

Martian Dice - Rules Summary (v1)

Setup:

1. Place all 13 dice on the table and choose the 1st player.
2. Use paper and pen (or other means) to keep score.

Game Play Overview (play is clockwise):

Players may continue to roll dice as long as they keep any non-tank die, but may stop rolling at any time.

Players Turn Detail (repeat until turn ends):

1. Roll all available dice (13 at the start of your turn).
2. MUST keep* any **red tanks** that were rolled.
3. MUST keep all dice rolled of any **1** other type.
 - Choose **ONE** non-tank type. Keep all the dice rolled of that type (you may not keep only some of that type, must be all).
 - You may always keep **green death rays** as the 1 kept type even if you kept them on a previous roll this turn.
 - Once per turn, instead of keeping **green death rays**, you may keep all the **white cows** or all the **yellow chickens** or all the **blue humans** as the **1** kept type.
 - You may NOT keep more than one non-tank type from any roll (ie, you may not keep both **cows** and **death rays** from the same dice roll).
 - You may not choose to keep **white cows** if you had already kept **cows** earlier in this turn!
 - You may not choose to keep **yellow chickens** if you had already kept **chickens** earlier in this turn!
 - You may not choose to keep **blue humans** if you had already kept **humans** earlier in this turn!
 - If you do NOT keep 1 non-tank type, your turn ends.
 - If your turn hasn't ended you MAY choose to reroll all remaining dice (that have not been kept thus far).
 - If you choose to NOT reroll, your turn ends.

Scoring (at the end of each players turn):

1. If there are more **red tanks** than **green saucer death rays** score zero points for that turn.
2. If **red tanks** do NOT outnumber the **green death rays** (ie, there are more **death rays** than **tanks** or an equal number):
 - Score 1 point for each **white cow**, **yellow chicken** and **blue human** (score 0 if none were kept).
 - Score an **extra 3 point bonus** if you have at least one **cow**, one **chicken** and one **human**. Max of one bonus per turn.

End Game:

- **When any player's score is 25 or greater, end-game is triggered. All players get the same number of turns.**

Notes:

- *Keeping dice is the same as setting aside dice.
- Highest possible score on a player's turn is 16 (13+3).
- If you are unable to keep any non-tank dice from a roll, your turn ends.
 - You do not get to choose to reroll unless you keep at least 1 non-tank die from a roll.
 - When your turn ends, tally your score for that turn.
- If you roll 7 or more **red tanks**, your turn score will be 0.

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