 1, and 4. The reroll shows a 1, 2 and 6. If scored at this point, 7 points is all that would be recorded for the attempt. The second set of clan dice is rolled and the result is 2, 3, 5, 6. The decision is made to reroll the 2, 3, 6. The result is 5, 6 and 6. This makes the final result for scoring- 1. 2, 5, 5, 5, 6, 6. There are 3 6's for 18 points, 3 5's for 15 more and then 2 more. The 1 does not count. Total for the attempt is 35.

## Break:

At this point, three events are complete. Total the scores on the three events and compare to the table below for the awarding of bonus points to be used in the remaining events.

Rank by Points	Bonus Pips/Points
1st	1
2nd	2
3rd	3

4th	4
5 <sup>th</sup> and beyond	5

## Sheaf Toss



Sheaf Toss is the final event of the morning. This uses the table below for the heights and the number that equals that height. There are three attempts at a height, and if cleared, three more attempts at the next height. When all three attempts are exhausted on a height, the score is the highest attempt that was successfully cleared.

Sheaf Toss Height Table:

Height (in feet)	Number on 2d6
10	2
12	3
14	4
16	5
18	6
20	7
22	8
24	9
26	10
28	11
30	12
32	13
34	14

You may choose your initial height. Set the bonus die aside showing the result of the break bonus. Set the other die aside as the ‘decider’ if needed.

Conduct an attempt at height as follows: Roll one pair of dice- one from each clan color. If this number EXCEEDS the number needed for that height, you have cleared that height. Your next attempt will be at the next higher height. If the number is LESS THAN the required number needed for the height, the

attempt is a miss. If the number rolled is EQUAL to the number needed for the height, then choose one of these two options: **Option 1:** Spend pips (points) from the bonus die to exceed the number needed for the height. Reduce the number showing on the bonus die by the appropriate amount. If this takes the die to zero, set the die aside as all the bonus points are now spent. You may use bonus points on any attempt at any height you choose. **Option 2:** Roll the decider die. If the number rolled is EVEN, the sheaf hits the bar and falls below it. The attempt is missed. If the number rolled is ODD, the sheaf still hits the bar, but has enough force to go over. The attempt is successful.

Score: The highest successful cleared height = score for game.

Example: The break yielded a bonus of 4. Set a clan die to '4' and set it aside. Set aside another clan die. The choice of starting at height 16 is made. Two clan dice (one of each color) are rolled and the result is 7. The attempt is successful. The next height is 18. The two clan dice are rolled and the result is 6. One point from the bonus die is spent to make this 7 and the attempt is successful. The bonus die is now showing 3. The next attempt is at height 20 and the clan dice roll is 2. This attempt is a miss. Set those two clan dice aside and choose two new clan dice. The next attempt is a result of 7. Wanting to save the bonus points, the decider die is rolled. It is a 4. The attempt is a miss. Set those two dice aside and roll the last pair of clan dice for the third attempt. The result is a 9 and the attempt is successful. Regather the six clan dice and start three attempts at the next height.

Morning total: Add the Sheaf Toss score to the break score. Multiply any remaining bonus pips/points by 5 and add those. This is your morning total. Be sure to make a note of any bonus pips/points left- you may use them in the Afternoon Session.

## Afternoon Session

There are four more events in the afternoon. There are no more soft events- all of these are designed to test individual strength and toughness. However, some smarts are also useful. If you have any bonus pips/points left over from the morning, you may use them in these events as indicated in the event- or save them for more bonus points at the end.

## Shot Put



Shot Put is the first event in the afternoon. There are three attempts to get the highest total possible. All four dice of each clan color is used. Roll 2d6 making sure to use one die of each clan color. Set the pair aside. If you rolled doubles, another roll of doubles on this attempt will be a foul and this attempt is a zero. Doubles are not counted in the final total. You do not have to roll all four pairs of dice- you may stop after any pair. Total the dice rolled (but not the doubles) and that is your total for the attempt.

Bonus pips/points may be used to reduce one die of a pair of dice that showed doubles. You may only do this to one pair per attempt. If done, be sure to make a note of the reduction.

Scoring: The highest of the three attempts.

