

## Abstract

This modified dice game builds upon the original rules of trying to get to a dice total of “20” however this modification players are attempting to roll dice to predict number combinations, while also filling up their board so all possible number combinations are reached. I have decided to call it PhAJANGO; which is the phrase players shout out when they win.

## Rules

Materials needed:

- 2 dice per 1 player
- Sheets of paper with the numbers 1- 12 written in boxes: (the number of sheets matches the number of players)

1	2	3	4
5	6	7	8
9	10	11	12

1. Gather all materials and dice for the appropriate number of players.
2. The game consists of rounds. At the start of a round each player rolls one die.
3. Depending on the number rolled the player places their die on the square associated with it i.e. rolls a 4 places it on the square 4.
4. Placing a die on a square awards you that space
  - a. If players claim that space they do not roll a second die.
5. OR players can bet that the next dice they will roll will add up to the number below the dice.
  - a. For example the first dice rolled is a 4; the player places the die on 10 betting that they will roll a 6 for their next die totaling 10
6. The players are awarded spaces based on the squares they bet on; once a square is used it cannot be used again.
7. The next stage of the round the players roll their remaining die. They can either place it on a different square or if they placed their first die as a bet they can forfeit that round scoring no points.
  - a. BUT they can move their original die to a different square; leaving it on the board for the second round.
8. The game is won when one player has filled up their board entirely.

9. Special rule! after 5 rounds have been played from this point on a player can forfeit their round in order to gain an extra die for the following round. This can only be done once per game!
10. If you win you must shout PhAJANGO.

### Amendium- strategic element

I have now added in the 9th rule (special rule) to had more strategy into the game. This rule adds a direct advantage to a player for one round but they must forego points for a round as well. They can also only use it once per game meaning it is up to the player to successfully decide when to take the gamble or when to save it for a better round. How it works is at the end of a round (must be after 5 rounds have been played) a player may declare they are skipping their next turn. The other player plays their turn and that round is finished. The following round the player who decided to skip their turn now can roll an extra die, either at the beginning or after the declaration die has been placed on the board. The element is to know when to use it to be able to be awarded the most spaces on a turn; without your opponent also gaining advantages on the turn you forfeited.

### Design Process

When I approached this assignment I wanted to make a complex adaptation of the dice game. I wanted to keep the essence of chance the same but not in a way that harms everyone playing. I developed it into a more of a gamble than just adding numbers to the die and passing it to the player next to you. Now the play of chances is solely up to the individual player.

My first iteration of the game only had one dice and only the numbers 1 – 6. I ran into the issue of the game just being either way too long or way too short. It was also only based on chance instead of a more strategic placing and betting that games like Yatzee provide. After playing a couple of instances I decided to add the number of spaces up to 12 instead of 6. This created a longer game that got boring pretty quickly. It felt like there wasn't strategy involved and it was only who could roll their single die faster.

I learned that it would make more sense if I added a round system to help regulate the game. This made it from just rolling as fast as I could to try and get all the spots filled to thinking about what I was rolling for and eventually planning out where I was placing the die. From this point I played a few more times this time with friends and they pointed out the game still felt really slow and didn't hold attention that much.

This leads to my second iteration of the game where I added to phases to the rounds and an extra dice. This made it so players could either plan their moves or take points. In the original iterations players could choose to only take spaces or pass to the next turn to try and get to one of the numbers that required more than once dice. Adding another die made it so a player could plan and adapt as the die was being rolled. This still kept the element of chance

with players still depending on the rolls but they could choose to take spaces to try for higher spaces.

While this iteration was simple and clean I wanted to see if I could add even more depth to it. I added another die and another phase in the round where you can replace one of your dice with another one that you just rolled. This created really long phases that bored the people I tested the game on. I then tried adding more spaces up to 18 to see if that would counter the addition of another die. This was not the case and again just over complicated matters.

After playing this a few more times I settled on these sets of rules. Where it was 12 spaces and two dice; adding more spaces and more dice over complicated it and was lost on some of the players. I learned that when making a game we must constantly play it and then build the rules around that. This way we can adapt quickly and add rules to fill any holes or fix any parts of it that gives one player a clear advantage.

I wanted the game to be simple so I tried to keep the number of materials down, this made it so the game can be realistically be played anywhere and by anyone. I didn't want to create an over complicated math game that required a lot of time. So I created a small game that can be played just about anywhere.

