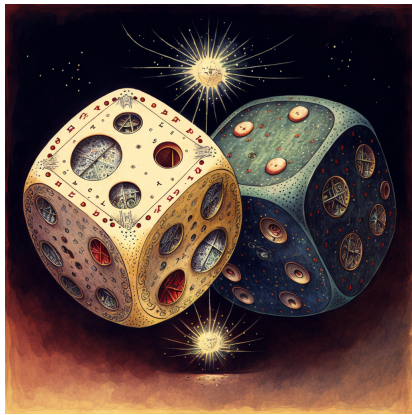
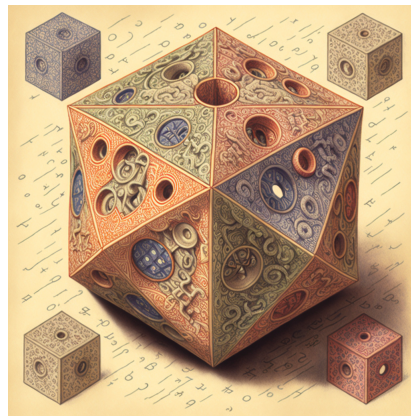


Dice Breaker

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1 Axioms

1. Dice are meant to be broken.
2. Any random state can be altered in the future.

2 Dice

The game features the following dice:

2.1 Essential dice

- A **set of 5 dice** for each player. Each set is a different color.

2.2 Additional dice for battle mode

- The **Trump Dice** belongs to all players' hands. It is thrown by the first player and can be broke by any player during the game. It is slightly bigger than the essential dice.

- The **The Latent Dice**, which are placed on each corner of the arena. They can be thrown by any player only when a dice is spinning with a stable vertical spinning axis on the playing surface. If the latent dice breaks the spinning dice and remains in the arena, it belongs to the player that has thrown it.

3 Rules

3.1 General rules

1. The player has to play one dice at a time.
2. A dice can be thrown either by itself, or to break another dice
(for precision as to *which* other dice, refer to the modes in section 2.2.)
3. The player with the highest hand when all the dice have been thrown wins the round.

The order of the hands are as follow:

- One pair (1 point)
- Two pairs (2 points)
- Three of a kind (3 points)
- Straight (4 points)
- Full-house (5 points)
- Four of a kind (6 points)
- Five of a kind (wins the game)

4. When the highest hand is the same for two players, they split the points, including half-points.
5. The first player to reach 33 points wins the game.
6. The player who gets the lowest score breaking the starting dice (initially on side 6) starts the game.
7. The player who wins the round starts the next round.
8. A dice that is thrown out of the arena stays out of the round, unless it is caught by someone in mid-air. In such case, the player who caught the dice keep it and can roll it for himself on the next throw.

3.2 Mode 1: Quick play

- Each player throws all his/her dice before the next player starts.
 - The die can be thrown either by itself or to break any other of **the player's dice**
- When all the dice are thrown, the highest hand wins.

3.3 Mode 2: Battle

- The Trump Dice is thrown by the first player, before throwing the first dice of its set of five.
 - Each player throws one dice at a time, either by itself, to break its own dice, or to break other's players dice.
 - When all the dice are thrown, the highest hand wins.