## Caber Toss



Caber Toss is a defining event in the Highland Dice Games. You are allowed three attempts to toss the caber and have it go over to score. To set up an attempt, roll all four dice of a clan color. If the total rolled is between 9 and 19, this total is the ‘12 o’clock’ position. Set these aside and roll the other four clan dice. Total these dice- this is the toss. Subtract the total of the toss from the 12 o’clock and compare to the table below. Only one roll is allowed per attempt.

Caber Toss Scoring Table

Difference	Score
+/- 5	10
+/- 4	20
+/- 3	40
+/- 2	60
+/- 1	80
0	100
Greater than +/- 6	0

Repeat the process above for the second and third attempts.

Bonus pips/points may be spent on the roll of the caber toss (not the setting of the clock). All available pips/points may be spent on a single attempt if desired.

Scoring: Highest of the three attempts.

Example: Four dice (all one clan color) are rolled and the total is 14. These are set aside (they indicate that 14 is ‘12 o’clock’) and the other four clan dice are rolled. The total of these dice is 18. That is a difference of 4, so the score of the attempt is 20.

## Break:

At this point, two events are complete in the afternoon. Total the scores on the two events and compare to the table below for the awarding of bonus points to be used in the remaining events.

Rank by Points on Two Events	Bonus Pips/Points
1st	1
2nd	2
3rd	3
4th	4
5 <sup>th</sup> and beyond	5

These are added to any bonus pips/points remaining from the morning session.

## Weight for Height

Weight for Height is similar to the Sheaf Toss, but instead of tossing a bale of hay over a bar, a solid weight is thrown by hand over a raised bar. This uses the table below for the heights and the number that equals that height. There are three attempts at a height, and if cleared, three more attempts at the next height. When all three attempts are exhausted on a height, the score is the highest attempt that was successfully cleared.

Weight for Height Table:

Height (in feet)	Number on 2d6
10	2

12	3
14	4
16	5
18	6
20	7
22	8
24	9
26	10
28	11
30	12
32	13
34	14

You may choose your initial height. Set the bonus die aside showing the result of the break bonus. Set the other die aside as the ‘decider’ if needed.

Conduct an attempt at height as follows: Roll one pair of dice- one from each clan color. If this number EXCEEDS the number needed for that height, you have cleared that height. Your next attempt will be at the next higher height. If the number is LESS THAN the required number needed for the height, the attempt is a miss. If the number rolled is EQUAL to the number needed for the height, then choose one of these two options: **Option 1:** Spend pips (points) from the bonus die to exceed the number needed for the height. Reduce the number showing on the bonus die by the appropriate amount. If this takes the die to zero, set the die aside as all the bonus points are now spent. You may use bonus points on any attempt at any height you choose. **Option 2:** Roll the decider die. If the number rolled is EVEN, the sheaf hits the bar and falls below it. The attempt is missed. If the number rolled is ODD, the sheaf still hits the bar, but has enough force to go over. The attempt is successful.

Score: The highest successful cleared height = score for game.

Example: See the example for Sheaf Toss.

## Tug of War





Tug of War is the last game in the Highland Dice Games competition. There are two variations- playing solo and playing against others.

Created by Vectara Poin

**Solo:** Roll all four dice of one clan color. This is your opponent. Roll the four dice of the other clan color, you may reroll any two of your four dice (not the opponent) up to two times. Higher total wins. See below if there is a tie. The score for the game is total of the four dice not used for the opponent- win or lose.

**Many:** Tug of War is done in pairs. The players will pair up or set up brackets or a round robin tournament that best fits the number of players. Each player will roll all four dice of one clan color- be sure the colors are different. As in the solo game, each player is allowed two rerolls of up to two dice. The higher total wins. The winner records their total, the loser records 0 as their score.

If after rerolls, the numbers are the same (a tie), a sudden-death final pull is done. This is done by each team rerolling the two HIGHEST die in their clan color. Continue until the tie is broken. The rolls should happen at the same time. A solo player could take the four dice (two highest of each clan color) into one hand and roll them.

Bonus pip/points are not allowed in this event.

Scoring: Winner- total of their four clan dice. Loser- 0.

