

Emurgo Academy Project

---

# Zanzibar



---

# What we need to play the Zanzibar ?

- Two or more players
- Three six-sided dice
- Something to count, like token or chips ...

---

# How do you play the Zanzibar ?

The first player may roll the dice up to three times in an attempt to get as high a score as possible. (See How do you score? below.) They may stop rolling after the first or second roll if they wish.

The other players, in turn, then try to roll a higher score in the same number or fewer rolls than the first player.

Once all players have had a turn, the player with the lowest score receives a number of token from the other players. The number of token they receive depends on the hand of the other players.

# How to score ?

The highest ranking combinations are shown in descending order:

- 4,5,6 - Zanzibar
- 1,1,1
- 2,2,2
- 3,3,3
- 4,4,4
- 5,5,5
- 6,6,6
- 1,2,3

All other combinations rank as a sum of the three dice added together:

- 1 = 100 points
- 6 = 60 points
- 2 = 2 points
- 3 = 3 points
- 4 = 4 points
- 5 = 5 points

---

# Token distribution

- 1 token if the player score a points total
- 2 token if the player score the special combination 1,2,3
- 3 token if the player has a combination (Three equal number)
- 5 token if the player has the combination 4,5,6 (Zanzibar)