

OBJECT: The object of Rogue is to be the first player to score 2,000 points from their accumulated rolls of the Rogue dice.

EQUIPMENT: To play you need six Rogue dice and a way to keep score. Either pencil and paper, or a Rogue peg scoreboard! A dice tray is also nice to keep the dice rolls under control.

PLAY: The youngest player goes first (if multiple games are played, the previous winner goes first). They roll all six dice and follow the procedure below.

SCORING: In Rogue, rolls that score points have dice that are showing the same number or animal (pairs, triplets, quads, ect., (see Scoring Chart), or a run (when the six dice are each showing a different number and a rogue.) The dice that a player wants to keep for their score are set aside, and the remaining dice are rolled again. As long as a player rolls dice that score points, or a rogue (see “Rogues” below*), they can continue to set aside (scoring) dice and roll again. If they roll the dice and don’t get a roll that scores points, or a rogue, their scoring dice are recorded, and it’s the next player’s turn.

Rolls are scored separately! If a player rolls a pair of fours (8 points) on their first roll, and then roll another pair of fours on their second roll, they’ve scored a total of 16 points (two rolls of 8 points). It is **not** scored as four fours (200 points)! To score 200 points, four fours must be rolled at the same time.

Players do not have to keep **all** the scoring dice that they roll. If a player rolls a pair of fives and a pair of twos on one roll, they can set aside the two fives and roll all the remaining dice again.

ROGUES: A “rogue” is a **single** animal showing on the dice after a roll. When a rogue is rolled, a player may use it to **double** the points scored by the other dice **on that roll**. It is set aside along with the scoring dice. If a rogue is rolled when only **one die remains, it doubles all the points scored by the other five dice on their turn!** Two or more animals rolled at the same time score as pairs (15 points), or triplets (75 points), ect. **They are not rogues!** Only **one** animal showing on a dice roll can be considered a rogue.

ALSO!: *If a rogue is showing on an undesirable roll, **the rogue itself may be set aside, it scores no points**, and all remaining dice can be rolled again (see **Strategy**).

THE WAR AT 1812: When one player reaches 1,812 (or more) points, **all** players **from that point on** may take **additional turn(s)** if they can utilize **all six dice as part of their score** on a turn. Setting aside a rogue* would eliminate this opportunity.

WINNING: When one player reaches 2,000 points, any player that has not had a turn that round, takes their turn. The player with the most points at the end of that round wins! If players are tied, **all** players take another turn to determine a winner. **Never give up!** It is possible to score 2,000 points in one turn! Probable? No. Possible? Yes!

STRATEGY: (Note; it is a good idea to play a few practice rounds before reading this section, or starting a game, to avoid information overload!) Rogue is a game of risk versus reward. **Often players will have to decide whether to keep all the points they’ve just rolled, or risk keeping a smaller score so they have more dice left for their next roll.**

Example; if a player rolls two twos and a rogue as part of their first roll, they may keep it all, score eight points, and have three dice remaining for their second roll. **Or**, they may set aside the rogue die, score no points yet, but have **five dice** for their next roll. They’re not taking the eight points they rolled in an effort to get a higher score on the subsequent roll(s) of their turn.

Later on, if a player gets two twos and a rogue on their first roll **when a game is “At War”** (see The War At 1812), they should keep the dice that score. *Setting aside the rogue gives them no chance at earning an additional turn, because that rogue die doesn’t score, and all six dice must be part of their score to get another turn.

ROGUE OUT: If a player can roll six consecutive rogues on their turn, they win the game! No other player takes any more turns.

ROGUE SCORING CHART:

PAIRS (two of a kind):

TWOS	=	4 points
THREES	=	6 points
FOURS	=	8 points
FIVES	=	10 points
SIXES	=	12 points
CRITTERS	=	15 points

TRIPLETS (three of a kind):

TWOS	=	20 points
THREES	=	30 points
FOURS	=	40 points
FIVES	=	50 points
SIXES	=	60 points
CRITTERS	=	75 points

QUADS (four of a kind):

TWOS	=	100 points
THREES	=	150 points
FOURS	=	200 points
FIVES	=	250 points
SIXES	=	300 points
CRITTERS	=	350 points

QUINTS (five of a kind):

TWOS	=	500 points
THREES	=	600 points
FOURS	=	700 points
FIVES	=	800 points
SIXES	=	900 points
CRITTERS	=	1,000 points

SEXTETS: = 1,300 points (six **numbers**)

PACK: = 1,500 points (six **critters**)

RUN: = 250 points (Critter,2,3,4,5,6)

ROGUE



The Game With The Wild Dice