## Final Scoring

Final scoring is done by carrying forward the morning session total and then adding in the afternoon break total and the Tug of War score. Any bonus pips/points are then added in at the rate of 5 points per pip/point.

# Credits:

Heavy influence by Reiner Knizia's Decathlon.

Icons from the Noun Project. Credits should be with the icons.

Header/section font is Euclid Fraktur.

Body text is Liberation Serif.

Created in Libre Office Writer.

# Score Sheet

This is a basic score sheet for the game.

Clan: \_\_\_\_\_ Competitor: \_\_\_\_\_

Clan Colors: \_\_\_\_\_ and \_\_\_\_\_

---

Farmer's Dash: 2<sup>nd</sup> set: \_\_\_\_\_ - 1<sup>st</sup> set: \_\_\_\_\_ = \_\_\_\_\_

Haggis Hurl: Att #1 \_\_\_\_\_ + Att #2 \_\_\_\_\_ + Att #3 \_\_\_\_\_

Total: \_\_\_\_\_

Hammer Throw: Att #1 \_\_\_\_\_ + Att #2 \_\_\_\_\_ + Att #3 \_\_\_\_\_

Total: \_\_\_\_\_

Total of 3 events: \_\_\_\_\_ *Break- Bonus pips/points awarded:* \_\_\_\_\_

Sheaf Toss: Height cleared: \_\_\_\_\_

**Morning Total:** \_\_\_\_\_ + **Bonus pips/points x5:** \_\_\_\_\_ = \_\_\_\_\_

Shot put: Att #1 \_\_\_\_\_ OR Att #2 \_\_\_\_\_ OR Att #3 \_\_\_\_\_

Caber Toss: Att #1 \_\_\_\_\_ OR Att #2 \_\_\_\_\_ OR Att #3 \_\_\_\_\_

Total of 2 events: \_\_\_\_\_ *Break- Bonus pips/points awarded:* \_\_\_\_\_

Weight for Height: Height cleared: \_\_\_\_\_

Tug of War: \_\_\_\_\_

**Afternoon Total:** \_\_\_\_\_ + **Bonus pips/points x5:** \_\_\_\_\_ = \_\_\_\_\_

Final scoring:

Morning Total: \_\_\_\_\_ + Afternoon Total: \_\_\_\_\_ = \_\_\_\_\_

# Score Sheet

This is a basic score sheet for the game.

Clan: \_\_\_\_\_ Competitor: \_\_\_\_\_

Clan Colors: \_\_\_\_\_ and \_\_\_\_\_

---

Farmer's Dash: 2<sup>nd</sup> set: \_\_\_\_\_ - 1<sup>st</sup> set: \_\_\_\_\_ = \_\_\_\_\_

Haggis Hurl: Att #1 \_\_\_\_\_ + Att #2 \_\_\_\_\_ + Att #3 \_\_\_\_\_

Total: \_\_\_\_\_

Hammer Throw: Att #1 \_\_\_\_\_ + Att #2 \_\_\_\_\_ + Att #3 \_\_\_\_\_

Total: \_\_\_\_\_

Total of 3 events: \_\_\_\_\_ *Break- Bonus pips/points awarded:* \_\_\_\_\_

Sheaf Toss: Height cleared: \_\_\_\_\_

**Morning Total:** \_\_\_\_\_ + **Bonus pips/points x5:** \_\_\_\_\_ = \_\_\_\_\_

Shot put: Att #1 \_\_\_\_\_ OR Att #2 \_\_\_\_\_ OR Att #3 \_\_\_\_\_

Caber Toss: Att #1 \_\_\_\_\_ OR Att #2 \_\_\_\_\_ OR Att #3 \_\_\_\_\_

Total of 2 events: \_\_\_\_\_ *Break- Bonus pips/points awarded:* \_\_\_\_\_

Weight for Height: Height cleared: \_\_\_\_\_

Tug of War: \_\_\_\_\_

**Afternoon Total:** \_\_\_\_\_ + **Bonus pips/points x5:** \_\_\_\_\_ = \_\_\_\_\_

Final scoring:

Morning Total: \_\_\_\_\_ + Afternoon Total: \_\_\_\_\_ = \_\_\_\_\_