

High, Low, Pass or Go

2017 Bain Edition

Pieces

- ◆ 1 Standard card deck, including 2 Jokers
- ◆ Standard, six-sided dice (6 for two players, 8 for three players)

Setup

- ◆ Place all 6 (or 8) dice in center of table.

Terminology

Trick: A set of cards contributed by each player in the game from cards they hold, one at a time, in rotation, face up.

Card Hierarchy

- ◆ 2 is the lowest ranking card in a suit. 3 is higher than 2, then in ascending ranking order: 4,5,6,7,8,9,10,J, Q, K then Ace is the highest ranking card.
- ◆ Club is the lowest ranking suit, Diamond is higher, then Hearts, then Spade is the highest ranking suit.
- ◆ Any card from a suit is higher ranked than any card in the suit that ranks below it.
 - *Example: 8 of Diamonds is higher than King of Clubs, and 2 of Hearts is higher than 8 of Diamonds*
 - Thus, 2 of Clubs is the lowest ranking card; Ace of Spades is the highest.

Rules Of Play

- ◆ Game consists of rounds of 2 phases each:
 - Phase 1: Dice & Card Hand (Playing all 6 cards).
 - Phase 2: Dice (Various players rolling all 6 dice)

Round 1, Phase 1

1. Dealer (oldest player) shuffles deck and deals 6 to each player (2 player game) or 8 to each player (3 player game). He places the remainder of the cards aside. This pile is called the "Live Action Deck".
2. Player 1 (Player to left of Dealer) rolls one die. If a 1,2, or 3 is rolled, it is a "Low Goal"; the lowest card played will capture the upcoming trick. If a 4,5 or 6 is rolled, it is a "High Goal"; the highest card will catch the trick.
3. Player 1 leads any card that he thinks will win the trick, based on the goal
4. Player 2 must play card of the same suit if he has one.
 - * If Player 2 has no card of the suit led, he can play any card he wishes in order to win the trick.
 - * Joker can be played at any time and automatically wins the trick, unless two Jokers are played on the same trick. In this case, no one wins the trick.
5. Player 3 (if any) must play card of the same suit if he has one.
 - * If Player 3 has no card of the suit led, he can play any card he wishes in order to win the trick.
 - * Joker can be played at any time and automatically wins the trick, unless two Jokers are played on the same trick. In this case, no one wins the trick.

6. Winner of the trick takes the die that was rolled into his possession and places aside all cards that have all been played. They will not be used again until all other cards in the deck have been played.

7. Repeat Steps 2-6 until all 6 (or 8) cards have been played.

* Winner of the previous trick always rolls the die, leads the first card, and the player to his left plays next, and so on.

8. When all 6 (or 8) cards in the hand have been played and dice distributed, time to move on to Phase 2, dice only.

Round 1, Phase 2

In this phase, points are accumulated (and lost) according to the dice rolled. But be careful, because rolling a 6 or 1 will be detrimental to your accumulative score, so players may choose to pass their earned dice instead of rolling them.

The table below shows how many points each roll earns the roller:

| Roll | Result |
|------------|---|
| 2, 3, 4, 5 | Face value |
| 1 | <p>Roller's accumulated score of this phase to this point is cut in half. If accumulated score is an odd number, round up to the nearest number after cutting in half. This only affects points scored this round/phase. Points scored before this phase remain the same.</p> <p>Example: Roller 1 has 3 dice to roll. On the first roll, he rolls 5, then with die 2 he rolls 4. The total so far is 9 points. Next he rolls a 1. After cutting the sum in half, his new total is 5 points, not 9 points.</p> <p>If Roller takes a second turn during a phase (to roll passed dice), rolling a 1 during the second turn will cut in half the accumulated total of the first turn and second turn, not just the second turn.</p> <p>Example: Roller 1 has 5 points after his first turn of the phase. Roller 2 passes 2 dice to him and so Roller 1 must take a second turn. On this turn, he rolls a 3, bringing his total to 8 points. He rolls the second die, a 1. So that cuts his accumulated total for the entire phase to 4 points.</p> |
| 6 | <p>Roller's accumulated score of this phase up to this eliminated completely. This only affects points scored this round/phase. Points scored before this phase remain the same.</p> <p>Example: Roller 2 has 3 dice to roll. On the first roll, he rolls 4, then with die 2 he rolls 3. The total so far is 7 points. Next he rolls a 6. This brings his new total to 0 points.</p> <p>If Roller takes a second turn during a phase (to roll passed dice), rolling a 1 during the second turn will eliminate the accumulated total of the first turn and second turn, not just the second turn.</p> <p>Example: Roller 2 has 5 points after his first turn of the phase. Roller 3 passes 2 dice to him and so Roller 2 must take a second turn. On this turn, he rolls a 3, bringing his total to 8 points. He rolls the second die, a 6. So that eliminates all his points for the entire phase.</p> |

The roller with the highest total score goes first. If no one player has the highest total score, the player with the most dice in his possession at the beginning of this phase goes first. We will refer to this player as Roller 1.

1. Roller 1 rolls or passes any or all of his earned dice (the dice he took into his possession in Phase 1) one at a time. Once he chooses to pass, he must pass all of the rest of the dice to any other other player(s). If 3 people are playing, he can choose to pass some to Player 2 and some to Player 3. He adds his points, and his play in Phase 2 is complete, unless Roller 2 or Roller 3 later passes dice to him.

Example: Roller 1 has 4 dice. After he rolls the first 2, he decides to pass the other dice. He cannot pass the first die and then roll the others.

2. Roller 2 (the next highest total score) starts with his earned dice, rolling or passing any or all of them. All rules for Roller 1 apply to Roller 2 as well. After he has rolled or passed his earned dice, it is time for him to roll each die that Roller 1 passed to him; he has no choice, he must roll each one. After he rolls all his dice, he adds his points and his play in Phase 2 is complete, unless Roller 3 later passes dice to him.

3. In 3 player games, it's Roller 3's turn. Roller 3 starts with his earned dice, rolling or passing any or all of them. All rules for Roller 1 apply to Roller 3 as well. After he has rolled or passed his earned dice, it is time for him to roll each of the dice passed to him; he has no choice. After he rolls all his dice, he adds up his points and his play in Phase 2 is complete.

4. Roller 1 rolls each die passed to him and then adds these new points to his previous points in the phase (or cuts in half or eliminates all points). His play in Phase 2 is complete.

5. In 3 player games, Roller 2 rolls each die that Roller 3 passed to him and then adds these new points to his previous points in the phase (or cuts in half or eliminates all points) . His play in Phase 2 is complete.

6. When all play in Round 1, Phase 2 is complete, time to move on to Round 2, Phase 1.

Round 2, Phase 1

All rules from Round 1, Phase 1 apply, with the following notes:

- * Do not shuffle the deck.
- * The player to the left of Round 1's Dealer is the Dealer this time around. He deals 6 (or 8) cards from the "Live Action Deck" to each player from the unused deck.

Round 2, Phase 2

All rules from Round 1, Phase 2 apply.

Subsequent Rounds

Do not shuffle the card deck until the number of cards dealt to each player equals the number of dice (6 or 8).

Winning The Game

Game ends at the end of a round in which one or more players reach the score of 65 points.

Highest score wins.