







# Knucklebones

Rules v0.1

## Dice

Knucklebones uses seven six-sided dice with mystic runes on each side. Begin the game with five **active** dice and two **inactive** dice. Most runes have a special action that will affect your roll and may change the number of active dice. When performing dice actions, perform them in order as shown above. If you are unable to perform an action, skip it.

<p>1</p>  <p>No action.</p>	<p>2</p>  <p>Spend this die to reroll another die.</p>	<p>3</p>  <p>Add and roll an additional die.</p>
<p>4</p>  <p>Spend this die to double another die during scoring.</p>	<p>5</p>  <p>Add an additional die after scoring.</p>	<p>6</p>  <p>Remove this die after scoring.</p>

## Spending a die

To **spend** a die, pretend that die doesn't exist for the rest of your turn. You may not spend a die more than once, use a spent die for the action of any other die, or use a spent die when scoring. Spending a die is always optional.

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## Starting the game

The player who last saw a fortune teller or palm reader goes first. Take turns going either clockwise or counterclockwise, alternating each game if you play more than once.

## Your turn

1. Roll all the **active** dice.
2. Perform the actions of your dice that don't say "after scoring."
3. Score your dice.
4. Perform all dice actions that say "after scoring."
5. Pass the **active** dice to the next player.

## Scoring

After rolling dice and performing actions, choose one of the items on your score sheet. If you satisfy that item's requirements, add its score to your score total. If you are unable to satisfy any scoring items, you must choose one anyway and score zero for that item. Each scoring item may only be used once, so choose carefully!

*"X of a kind"* means that you rolled at least X of a single rune type. *"Two pairs"* is two sets of *"two of a kind"* rolled at the same time. A *"full house"* is three of one rune type and two of another. *"All different"* requires all of your runes to be different. A *"Wild"* roll can be anything you wish.

## Ending the game

The game ends once each player has scored all items on their score sheet. The player with the highest total score wins!