



Game rules

Players : 1 - 4 (playing time : less than 15 minutes per player)

Material : 5 dice + 1 pencil + 1 score card per player (to download for free on www.skalpott.fr)

Objective of the game :

Fill in all the lines of your score card by winning a maximum of points.

Points can be won in two ways :

- ◆ Succeed one of the 12 required combinations with some of your dice or all of your dice
- ◆ Get an addition of your 2 best dice, superior to your opponents

The roll of dice :

You are allowed a maximum of 3 rolls per turn.

First, roll the five dice, and set aside those of interest. For the following two rolls, you can reroll all your dice, or only those that do not suit you (you can even reroll the ones you set aside).

After your last roll, you must place your points in one of the boxes of the "GRID score" column corresponding to one of the 12 combinations required. You are free to choose the box of your choice from those you have not yet validated. The score registered will be zero if the combination has not been successful but the corresponding box will nevertheless be validated.

The 12 combinations of the Grid and their scales :

			Examples	
Combination	Scale	To score points you have to get...	Dice obtained	Score obtained
Aces	Total of Aces only	One or more 1		3
Twos	Total of Twos only	One or more 2		4
Threes	Total of Threes only	One or more 3		15
Fours	Total of Fours only	One or more 4		4
Fives	Total of Fives only	One or more 5		20
Sixes	Total of Sixes only	One or more 6		18
Small Straight	Set of 30 points	Any 4 consecutive dice		30
Long Straight	Set of 40 points	Any 5 consecutive dice		40
3 of a Kind	Set of 20 points	3 of the same dice		20
Full House	Set of 30 points	3 of the same dice + 2 of the same dice		30
4 of a Kind	Set of 40 points	4 of the same dice		40
Grand Chelem	Set of 50 points	5 of the same dice		50

The Bonus of the Grid :

If the subtotal of the grid is over 60 points, you get a bonus 35 points !

Rule of "who can most, can the least" : if you get a Grand Chelem and you have already filled the corresponding box in your grid (with 50 points or with 0 points), you can validate a 4 of a Kind, a Full House or a 3 of a Kind for their respective values. The same applies to a 4 of a Kind with a 3 of a Kind or a Long Straight that can validate a Small Straight.

The Pot and its points :

At each turn, a Pot is put into play.

The amount of this Pot is proportional to the number of players, each of them bringing 6 points in the Pot.

The winner of the Pot is the one who, at the end of each round, got the most points with the addition of his 2 best dice.

It is the last roll, one that allows to validate one of the 12 combinations of the Grid, which is taken into account.

In the event of a tie, the Pot is shared by the winners → scores depending on the number of players :

Number of winners	4 players	3 players	2 players
1	24 points	18 points	12 points
2	12 points	9 points	6 points
3	8 points	6 points	-
4	6 points	-	-

How to play in a 2 to 4 player game

Starting the game and turn order :

Turn order is important and must be equitable. Indeed, the last one to play, knowing the best addition made by his opponents, can orient his strategy accordingly.


In order to determine the order of the first turn, a single roll of the 5 dice is made by each of the players. The one who get the largest number to the addition of the 5 dice, chooses to start or finish this first turn. In the latter case, he hand over dice to the first player on his left who starts the game.

Once the first player is decided, play continues to the left. And when a player finishes a turn, he keeps the dice to start the next.


Thus, regardless of the number of players, each will start and end as many turns as his opponents.

A turn example (in a two player game) :

Player A validates at the end of his 3rd roll, a 3 of a Kind with the following combination :

 → He gets 11 points for the addition of the 2 best dice.

Player B validates at the end of his 2nd roll, a Full House with the following combination :

 → He gets 8 points for the addition of the 2 best dice.

So this is the player A who wins the pot of 12 points and the scores will be presented as follows :

Player A	COMBINATIONS	SCALE	GRID score	Total of 2 best dices	POT score
	3 OF A KIND	20 points	20	11	12

Player B	COMBINATIONS	SCALE	GRID score	Total of 2 best dices	POT score
	FULL HOUSE 3 of a kind and 2 of a kind	30 points	30	8	0

Thanks to the Pot, player A finally gets 2 points more than his opponent on this turn !

End of the game :

The game ends when all the players have filled the 12 lines of the Grid.

The total score of the Grid and that of the Pot is then added to determine the winner.

In case of a tie, the 12 additions of each player are totaled and the highest total is the winner.

If this is not enough, a single roll of the 5 dice will separate the players and will be renewed as many times as necessary until a winner is declared.

How to play solo

It is possible to play solo to improve his scores : it is enough to simulate the addition of the 2 best dice obtained by your virtual opponent in order to attribute the Pot...

For this, 2 types of simulation are proposed :

1) basic simulation :

At each of the 12 turns, you award 10 points to your opponent's addition.

So, if your personal addition is higher, you win the 12 points of the Pot, 6 points if it is equal to 10 and none if it is lower.

2) recommended simulation :

In a real game of two players, you play 6 laps on 12 without knowing the addition of your opponent.

In order to respect this alternation, you award 10 points to the addition of your opponent only one turn in two.

And on the next turn, after playing without knowing the opposing addition, you make a single roll of the 5 dice to get it.

So you will faithfully reproduce the conditions of a 2-players game.