

Roll Tag

Version 1.0

Summary

Roll Tag is a two player card and dice game. It balances luck and taking risks to create a strategic gambling experience. The goal of the game is to use your dice to claim as many cards as possible.

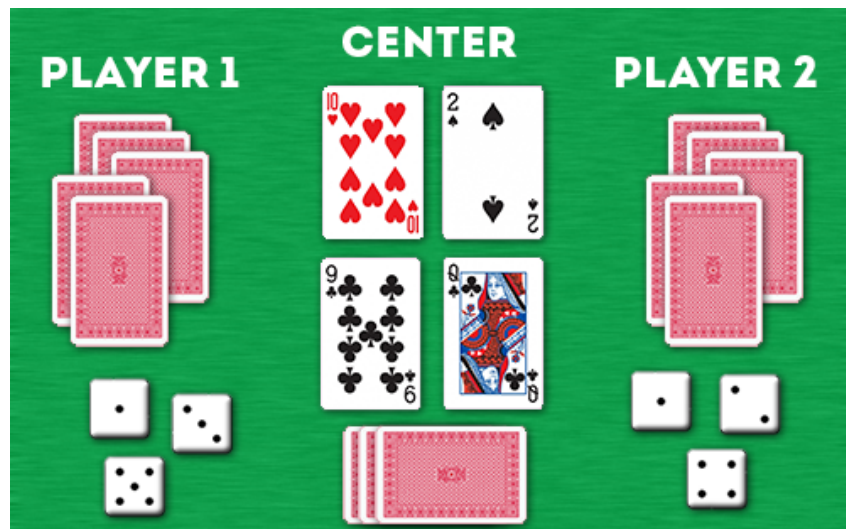
Requirements

- 1 52-card deck
- 6 six sided dice
- 2 players

Gameplay

Setup

Players get three dice each and five cards. To start the game, players roll their three dice and place four cards from the center deck into a square formation between both players. The deck of remaining cards is also placed in the center between players.



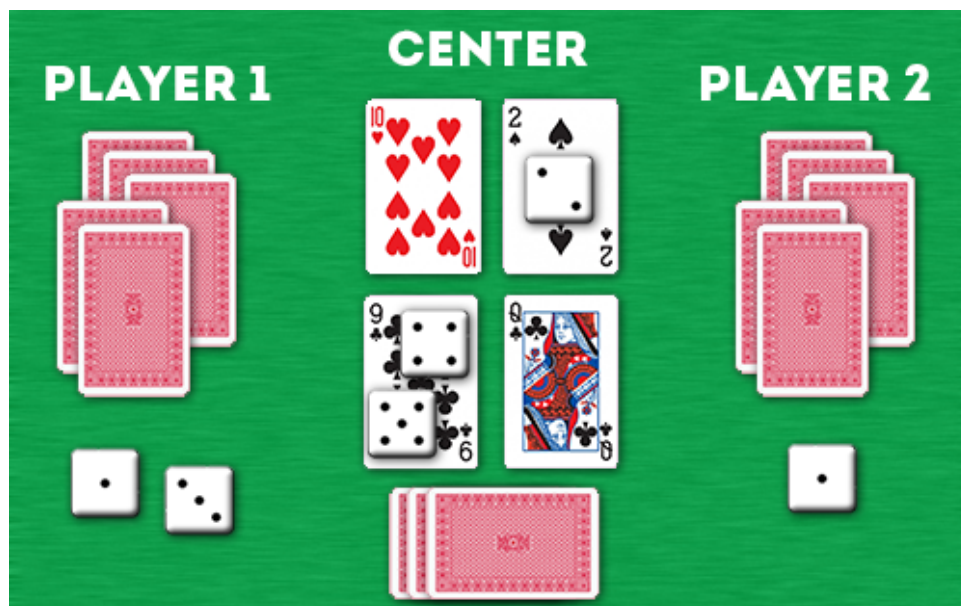
Turn Action

On a player's turn, they may do ONE of the following:

- Place any one card from their hand on any one pile in the center, then draw a card.
- Reroll any number of dice.
- Claim a card pile with dice.

Pile Claiming

Claiming a pile with a player's dice takes a turn action. In order to claim a pile, the total number on the dice used must equal the pile's top card value. Jacks count as 11, Queens as 12, Kings as 13, and Aces as 1. Once a pile is claimed, cards cannot be added to it and the dice cannot be removed.



Players may choose to use one, two, or all three dice to claim a pile. In the example above, Player 1 used their 2 dice to claim the pile with top card 2. Player 2 used two dice, 4 and 5, to claim a pile with top card 9.

Game End and Victory

The game ends when one of the following happens:

- One player has used all their dice.
 - The unclaimed piles go to the player with dice remaining.
- All the piles are claimed by players.
- The center deck runs out of cards.
 - The unclaimed piles are discarded and don't go to either player.

The winner is the player who claimed the most cards.

Credits

Pat Roughan is the sole creator and designer of Roll Tag.

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