

# Nokosu Dice

Roger's Rules: Firedrake/BGG

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## Goal

Have the highest score at end of game.

Play [players] rounds.

## Round

- ③ remove all purple dice and cards, one die of each other

colour, and all 7 cards with "4+".

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

- Dealer shuffles deck and deals ③:9, ④:10, ⑤:8 cards to each player.

- Dealer places all dice in bag and randomises them. Starting to dealer's left, each player draws ④:2, ③/⑤:1 dice, rolls them, and places them in front of themselves.

- Dealer draws and rolls ③:10, ④:13, ⑤:16 dice and places them in the middle of the table.

Also place two zero-trick declaration dice with them.

- Starting to dealer's left, each player drafts one of those dice to hand, until each player has ④:5, ③/⑤:4 total, and 1 is left in the middle. If you take a zero-trick die, also discard one die. You may not take both zero-trick dice.

- The remaining die defines the trump.

- Play all your cards and all but one of your dice. Player to dealer's left starts the first trick.

## 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.

- If lead is a trump, you must follow with a trump if you can, otherwise you may play anything.

- Otherwise, you must follow colour if you can, otherwise you may play anything. (A trump is

considered to be of its own suit: if trump is yellow 2 and the lead is green 4, you can't trump it with a green 2 unless you have no other green.)

- Unless you took a zero-trick die, you may not play your last die.

- Winner of the trick is the player of the highest trump, or failing that the highest number of lead colour. Fully matching trumps > same-number trumps (all equal value) > same-colour 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

- Bonus Points if you made your declaration (zero with a zero-trick die, or the value on your remaining die): 10 × the number of players who didn't make their declaration.

- 10 more bonus points if you made a zero-trick declaration.