

Bret Mon Dice Games:

Dice Mon Triumph

2+ player, shake your 5 dice in a cup, keep them hidden. Player 1 chooses a die to play, pulls it out of hidden cup and places on table. Player two places a die out there, but it cannot be a tie, the die that is highest takes both dice and places on the side. Without reshaking, play continues until all dice are done and the winner has the most dice. In the event of a tie, reshake all remaining cup dice and not all of them.

I'm Gonna Get

Using 1 dice cup and 5 dice, you call what you are going to get. If you don't get what you called, pay 1 token, if you get 1, opponent pays one, if you get 2, opponent pays 2 and so on...

I'm Not Going To Get

You call what you don't want. Pay a token for every die that matches your call, opponent pays if you don't get any of that call.

Pirate Warrrr

2 player... Each player has a dice cup with 5 dice. Both shake at the same time. You take out matches between the players. Example player one has a 5 and player two has a 5, both dice are taken out of the game. Add up your Dice, the person with highest score wins.

Optional rules: You could do more shakes than just once, but eventually both players will be out at the same time. Could do it until both have 1 die left, and winner is higher die, ties redo.

War

2 Player, each player has a dice cup with 5 dice. Both shake at the same time, keeping them hidden from other player. Each player should arrange their dice how they want in a row of 5. There is no rhyme or reason. Both reveal and compare.... player 1 and 2 sets of dice in the row of 5, each die one at a time, both players going once side to the other (matching up) so player 1 left side and player 2 right side, one at a time, compare each die. The die with the lower score is taken out, any ties remain. Continue to shake until a player is out.

654 Dirty Whore

Similar rules to Ship, Captain, Crew, only you can use multiple dice to get a 6 5 or 4. Example, two 3's is a six.

Ship, Captain, Crew, Scurry

Ship captain crew rules, only you have 5 shakes to get 6, 5, 4, 3.

Call Yer Die

2 person game, 1 dice cup, 5 dice

Call a number 1-6 before you shake, then shake your dice. If you do not get that number you pay a token to the pot, if you get the number no tokens are played (push). If you get 2 or more of that number, the opponent pays one token to the pot. Play ends once a person is out of tokens.

Optional Rules:

* For every additional number you get, you pay a token for (if you call a 2 and get four 2's), the opponent pays 3 tokens

Count Up Then Down 161

Shake the dice, try to get a 1 on the first shake, take out any 1's you get. Continue with 2, 3, 4, 5, 6. If you have dice left, go back down to 5, 4,3,2,1. Person with least amount of flops wins.

Poker Showdown

Each player has a dice cup, play any type of poker.

Five Card Draw (Poker)

Basic poker rules, similar to 5 card draw. Optionally have a double or triple draw

5 of a kind count up

Shake till u get 5 of a kind, count the number of times it takes you, lowest count wins

5 of a kind speed round

Shake 5 dice in a cup, until u get 5 of a kind, first one to get the 5 of a kind wins

5 of a kind - 1 min showdown

You have 1 min to get the best 5 of a kind, or close to it. After the minute is up, whoever has to best 3, 4 or 5 of a kind wins. In event of a tie with kinds, the winner is the die value. In the event of a tie with both, redo round.

1 min Showdown Poker

Set a timer, your object is to as fast as you can try to get the best poker hand, or 5 of a kind or straight, 3 different games

Texas Hold Em

You must have 1 master dice cup with 5 dice. Each player has a dice cup with 2 dice. All players shake their dice and peek at them. Betting is exactly the same as Hold Em. The dealer then flops 3, bets, flops 1, bets, flops the river, and last bet, then reveal or muck dice.

Crazy Straight

With a dice cup for each person, play the 5 or 6 dice version. You try to create a straight, building only on the dice you have, in this fun head to head version.

8 of a kind

With 8 dice for each person in their own dice up, you go head to head trying to build 8 of a kind, at any point you can swap out your dice (farm swapping).

Opposite Bar Dice

Korean (not mine)

Shake for 3's, Farm them, if you don't have any, pull your lowest dice out. At the end add them up

Low Dice

Shake the 5 dice, take out the lowest die each roll, continue until all dice are gone, add them up. Lowest or highest score wins depending on how you want to play it.

High Dice

Shake the 5 dice, take out the one highest die each roll, continue until all dice are gone, add them up. Lowest or highest score wins depending on how you want to play it.

Straight

Shake the dice, try to get a straight, build any straight you can, highest straight and quickest number of shakes. You have up to 10 rolls to get a straight, then you're out. The lowest amount of rolls to get a straight, wins. You can farm and unfarm any of the dice as much as you want

Twenty One Aces

Player rolls dice, if they have an ace, they count it and continue to roll dice until they don't get an ace, then pass the dice cup to the next players. When they reach 17 aces, take the aces out of the dice cup for future rolls. Play continues till the last die is rolled an ace, the 21st ace, is the winner

Crud

First player rolls the 2 dice, to determine the target score (cannot be a 7). The players must now try to get the same score (not exact dice combination). If the player rolls a 7, they may continue to roll the dice. If they do not get 7 or the target score, they must pass the dice to the next player and games continues until someone gets the target score.

