Flippant; a Dice Game

# PLAYERS :

For 2 to Too Many players

# DICE :

Each player starts with a set of seven dice; traditionally 1d4 , 1d6 , 1d8 , 1d10 , 1d12 , 1d20 plus 1dx

'twin' of the standard six, but alternately any set of seven dice, chosen by the player before each new game.[[1]](#footnote-1)

# ROUNDS :

Each game has three rounds; in each round all players select and roll two of the dice

remaining in their set. Scoring depends on the dice selected, and the current state of the

game. If, after the third round, any players are tied, play proceeds with tie-breaker

rounds.

## Rounds 1-3 :

Each player picks two dice from their unused set, and rolls. Scoring varies

based on dice selected, and then both dice are discarded.

## Scoring, unmatched dice :

Difference between die (more sides - fewer sides)

Positive : Add difference to cumulative score

Zero (Match) : Return one die from discard pile (or retain one from this roll)

Negative : Add difference to cumulative score. Flip game scoring high/low score

wins.

## Scoring, matched "Twin" dice :

Count State : Add 2x difference between dice to cumulative score.

Flip State : Add 1/2x difference (rounded down) to cumulative score.

\*Twin dice cannot flip state

\*\*Matching roll adds zero to score, return one die from discard pile

## Tie-Breaker Rounds :

If two or more players have the same score after three rounds,

those players select one die from their remaining set to roll. Game state from Round 3

still applies, so highest roll for Count or lowest roll for Flip wins. If two or more players roll

the winning number, other players are eliminated, and remaining players roll again until

they are eliminated, or only one player remains. The remaining player wins the game.

# STATES :

Games begin in the Count state, and flip between states if an odd number of players roll

a Flip condition during the current round.

Count : The highest cumulative score after three rounds wins

Flip : The lowest cumulative score after three rounds wins

1. Most players will default to 2d10 because a standard D&D set includes a d100, which is two

   d10s, one of which is 10s place. 0 and 00 count as 10 on these dice. [↑](#footnote-ref-1)