

ERASIES!

A dice game inspired by Lloyd and Harry's game in Dumb & Dumber

Designed by Matthew Stolz

For 2 or More Players (4 Players Recommended)



♥♥♥ SEABASS ♥♥♥

INSTRUCTIONS

(Note: This game uses eight dice. The game is played with a minimum of four dice, with four extra optional dice on-hand to be used as the rules allow. Paper and pencil are needed for scorekeeping.)

Players compete by rolling dice to add points to their total or subtract points from their opponent's total. The game may be played in one of two ways.

1. The first player to reach 2400 points wins.
2. The player with the most points within a pre-determined time limit wins. (To be agreed on by the group of players. 15 minute minimum – 1 hour maximum recommended)

The player with the least amount of points at the end of the game must stand up in shame and **cluck like a chicken in front of everyone else!**

Example



Starting the Game

Each player rolls a die. Whoever rolls the highest number takes the first turn. If ties occur, repeat by process of elimination.

On a player's turn, the player will roll four dice. The roll must result in at least two of a kind for the player to gain points during their turn. Rolling two of a kind is called a *Stamp*. It's possible to get up to two *Stamps* in one roll.

If the player does not roll a *Stamp*, their turn ends with no points gained and they pass the dice counter-clockwise to the next player.

Optional Move

If a player rolls a *Stamp*, they can choose to let it stand and add the points to their total or press their luck by rolling two more dice for a chance to get *three of a kind*. Three of a kind is a *Double Stamp*, which increases a Stamp's point value. If the player fails to get a *Double Stamp*, they do not gain any points for that turn and their turn ends. **See also: *Double Double Stamp***

- **Note:** It is possible to roll *three of a kind* on an initial roll; however, this DOES NOT count as a *Double Stamp*. Stamps MUST be rolled in pairs; rolling three of a kind on your initial roll will count toward one Stamp.
- Because rolling for a *Double Stamp* is strictly optional, the player must count a *two of a kind* pair from their first roll and then roll the remaining die if they want to attempt a *Double Stamp*.

Erasies

On a player's turn, instead of rolling to gain points they can roll to subtract points from an opponent of their choice. This is called *Erasies*.

How to Perform Erasies

If a player chooses to attempt *Erasies*, they must announce it and identify which opposing player they intend to target with *Erasies* before rolling. This can be risky. The rules for *Stamp* and *Double Stamp* apply, but instead of adding to your point total you are subtracting points from your target opponent.

- First, the player rolls five dice. If the roll produces a 1 or a 5, the player will remove one die and roll again with three dice.
 - If the player rolls a *Stamp*, they may choose to keep it or attempt to roll a *Double Stamp*. If the roll does not result in a *Stamp*, the player's turn ends with no loss of points toward their opponent.
 - If the value of the *Stamp* or *Double Stamp* exceeds the opponent's point total, their total will be reduced to 0.
- If the roll does not produce a 1 or a 5 it will cause it to **Backfire**.
 - **Backfire** means that the player cannot roll *Erasies* against their target opponent, but instead, **MUST** roll *Erasies* against themselves. If the roll results in a *Stamp*, they must deduct points from their total accordingly.
 - The targeted opponent player has the option to decide if they want their opponent (You) to roll a *Double Stamp* against themselves. If the roll results in a *Double Stamp*, the player must deduct from their points accordingly. If the roll does not result in a *Double Stamp*, the player does not have to deduct any of their points during that turn.

POINT VALUE SYSTEM

Stamp - Roll four dice to produce a Two of a Kind pair. Keep that pair and calculate score.

- Example: Two 3s = 30 pts
 - 1s = 10 pts
 - 2s = 20 pts
 - 3s = 30 pts
 - 4s = 40 pts
 - 5s = 50 pts
 - 6s = 60 pts

Double Stamp - Optional Second Roll of two dice to produce Three of a Kind.

- Example: You rolled a *Stamp* (pair of 3s). Take two dice and roll again. If you roll another 3, multiply 30 x 10 = 300 pts

Triple Stamp - "You can't Triple Stamp a Double Stamp!"

Double Double Stamp – Optional second roll of two dice to produce Four of a Kind

- Example #1: You previously rolled a *Stamp* (pair of 4s). Take two extra dice and roll. If you roll two more 4s, multiply 40 x 10 and double it. $40 \times 10 \times 2 = 800$ pts (**Rare**)
- Example #2: You previously rolled two *Stamps* (two pairs of 6s). Take four extra dice and roll. If you roll two more pairs of 6s, multiply 60 x 10 and quadruple it. $60 \times 10 \times 4 = 2400$ pts (**Extremely Rare, but because it's possible it's allowed**)