Optional Rule: If they get doubles they are immediately out

Card Games:

Nines or Bretarrat (similar to Baccarat)

52 card deck, it is 1 player against dealer, very similar to Blackjack, only instead of getting 21, you try to get 9. Ace = 1, 2 thru 9 are all face value, 10, J,Q,K are all ½ point. Start by dealing 2 cards to opponent up and 2 to dealer down.

- . A player or dealer may take as many cards as they want until they bust
- . Busting is going over 9 points
- . if a Player has 9 points, this is a natural 9 and dealer cannot take any cards and flips up, automatic win unless dealer has 9
- . Player will take cards until they can get to as close to 9 without going over
- . Once the player stands, the dealer now will flip up cards and will continue to take cards till they beat player, tie or bust
- . If the Player busts first, the dealer will flip up and if dealer did not bust, dealer wins
- . If dealer busts, player wins if they did not bust
- . if they both bust (it's possible for both to have over 9 points off the deal), the closest person to 9 is the winner
- . Anytime there is a tie, it's a push and you double the ante and play another round
- . In the event of a tie, the dealer cannot attempt to take anymore cards
- . Betting is only the Ante (typically 1 chip) and there is no double down, or double payment
- . Other players watching can bet similar to Baccarat only the payout for any of the levels is even money
- . Optionally side bets can be played in the sense, the winners receive all the losers month (side bets only), but this could cause problems with unfair money, it will be up to the winners to determine how to split the winnings

Atomic Inversion

This is a card game made video game by me. Include jokers. 2 Player game, place 3 cards on the play field, and 3 cards in each players hand. Suits mean nothing, it's all about numbers and colors, red being negative, black being positive. The idea is to take a pile (cards on play field) by adding the numbers so they total zero, canceling out so they total zero.

Say there is a red 3 as one pile, it would take 3 black points to become zero, a black 3 or a black A and 2.

Players alternate playing a card and picking from deck. When a pile is taken, a new card is replaced. Play till the deck is gone and the person with the most cards wins

Painted Pirates

A texas holdem game using 2 – 3 decks of cards with only the 10,J,Q,L, A cards. If you have 2 pair, you likely have the worst hand. Additional fun is having 1 joker being the Black Spot and you can choose how that card is used.

Black Spot ideas:

If in your hand:

- . it's wild, you must name the card exactly
- . It's wild, you must name exactly, if someone else has it in their hand, you don't get to use it
- . You get the pick 1 or 2 new cards from deck
- . Choose a person to:
 - . See their cards (just you)
 - . Must show their cards for rest of the round
 - . Take one of their cards
 - . They must fold their cards immediately
 - . Take all their cards as part of your hand (4 cards)
 - . Take one of their cards without looking
 - . Swap both cards without looking
 - . They must go all in **

If Flop

- . it's wild, each player must declare what it is exactly
- . dead round, no winner, next round only those playing play
- . dead round, no winner, next round everyone is back in

Pirate Ships Players 2-10

Object: Try to get the highest Full House before other players

Betting: Throw a chip to get a card

- . Start out with 3+ decks of cards 2 thru 9 only, pull out all A,K,Q,J,10, shuffle them well
- . Each player gets 5 cards dealt down
- . Each round, each player is dealt (or grabs from pile) 1 card then discards 1 card to the discard pile face down and this pile cannot be grabbed from.
- . A player can fold at any time
- . When a player has a full house, they must wait till the next turn to act, then they have 2 choices...
 - Flip cards up or Knock , meaning everyone has 1 more round to try to beat the knocker hand
 - Hold cards another round and risk it to try to sweeten the pot
- . Once the round has reached the knocker, everyone flips up
- . The winner is the person that has the highest boat (full house), and takes the pot plus 1 loser chip
- . The loser is the one with lowest hand (pairs, 3 of kind and boat only), and throws in an extra chip to the winner
- . If the knocker does not win, they must pay each player that have them beat 1 chip
- . In the event of a tie, play continues (a full round) with cards flipped up till someone gets the higher boat, between just the tie people, betting 1 chip each time
- . Not all the rules of poker apply in this game. Straights, Flushes, 4 kind, do not matter. 5 of a kind is simply a boat with all values the same. The only thing that matters in this game is 3 of a kind and 2 of a kind and a full house (boat)

Options

- . Throw down instead of knock
- . Betting as much as you want

Cribbage holdem game

It's a merge of classic holdem with cribbage. You deal out 1 card to everyone, then flop 3 cards, then 1 then 1 betting just like holdem. Think of your card as your personal cut card, only everyone has their own cut card. Nobs and all the classic rules apply, using the best cribbage hand. Don't help, let the player count their points, the point winner takes the pot. There likely will be a fair amount of ties, nobody wins, the pot continues to the next hand.