**Skunk Game Rules and Description**

The object of game is to get the highest score possible through all the rounds of Skunk. A score is made by rolling the dice and combining the points on the two dice. For example: A 4 and 5 would be 9 points. If player decides to take another roll of the dice and turns up a 3 and 5 (8 points), he then have an accumulated total of 17 points for the two rolls. The player has the privilege of continuing to roll to increase his score or of passing the dice to wait for the next series, thus preventing the possibility of rolling a Skunk and losing his score.

There are 5 rounds in the game. Each round corresponds with one letter of the word SKUNK. First round begins with the "S" column and continue through the "K" column. Player takes turn to start each round. During each round, if player out of chip, player must be out of that round and sit to wait for next round (sit-player). There is no negative chip for the sit-player, for example, if player does not have enough chip(s) to pay for a penalty, he/she only has to pay his/her remained chips. When the last round is over, players should total their scores for all five rounds to determine their final score. The player with the highest final score will be declared as Tournament winner. The rules are the same for each of the five rounds.

DIRECTIONS FOR PLAYING:

* Player(s) using two six-sided dice.
* Skunk player(s) scores points by rolling both dice at once and adding the total of the two.
* After each roll, player(s) can choose to pass the dice to next player and keep their accumulated points, or continue to roll again to increase the score, but be cautious!

Chips may be reduced by penalty and game score may be reset if Skunks dice encountered!

* There are 5 rounds in Skunk tournament. Each round corresponds with one letter of the word SKUNK. The object of the game is to get the highest score possible through the five rounds of Skunk.
* Each player has 50 chips at beginning of each round.
* Any face value = 1 (Skunk) in a roll, player will loose turn
* If roll score = 2 (double Skunks), player lost all game score, pays 4 penalty chips
* If roll score = 3 (deuce, i.e., single skunk and a two), player lost all turn score, but not game score, and pays 2 penalty chips
* If roll score >= 4 with a single skunk included, player lost all turn score, and pays 1 penalty chip
* All penalty chips will be kept track in kitty box
* Score and chips are displayed after each turn
* All players' Score and "kitty chip" up-to-date status are also displayed after each turn.
* The round will end when any player reaches 100 points. After that, each succeeding player receives one more chance to roll a final turn to get better score or penalty possibly. Players have option to roll or reject and the game ends.
* The winner of each game collects all chips in "kitty". If there are more than one winner, then all winners will share the kitty chips.
* In addition, winner can collect 5 chips from each losing player or 10 chips from any player without a score.
* The tournament concludes at the end of round 5. When the last round is over, the detailed final-report displays winning rounds, final score and chips from all 5 rounds for each player, and winner declaration. The player with the highest final score will be declared as Tournament winner.