

SIMILI Rules

- ① S M L
- ② S M L
- ③ S M L
- ④ S M L
- ⑤ S M L
- ⑥ S M L
- ⑦ S M L
- ⑧ S M L
- ⑨ S M L
- ⑩ S M L

1	2	1
5	8	2
0	7	4
0	7	9
6	4	4
6	0	1
2	1	6
0	1	2
5	7	7
7	0	5

4x4 ? S M L

S Bonus:

I	II	III

00 10 20 30 40 50 60 70 80 90 ~~100~~
 05 15 25 35 45 55 65 75 85 95

Sequence Matching Ladder
 $XYZ/WXYZ$ $XXX/YYYY$ $XXYY = X \pm 1$

10/15 15/20 20

7	8	9	0
0	1	2	
	0	1	2

4	4	4	
6	6	6	
7	7	7	

1	1	2	2

[I (1x3): +] [II (5x3): ?] [III (5x4): +5]

- Welcome to the game of **SIMILI!** Rules explanation begins on next page!

- This is a Roll & Write game for any number of players, from one to infinity.
- Necessary to play is the above scoresheet and a writing instrument for each player, plus a way to generate random numbers, either three 10-sided dice or a random number generator from 0 to 999, including leading zeros.
- The primary objective is to beat the game by scoring **100** points or more. A secondary objective is to score as many points over **100** as possible for tiebreaker purposes in case multiple players win by scoring **100** points.
- Gameplay is as follows:
 - There are 10 rounds in total. Every round, players go through the following steps, roughly going from left to right on the scoresheet:
 - Circle a category to book from Sequence, Matching, or Ladder
 - Have one player roll three random numbers for everyone to use
 - Write the three numbers for the round in the bank on the left
 - Permanently book 0, 1, 2, or 3 digits from anywhere in the bank into the chosen category, by crossing out the digit from the bank and writing it in one of the spaces under the chosen category

- Score points for completed combinations by crossing out all numbers on the scoring track less than the current score
- The combinations and rules for booking are as follows:
 - Sequence: 3 or 4 consecutive numbers. A Sequence of 3 numbers scores **10** points, and a Sequence of 4 numbers scores **15** points. The first two are examples of valid Sequences, noting that Sequences can “wrap around” 9 and 0 in this game. However, the last example is not a valid Sequence, because the numbers must be booked in either ascending or descending order, so it does not score any points.

6	5	4	
8	9	0	1
3	1	2	4

- Matching: 3 or 4 identical numbers. 3 Matching numbers score **15** points, and 4 Matching numbers score **20** points. The first two are examples of valid Matching numbers, but the last example is not valid for Matching numbers, and in fact does not score anything.

2	2	2	
---	---	---	--

7	7	7	7
---	---	---	---

2	7	7	7
---	---	---	---

- Ladder: 2 consecutive pairs of numbers. A complete Ladder scores **20** points. The first two are examples of valid Ladders, since like as for Sequences, 9 and 0 are consecutive and Ladders can be booked in either ascending or descending order. The last example is not a valid Ladder since the numbers are not consecutive.

5	5	4	4
---	---	---	---

9	9	0	0
---	---	---	---

3	3	8	8
---	---	---	---

- When booking, players can book partial combinations hoping to fill them in later. Players can even book across multiple rows provided they are within the same chosen category. However, once a number is booked it cannot be moved afterwards, and players cannot book in a way such that a full combination of 4 numbers becomes impossible to complete in that row, nor can players cross out already booked numbers to make space for new numbers in that row. The following are valid and invalid examples of booking:

