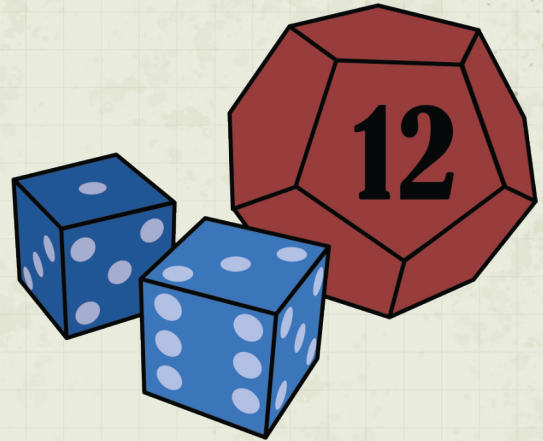


DiceJack



Equipment:

- At least one standard 6-sided and one standard 12-sided die.

Game Objective:

- Players roll dice trying to beat the GM's rolls without going over 21 to earn points in each round.
- The first player to reach an agreed target score wins the game.

Game Setup:

- Agree upon a target score required to win the game and determine the default turn order by having each player roll 2d6. Re-roll ties.

Turn Order:

- In each round, players take turns based on their total score in the game, with the highest-scoring player going first and the lowest-scoring player going last. If multiple players have the same score, their order is determined based on the default turn order.

Gameplay:

- The GM rolls 1d12 and shows the result to the players, then continues to roll as many times as they like, keeping these rolls hidden. The players should see how many additional times the GM has rolled. The GM is aiming for a total as high as possible without exceeding 21.
- The players now take turns to roll a d6 as many times as they like, aiming for a total at least as high as the GM's without exceeding 21.

Scoring: Players can earn up to two points per round.

- Players score [1 point] if their total is at least as high as the GM's and does not exceed 21, and all players score [1 point] if the GM's total exceeds 21.
- An additional [1 point] is awarded to any player(s) with the highest roll not exceeding 21. The GM's total is irrelevant here.