



SOLITAIRE DICE

Overview

This amazing dice game calls for considerable skill and a great deal of decision-making. After rolling 5 dice, split them into one "reject" and two "combinations" of two dice. Beware! Starting a new "combination" costs you points until you can get 5 of the same combination!

Instructions

Start the game and add human and computer players. Click on "Start Game" once everyone has joined.



The game is played in rounds. In each round, five dice are rolled. For example, the first roll might be this:



Each player must divide these five dice into one "Reject" die and two "Combos" of two dice each. The dice shown above could be divided the following ways:

- Reject 4, Combo (4+6=10) and Combo (1+4=5)
- Reject 4, Combo (4+4=8) and Combo (1+6=7)
- Reject 6, Combo (4+4=8) and Combo (1+4=5)
- Reject 1, Combo (4+4=8) and Combo (4+6=10)

Say we want to reject the "1" and take "8" and "10" as our combos. You would mark your score pad by touching the "1" row in the Rejects area and the "8" and "10" rows in the Combos area. You can change your mind by touching a selected row a second time or by pressing the "CLEAR" button. When you are happy with your selection touch the "READY" button.



In the next rounds the five dice will be re-rolled and you will always divide the five dice into one reject and two combos. Once you have rejected three different numbers, you must always divide future rolls to use those rejects. For example, if you have rejected a single "1", "5" and "6", the Reject area of your player area would look like this:



In all future rolls, you must reject a “1”, “5”, or “6”. If a roll comes up without any of a player’s reject numbers, they get a “Free Ride” and don’t have to reject a die and just make their two combos. If you get a “Free Ride” You will see the following graphic in your player area.



Scoring

The first time you pick a number as one of your combos, you lose 200 points. This is called “opening a category”. Once you have selected that combo five times, you get those points back.



In this example, the player has opened the “5”, “6”, “7”, “8”, “9” and “10” combos. They have selected the “7” five times, so they score zero points for the “7” and -200 points for the other five combo numbers. Their total score is -1000. Note that the “6” and “7” combos are white because those are the combos they selected this turn.

Each time a number is picked as a combo past the fifth, the player scores points. The number of points depends on the number and is show in parentheses to the left of the combo row.



Here the player has selected “7” as their combo six times, so they get 30 points for the “7” combo and -200 points for the other five combos.

If a player selects the same combo ten or more times, they do not score any additional points for that combo.



Here the player has selected “7” as their combo 11 times. The 11th time is shown in the blue column and scores no additional points. So combo “7” is only worth 150 (30 x 5) points.

End Game

A player may only reject a single number seven times. Once a player rejects a single number eight times, the game is over for that player. The game continues for the other players. The game is over when all the players are done and the winner is the player with the highest score.



Here the player has rejected “1” eight times and is done.

Strategy

- Pick your three rejects early if you can. You can only get a free ride once you have three numbers rejected.
- Keep your rejects balanced. The only way to get a good score is to have a long game and you don’t want to have to stop early because you were forced to pick a reject an eighth time.
- Don’t open too many different combos. The fewer the better and the center numbers are easier to make than the high or low numbers.
- Once you open a category try to get it to five as soon as possible. It is better to get a -200 removed than to score a few more points. But if the game is almost over, you may decide to give up on a category that you will not be able to finish and just go for points.
- Even numbered combos are slightly better than odd numbers because you are more likely to be forced to take an even number (imagine a roll of five "3"s. You are going to have to take a “6”).
- Spreading out the rejects is best. “1”, “2”, “6” or “1”, “5”, “6” are the best and “1”, “2”, “3” or “4”, “5”, “6” are the worst. The difference is minimal, so experiment!