

The University of Queensland
School of Information Technology and Electrical Engineering
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Rules for King of StLucia v1.0

The game requires at least two players, six (six sided) dice, a point threshold and a way to keep track of score, health and tokens. The faces of each die are (in numerical order) 1,2,3,H,A,P (ie P corresponds to 6).

Players can be in one of two locations: outside StLucia or in StLucia. Only one player can be in StLucia at a time. All players start outside. Each player has a score (which starts at zero), a health count (which starts at 10) and a token count (which starts at zero). A player is eliminated when their health drops below 1. No player's health may ever be more than 10. The game ends either when a player reaches the point threshold or when all but one player has been eliminated.

Players take turns. On their turn, a player rolls the dice, they may then choose to re-roll some of the dice (they may do this twice). All dice to be rerolled must be chosen at the same time. When they are satisfied with their rolls (or they have no more rerolls left), the dice are acted upon.

- if there are n 1s and $n > 2$. Gain $n - 2$ points. eg: three ones gives 1 point. Five ones gives 3 points.
- if there are n 2s and $n > 2$. Gain $2 + (n - 3)$ points. eg: three twos gives 2 points. Four twos gives 3 points.
- if there are n 3s and $n > 2$. Gain $3 + (n - 3)$ points. eg: three threes gives 3 points. Five threes gives 5 points.
- if the player is not in StLucia, for each H the player rolled, gain 1 Health. If the player is in StLucia, H dice have no effect.
- if there are $n > 0$ As:
 - If the player is in StLucia, do n damage to all other players.
 - If the player is not in StLucia, do n damage to the player in StLucia.
 - If there is no player in StLucia, claim StLucia (no damage is done in this case).
- if there are $n > 0$ Ps, then gain n tokens. During their turn, if a player has 10 tokens saved up, they lose 10 tokens and gain 1 point.

Whenever a player claims StLucia, they gain 1 point. Whenever a player starts their turn in StLucia, they gain 2 points. Whenever a player is attacked while in StLucia, they have the option to leave (the attacking player takes their place). Even if a player chooses to leave, they still take damage.