

Players: 1-6

Ages: ~10+

Time: 30 minutes

## Unbalanced

Designed and illustrated by Lance Schricke

A roll-and-write game where you need to vary the number of each action you take in order to score the most points – taking an even number of actions will cause you to lose points!

### Components:

- These rules
- 5 dice (D6)
- 100 player sheets

### Setup:

- Everyone takes one sheet
- Roll a die to determine who goes first

### Gameplay:

The game is played over 18 rounds (*16 in the solo variant*). Each round 5 dice will be rolled and players will be selecting 2 of them, the first to determine which row to use and the second to use in that row. Each row has a simple requirement. Points are earned from the numbers used in the rows, and some points may be lost if the rows are too balanced in the end.

### Taking a turn:

Start by crossing out the turn number of the current round. Then roll the 5 dice. You may re-roll any amount once. The active player removes their first die from the supply, and then selects their second die but leaves the second one in the supply. Then all other players choose two dice from the supply (from the 4 remaining) to use. **Fill in** the leftmost bubble of the number of the first die selected. *If the first die is a 1 or 2, then the second number must go in row I; if the die is a 3 or 4, then the second number must go in row II; and if the die is a 5 or 6, then the second number must go in row III.* **Write** your second number in the leftmost space in the corresponding row (Note: row III requires intermediate math: the addition of two numbers. Do this math immediately when the second number is played in the equation). The player to your left then becomes the active player and rolls the dice. **All players will be selecting 2 dice to use on everyone's turn.** Proceed this way until the end of the last round.

### “Flipping a die”:

At any time throughout the game, you may fill in a “flip the die” bubble (on the right side of the player sheet). This allows you to use the number opposite to the number that was rolled on a die. Remember: opposite sides on a die always add up to 7, so opposite 1 is the 6, etc... Using this ability may look like this: a 2 is rolled, a player fills in a “flip the die” bubble to use a 5 *instead of* the 2. Each unused “flip a die” bubble is worth 1 point at the end of the game. This ability can be used on both die in a given turn if desired (although this is not recommended).

### Scoring:

- Positive points: add together each of the double-underlined numbers in each row. Add one point for every unused “flip a die” bubble. Additionally, if you completely filled a row with numbers, score the bonus points indicated for that row (10, 6, or 2 for rows I, II, and III respectively). The sum of these is your total positive score.
- Negative points: At the end of the game, ‘A’ will be compared with ‘B’ in each row. In other words, the filled in bubbles next to 1 will be compared to the filled in bubbles next to 2; and 3 will be compared with 4; and 5 with 6. Then  $A + B$  in I will be compared with  $A + B$  in II; then II will be compared with III; and III with I. In other words, the sum of the filled-in bubbles next to

numbers 1 and 2 will be compared to the sum of the filled-in bubbles next to 3 and 4; etc. The table below shows the number of points that will be lost for each comparison:

Negative points				
Difference	0	+/-1	+/-2	+/-3...
Points	-6	-4	-2	0

Example of final score:

Difference	0	±1	±2	±3...
Neg. Points	6	4	2	0

ROUND

<del>1</del>	<del>2</del>	<del>3</del>	<del>4</del>	<del>5</del>	<del>6</del>	<del>7</del>	<del>8</del>	<del>9</del>	<del>10</del>
<del>10</del>	<del>11</del>	<del>12</del>	<del>13</del>	<del>14</del>	<del>15</del>	<del>16</del>	<del>17</del>	<del>18</del>	<del>19</del>

## UNBALANCED

I	A B		$\underline{6} > \underline{2} < \underline{6} > \underline{1} < \underline{6} > \underline{3} < = > - < = > -$	$\begin{array}{r} 18 \\ + \\ 12 \\ + \\ 29 \\ \hline 61 \end{array}$
II	A B		$\underline{6} \geq \underline{6} \geq \underline{6} \geq \underline{6} \geq - \geq - \geq - \geq - \geq -$	$\begin{array}{r} 12 \\ + \\ 29 \\ \hline 61 \end{array}$
III	A B		$\underline{1} + \underline{5} < \underline{4} + \underline{5} < \underline{5} + \underline{5} \leq \underline{5} + \underline{5} \leq - + -$ $= \underline{6} < = \underline{9} < = \underline{10} \leq = \underline{10} \leq =$	$\begin{array}{r} 29 \\ \hline 61 \end{array}$

Positive

Negative

A-B	A-B	A-B	I-II	II-III	III-I	
0	2	2	2	0	2	= -8

**TOTAL**

61

-8

**= 53**

**(Positive points** I:  $6 + 6 + 6 = 18$ ; II:  $6 + 6 = 12$ ; III:  $9 + 10 + 10 = 29$ ; unused flips: 2; Total positive points:  $18 + 12 + 29 + 2 = 61$ .)

**Negative points:** A – B for I is 4, which falls under “3 or more” so no points are lost; A – B for II is -2 so 2 points are lost; A – B for III is 2 so 2 points are lost; I – II is 2 so 2 points are lost; II – III is -4 so no points are lost; III – I is 2 so 2 points are lost; Total negative points:  $-2 + -2 + -2 + -2 = -8$ .

**Final score:**  $61 - 8 = 53$ )

Solo game:

The game is played in nearly the same way but uses 4 dice instead of 5. In the solo game, you take 16 turns and try to maximize your score. Compare your final score to the chart below:

0 – 20 points	Beginner
21-35 points	Good
36-50 points	Great
51+ points	Master