Sequence	Matching	Ladder																								
<table border="1"> <tr> <td></td><td>2</td><td>3</td><td></td></tr> <tr> <td></td><td>7</td><td></td><td></td></tr> </table>		2	3			7			<table border="1"> <tr> <td>1</td><td>1</td><td>1</td><td></td></tr> <tr> <td>6</td><td>6</td><td>6</td><td>6</td></tr> </table>	1	1	1		6	6	6	6	<table border="1"> <tr> <td>8</td><td>8</td><td>9</td><td>9</td></tr> <tr> <td></td><td></td><td></td><td></td></tr> </table>	8	8	9	9				
	2	3																								
	7																									
1	1	1																								
6	6	6	6																							
8	8	9	9																							
<table border="1"> <tr> <td>5</td><td>4</td><td>5</td><td>6</td></tr> </table>	5	4	5	6	<table border="1"> <tr> <td>7</td><td>0</td><td>0</td><td>0</td></tr> </table>	7	0	0	0	<table border="1"> <tr> <td>8</td><td>8</td><td>9</td><td>9</td></tr> </table>	8	8	9	9												
5	4	5	6																							
7	0	0	0																							
8	8	9	9																							

- Notice how in the second row for Sequence, booking the 7 in the middle forces the space on the left to be 6/8, the other space in the middle to be 6/8, and the space on the far right to be 5/9. As soon as a second number is booked in that row the remaining spaces are fixed to be specific numbers. Booking any number into a row for Matching forces the entire row to be that number, while Ladders have slightly more flexibility, since booking the 8, for example, allows for 899 OR 877 to complete the Ladder. Finally, why is the second example of booking 8899 invalid? Remember, you can only book up to 3 numbers in a single round! Unless...

- There are bonuses for completing Sequences, indicated by circling the spaces on the Sequence Bonus Track. They are as follows:
 - **Bonus I:** Unlocked by completing at least one Sequence. From now on, if ever the player chooses Sequence as the category for the round, the player can book up to **4** numbers in a single round.
 - **Bonus II:** Unlocked by completing five Sequences. The player gets a free book of one number from the bank into any category, even Matching or Ladder. This extra book can be saved for later.
 - **Bonus III:** Unlocked by completing five Sequences of 4 numbers, i.e. filling out every space in the Sequence category. The player gets **+5** bonus points, for a total of 80 points from Sequences.
- Once players have finished the tenth round, the game is over. Players who did not make it to **100** points have lost, while players who scored at least **100** points have won. If playing a match of multiple games, winners add their scores towards their total scores, while losers add nothing. The player with the highest total score at the end is the grand winner of the match.*

*In case of a tie, the tie is broken by the player who scored the highest in the final game, or if tied, then the penultimate game, etc. Players who tied in every game must play more games until the tie is broken.

SIMILI Classic versus Modern

- The rules described so far are for the Classic version of SIMILI. The Modern version of SIMILI has the next two rule changes, and they both pertain to the Sequence Bonus Track. Observe the markers printed above the track.
 - Bonus **II** now has two versions, Bonus **II-A** and Bonus **II-B**. Bonus **II-A** is the same Bonus **II** from the Classic version, unlocked by completing five Sequences (5x3). Bonus **II-B** is unlocked by completing four Sequences of 4 numbers (4x4). Both afford the player a free book of one number from the bank. However, while the first free book can be into any category, if the first free book was not into Sequence, then the second free book must be into Sequence. Circle the ? and/or S markers to track where Sequence Bonus **II** was used.
 - Bonus **III** now applies not only to completely filling out Sequence, but also to completely filling out Matching or Ladder. Since five full rows is already worth **100** points, this does not affect winning the game, and is only for extra points. Circle the M or L marker to indicate this feat.

SIMILI Strategy

Basic Guidelines

- ① S M L
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- ③ S M L
- ④ S M L
- ⑤ S M L
- ⑥ S M L
- ⑦ S M L 7 8 0
- ⑧ S M L 7 2 9
- ⑨ S M L 0 8 9
- ⑩ S M L

00 10 20 30 40 50 60 70 80 90 ~~100~~
~~05 15 25 35 45 55 65 75 85 95~~ ☆

Sequence Matching Ladder

XYZ/WXYZ XXX/YYYY XXYY

10/15 15/20 20

0	0	0	0
1	1	1	
2	2	2	

3	3	4	4
5	5	6	6

S Bonus:

I	II	III
---	----	-----

 [I (1x3): +] [II (5x3): ?] [III (5x4): +5]

- Going into the tenth and final round, which category should you choose?

