

## Pairs and Wagers

Designed by "Super" Dave Radzik  
Requires 2 or more players, 4 six-sided dice, a pencil and paper.

**Roll Away:** The game begins with the first player rolling the four dice and trying to score based on matching pairs, trips or quads.

 Pair = 1 pt.

 Two Pair = 2 pts.

 Trips = 3 pts.

 Quad = 5 pts.

A scoring roll is recorded and the player passes the dice to the next player clockwise. But there is much more to a turn than just rolling. A player may wager points in order to increase their scoring or even repeat a non-scoring roll by *Bet to Odd*, *Bet to Get*, *Bet to Better* and in a longer game *Bet to Mid*.

**Bet to Odd:** Once a player has earned points they may, before rolling the dice for their turn, wager that any scoring dice will be either odd or even numbered. If the wager matches the outcome then the player doubles the points scored in the turn. If the wager does not match the outcome the turn ends and the wagered point is lost. A player may choose to *Bet to Get*. Only 1 pt. may be wagered for a *Bet to Odd* roll.

**Bet to Get:** If the player fails to score in the roll they may wager 1 pt. (must have scored the point in a previous turn), and re-roll. If they fail to score their turn is over, they lose all wagered points, and the dice are passed to the next player. If the player scores in the re-roll they keep the wagered point and add the score from the roll to their total. Only 1 pt. may be wagered for only one *Bet to Get* re-roll in a turn.

**Bet to Better:** A player may wager 1 point in a turn to re-roll any non-scoring dice. In this way a player can risk points to turn a pair into more that turn. As in *Bet to Odd* and *Bet to Get*, non-scoring rolls lose the wagered point, and scoring rolls keep the wagered point. Only 1 pt. may be wagered for a *Bet to Better* re-roll, this is in addition to a successful *Bet to Get* re-roll.

**How to Win:** Turns continue for players until the first person reaches 10 pts. or more (20 in a longer game), at which time they become the leader, gain a bonus 2 pts., and their turn ends (they may still *Bet to Better* for an even greater score). After a player becomes leader all other players have one turn to score and surpass the leader. Should another player surpass the leader they then become the new leader and again all other players have a chance to surpass the new leader. The new leader does not gain a 2 pt. bonus. If players do

not score more than the leader the game is over and the leader is the winner.

Optional rule; **Bet to Mid:** In a long game, 20 pt. goal, before the start of the game players may wager 1 pt. that they will reach the mid score range (10 pts.) before all others. This wager is made before anyone has scored so the point bet must be paid from the wagering player's first scoring roll. The total points wagered in the *Bet to Mid* are recorded separately and awarded to the first betting player to reach the mid score of 10 or more. Players are not required to *Bet to Mid* but there must be at least two players to create the *Bet to Mid* point pool.

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