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Game 601

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### Dice Game Modification

In this updated version of the Dice Game, players will still attempt to reach 20 points after rolling the dice on consecutive turns. However, they will have the opportunity to invoke a bonus roll at the end of a turn, which has the chance to help them, or harm them and benefit their opponents. Additionally, they will need to be mindful of patterns of rolls, based in popular superstition, which could lead to instant wins or losses.

## Rules

**Materials:** One six-sided die, or digital equivalent.

**Goal:** The goal of the game is to win by being the first player to reach 20 or more points or claim an Outrageous Fortune victory, explained below, while also avoiding the Mark of the Beast, explained below.

**Play:** Each player will take a turn rolling a six-sided die. The oldest player starts, and play moves in a clockwise manner. At the end of each turn, players may choose to invoke the Dead Man's Wager, explained below. Players must keep track of their total score and individual rolls. When a player reaches 20 points or more, or claims Outrageous Fortune, they have won.

**The Dead Man's Wager-** At the end of each turn, you may choose to invoke the Dead Man's Wager. When you do so, you may immediately roll again. During this extra roll, a 1 or 2 will net you zero points, while rolling a 3, 5, or 6 will earn you the normal amount of points. However, rolling a 4 will cause you to lose four points from your total (even into negatives), and allows the player after you to make two consecutive rolls at no penalty. A player benefiting from the previous player's lost wager may also choose to make a Dead Man's Wager of their own, for a maximum of three rolls in a single turn.

**The Mark of the Beast-** Should a player in the course of play roll three sixes in a row, whether across turns or during a Dead Man's Wager, they automatically lose. If no one has yet won, play continues, skipping the player who has lost. Should only one player remain after Mark of the Beast eliminations, they are the de facto winner.

**Outrageous Fortune-** Should a player in the course of play roll three threes in a row, whether across turns or during a Dead Man's Wager, they automatically win. Should the remaining players wish to determine second place and beyond, play may continue as normal, skipping the player who has won.

	<u>Hunter</u>	<u>Garrett</u>	<u>Barry</u>
1.	3	6	4
DMW	2-70	X	6
2.	2	3	1
DMW	2-70	1-70	2-70
3.	6	5	3, 1
<del>DMW</del>	1-70	4-7-4	5
	11	10	Barry wins w/20

Here are scores recorded from a sample game played over Discord. Despite players opting to make a Dead Man's Wager nearly every turn, it did not guarantee additional success. In fact, Garrett's choice to make a Dead Man's Wager in the third round led directly to Barry's victory, and turned a second place finish into a third place finish.

### Design Process

When thinking about how to make the Dice Game more meaningful and enjoyable, the first place my mind went was folk traditions, particularly superstitions. Even in our current science-driven age, society puts surprising weight on superstition-buildings that 'skip' the 13<sup>th</sup> floor, people avoiding walking under ladders, etc. From that point, I decided to incorporate number-based superstitions into the rules of the dice game.

The first change I came up with was the Dead Man's Wager. During my time teaching in South Korea, I learned from my students that the number four was considered bad luck, due to it sounding similar to the Chinese word for death. I decided to design a rule centered around the idea of four as bad luck- by invoking the Dead Man's Wager, players have a 50% chance at a positive outcome (numbers 3, 5, & 6), a roughly 33% chance of nothing happening (numbers 1 & 2), and a roughly 17% of not only losing points, but also giving an advantage to one of their opponents (number 4). While the odds of success are high, it is balanced by a particularly damaging negative outcome. Choosing to play the Dead Man's Wager will take careful weighing of the options, especially if they or an opponent are close to either the Mark of the Beast or an Outrageous Fortune.

The next change I made was the addition of a loss condition. In Christian tradition, 666 is interpreted as 'the Mark of the Beast,' the symbol of the Antichrist, supreme evil. As such, rolling three consecutive sixes, even during a Dead Man's Wager, will cause the player to lose the game. Theoretically, there is only a .4% of this happening, but it should affect the player mindset of hoping for the highest possible roll every throw.

The final change I made was to add a win condition counterpart to the Mark of the Beast. As three is considered a lucky number in many cultures, rolling three consecutive threes will result in an instant win. It has the same statistical likelihood as getting a Mark of the Beast, and it seemed unfair to punish exceptionally bad luck rolling the dice and not reward good luck. The name of this win, 'Outrageous Fortune,' is borrowed from *Hamlet*.