- First of all, choosing Ladder is futile. Although you have two (!) Ladders in your bank, remember that you can only book three digits at a time, excepting Sequence Bonuses I and II. Therefore, you will never get to book the entire Ladder before the game ends and you are stuck at **90** points.
- You might be tempted to choose Matching, arguing that on round #10, rolling any 7, 8, 9, 0, double 2, or any triple will let you book a Matching Triple to win with **105** points, and even rolling a 1 works, since you can book the 1 and 2 as extensions to win with **100** points. You will win the game 89.2% of the time this way, and 80.5% of the time it is with an extra **5** points. However, 89.2% is not 100%, and the remaining 10.8% of the time you will despair greatly, since you will lose the game at **95** points.
- The correct move is to simply choose Sequence, ensuring that regardless of what is rolled on round #10, you can book a 789 (or 890) Sequence and get to exactly **100** points. Although you miss out on a likely **5** extra points, it is best to play it safe and not risk the 10.8% chance of losing the game.
- Rule #1: **When winning, guarantee your win before going for points.**

- Of course, if your win is guaranteed, by all means, go for extra points!
- Now, consider the following entirely different situation:

① S M L
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 ⑤ S M L
 ⑥ S M L
 ⑦ S M L
 ⑧ S M L
 ⑨ S M L
 ⑩ S M L

00 10 20 30 40 50 60 70 80 90 100	Sequence	Matching	Ladder
05 15 25 35 45 55 65 75 85 95 ☆	XYZ/WXYZ	XXX/YYYY	XXYY
10/15	15/20	20	
6 7 8	0 0 0 0	2 2 3 3	
	9 9 9	7 7	
	5 5 5		

S Bonus:

I	II	III
---	----	-----

[I (1x3): +] [II (5x3): ?] [III (5x4): +5]

- Going into the tenth and final round, which category should you choose?

- You see that you have 1234 in your bank, so you could choose Sequence, make use of Sequence Bonus I, and book the 1234 Sequence for **15** points. Alternatively, you also have 111 in your bank, so you could instead choose Matching and book the Matching Triple of 1s, which also gets you **15** points. However, both these choices are wrong, since you are doomed to score no more than **95** points, and thus you will certainly lose the game.
- The only correct move is to choose Ladder, praying for a miracle roll on round #10. More specifically, if you roll double 6, you can book two 6s to complete a 6677 Ladder, and if you roll double 8, you can book two 8s to complete a 7788 Ladder. Either way, you get **20** points for the Ladder, which is enough to win the game with **100** points. Unfortunately, rolling double 6 or double 8 is only a 5.6% chance, so most of the time, you will be stuck on **80** points and lose. However, having **80** versus **95** points is a loss all the same, and having a 5.6% chance to win is much better than having no chance to win. Who knows? Maybe today is your lucky day.
- Rule #2: **When losing, take any extra chance to squeeze out a win.**

SIMILI Strategy

More General Tips

- In general, try to book complete combinations. Booking incomplete combinations, as opposed to keeping the digits in your bank, decreases your flexibility since you can no longer use the booked digits elsewhere. It is entirely possible to lose a game because you booked two 0s in Matching, only for another 0 to never show up the entire rest of the game! Had you waited, you might have won by booking them into Sequences or a Ladder.
- A corollary of the above tip is not to start booking too early. In fact, you can reasonably go the first three rounds without booking anything at all, provided you can book complete combinations from round #4 onwards.
- The main exception to the above is Ladders. Ladders take time to set up, since they have to be booked over multiple rounds. When you are going for potential Ladders, make sure to book some of the digits early, so that when you finally roll the missing digits, you can complete them in a single round.