**Skunk - Game Rules**

* This game could be played by 2 to 8 players.
* The objective of the game is to accumulate a score of 100 points or more by rolling two die.
* Each player is assigned 50 chips from the kitty to start the game.
* A score is made by rolling the dice and combining the points on the two dice.
* The player has the privilege of continuing to shake to increase his score or of passing the dice to wait for the next series, thus preventing the possibility of rolling a Skunk and losing his score.
* If any player scores 100 or more, and decides to pass, becomes the target score for the other players. All other players gets 1 more turn to better their scores.
* The player with the highest score wins the game and gets all the remaining chips from the kitty, as well as 5 chips from the losing player and 10 chips from player with the score of 0.

Penalties

* A skunk in any series voids the score for that series only and draws a penalty of 1 chip placed in the "kitty," and loss of dice.
* A skunk and a deuce voids the score for that series only and draws a penalty of 2 chips placed in the "kitty," and loss of dice.
* TWO skunks void the ENTIRE accumulated score and draws a penalty of 4 chips placed in the "kitty," and loss of dice. Player must again start to score from scratch.