**Flippant Instructions**

**Players:** 2 or more

**Equipment:** 1 coin or counter, 7 TTRPG dice per player; 1d4, 1d6, 1d8, 2d10\*, 1d12, 1d20

*\* Reading Ten-Sided Dice*: read 0 or 00 as 10, and 10, 20, 30… as 1, 2, 3…

**Gameplay**: Place the coin heads (or black side) up in the middle of the table.

**Rounds 1-3**: pick two dice, roll both, find the difference between both dice, then discard both dice.

***Dice with Different # of Sides***:

\* Add the difference to your total score.

\* If the higher number was on the smaller die, flip the coin.

\* For same # on both dice, take back 1 discarded die.

***Dice with Same # of Sides***:

*\** ***Heads Up***: Add 2x difference to total score.

*\** ***Tails Up***: Add ½ difference to total score.

**After Round 3:**

*\** ***Heads Up****:* Player with highest total score wins.

*\** ***Tails Up***: Player with lowest total score wins.

*\* Tiebreaking*: If two or more players share the winning score, they continue to roll 1 die until they are eliminated or a single player wins.

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