

The rules below were extracted from (<http://www.esquire.com/food-drink/bars/reviews/a14148/bar-dice-0612/>).

How to Play

1. Everyone rolls a die; high score goes first.
2. The first player puts five dice in a cup, shakes them, and dumps them on the bar. You must have at least one "ace," or one, to proceed.
3. Aces are wild. The object is to accumulate as many of a kind as you can. The highest possible hand is five sixes (well, four sixes and an ace), which is expressed as "fifty-six." Three fours would be "thirty-four," and so on.
4. The first player is allowed two more rolls, setting aside or "farming" the dice he wants to keep (the ace and whatever pair or triple he wants to fill out). Every other player (proceeding clockwise) is allowed just as many rolls as the first player took and no more. Once aces assume the value of the farmed dice, they are no longer wild.
5. High score wins and is out of the game. If the high score is a tie, the whole round must be repeated.
6. The second-highest scorer begins the next round.
7. The last two players standing go best two rounds out of three. Lose one and it's, as they say, "a horse on you." If two horses are on you, shots for everyone playing are also on you. You've lost.
8. Drop a die on the floor and you have to do a shot of well gin. Roll five aces and you have to buy a round of shots for everyone at the bar, and it had better not be well gin. Never, under any circumstances, touch the dice when it's not your turn. Have fun.