

# Nokosu Dice

Roger's Rules: Firedrake/BGG

## Goal

Have the highest score at end of game.

Play 4 rounds each of 14 tricks.

## Round

- Dealer is to the left of previous player, or random for first round.

## Trick

- Active player plays a card or die from their hand. This defines the colour/suit for the trick.

- A trump card or die is one that has the same *number or colour* as the die in the middle of the table.

- Other players in order follow. You must follow trump if you can; otherwise, you must follow colour if you can.

- Winner of the trick is the player of the highest trump, or failing that the highest number in lead colour. Fully matching trumps beat number-only trumps (all equal value) beat colour-only trumps (sorted by value). If two players have equal highest value, later player wins.

- Winner leads the next trick.

## End Round

Score:

- 1 point per trick won

- 10 points if you declared Zero Tricks and won none.

- a share of Bonus Points if you made your declaration (Zero or your remaining die). Value of bonus points is  $10 \times$  the number of players who aren't getting a share.

- Dealer shuffles deck and deals 10 cards to each player.

- Each player gets a Zero Tricks declaration card, placed face up.

- Dealer places all dice in bag and randomises them. Starting to dealer's left, each player draws 2 dice, rolls them, and places them in front of themselves.

- Dealer draws and rolls 13 dice and places them in the middle of the table.

- Starting to dealer's left, each player drafts one of those dice to hand, until each player has 3 and 1 is left.

## Three Players

- Remove one suit and all 7s. Remove all dice of that suit and one of each colour.

- Deal 9 starting hand, draw 1 die from the bag per player, dealer makes a pool of 10, still draft 3, for a total of 9 cards + 4 dice.

- Play 3 rounds of 12 tricks per round.