Game Name: Die Caster	Age Range: 8 - ∞
Number of Players: 2 or more	Playing Time: 20 min. - ∞
Rule Version: 2	Date: 12/11/22

Game Objective

Hold the highest chip value total at the end of the game.

Game Content

1. 10 dice
2. Higher/Roll1 board (HR1)
3. Lower/Roll1 board (LR1)
4. 8 Odds Tables (OT)
5. Betting chips (white = 1, red = 5, green = 10, blue = 25, black = 50)

Game Setup

- Give the designated number of chips to each player (See Table 1 below to determine the number).
- Place the **HR1** & **LR1**, edge to edge, in the middle between all players.
- Give each player an **OT**.
- Players roll a pair of dice to determine who starts. The highest roller begins to play and earns one red chip. The highest roller also assigns another player to be the banker and selects 4 of the 10 dice to be used during the game.

Game Play

- The starting player rolls a pair of dice and places them together into the nearest **Roll 1** space.
- Beginning with the player to the left of the roller, players wager whether the roller's second roll will be higher or lower than the roller's first roll. Waging continues to the left until all players except the roller have placed wagers. **The roller does not wager**.
- All non-roller players with chips **must place wagers each turn**. Passing is not permitted.
- The roller rolls the remaining pair of dice. The result will be higher, lower, or the same as the first roll (resting in a **Roll 1** space).
- If the second roll is:
  - **higher** than the first (resting in a **Roll 1** space), the bank matches all wagers in the Higher box and returns to the players who wagered them. The bank collects the wagers in the Lower box.
  - **lower** than the first (resting in a **Roll 1** space), all wagers in the Lower box are matched by the bank and returned to the players who wagered them. The bank collects the wagers in the Higher box.
  - the **same** as the first (resting in a **Roll 1** space), all wagers in the Higher and Lower boxes are **collected by the roller**.
- Anytime the roller rolls a pair, he collects 2 white chips from the bank. If the roller rolls 4-of-a-kind (same number on all 4 dice), he collects 2 black chips from the bank. This will also mean that he collected 2 white chips after his first rolled pair and all the wagered chips after his second roll.

- In games with greater than 2 players, if a player runs out of chips, he can continue to roll when his turn comes up. He can resume placing wagers if he gains chips on his rolls. In 2 player games, if a player runs out of chips, the other player wins immediately.

Winning/Scoring

After playing an agreed-upon number of turns, minutes, or chip value total, the player with the highest chip value count is the winner.

Table 1

Number of Players	Starting Chip Tally Short Play	Starting Chip Tally Regular Play	Starting Chip Tally Long Play
2	5	10	25
3 or more	3	5	10