



## **Grim Trojan's™ Games for Polyhedral Dice**

**Four, Six, Eight** – This is a game for two or more players (uses the 4, 6 and 8 sided dice) – Start play by having all players roll Percentile Dice (two ten sided dice... represented as D%). You read the die marked 10, 20, 30... 00 (00 = 100) first and then the die marked 1, 2, 3... 0 (0 = 10) second (example: a roll of 60 and 2 would be 62, a roll of 00 and 7 = 7 and a roll of 00 and 0 = 100). The player with the highest roll goes first, the next highest goes next and so on. Each player starts with 100 points. On their turn, each player rolls the three dice (4, 6, and 8) and subtracts the total from their points. Any die not showing its highest number can be rolled again and those rolls totaled and subtracted. Once a 4, a 6 and an 8 are rolled it's the next player's turn. The player who reaches 0 points first wins.

**Bottom to Top** – This is a game for two or more players – Start play by having all players roll Percentile Dice (two ten sided dice... represented as D%). You read the die marked 10, 20, 30... 00 (00 = 100) first and then the die marked 1, 2, 3... 0 (0 = 10) second (example: a roll of 60 and 2 would be 62, a roll of 00 and 7 = 7 and a roll of 00 and 0 = 100). The player with the highest roll goes first, the next highest goes next and so on. Remove the ten-sided die marked 10, 20, 30 etc. from game play. On their turn, each player rolls the dice in order of the number of sides they have (4, 6, 8, 10, 12, and 20). If the player likes the roll he/she places the die to the side and moves onto the next die. If the player does not like the roll they may re-roll. They can roll up to a total of 5 times for each die. If a re-roll is lower than a previous roll, you cannot reclaim the previous roll. Once all six dice have been rolled the amount showing is totaled and the next player takes their turn. The points from each turn are added to the previous turns' points and the first player to reach 200 points wins.

**The Tortoise and the Hare** – This is a game for two or more players (uses the 4 and 8 sided dice) – Players each roll a six or ten-sided die to determine who goes first. The highest roll goes first and game play moves clockwise around the table. The first player plays as a Tortoise. The next player plays a Hare and the next a Tortoise and the next a Hare, etc. Each player takes their turn by rolling their die and adding the number rolled to their total. The Tortoise player rolls a four-sided die and gets to roll each turn. The Hare rolls an eight-sided die and adds it to their total, but when a one is rolled the hare has to rest four turns while the tortoise (and any hares who didn't lose a turn) gets to roll their turns. The first player to reach 50 points wins.

**Go Fly A Kite** – For one or more players (uses a six [or plus/minus] and a ten-sided die) – If using a six-sided die, the odd numbers are negative and the even numbers are positive. The objective is to get your kite 50 feet in the air. For each turn, the plus/minus die (six-sided) is rolled with the ten-sided die. If the roll is positive you add the amount to your total amount. If the roll is negative you subtract it from your total amount. The distance from the ground can never be negative so anything less than zero is zero (0). If playing as a single player, you succeed (and win) if you get the kite to 50 feet in the air without hitting the ground (when your roll total is 0 you hit the ground). Otherwise (if your total hits 0 before you reach 50) you failed and lose. If playing with two or more players, the first person to reach 50 feet off the ground wins. When player hits the ground, they are out of the game. If all players but one are out of the game, the last player wins without having to get the kite 50 feet in the air.

**Mongoose and Cobra** – This is a game for two players – Uses a ten (10), a six (6) and a four (4) sided-die. The mongoose is faster than the Cobra, but the Cobra does more damage. The two players roll a ten-sided die to decide who goes first (highest roll wins). The winner gets to choose if they will play the Mongoose or the Cobra. Their opponent plays the other. On each turn the players can choose if they wish to attack or dodge (if their opponent misses them there is no reason to dodge. Also, if their opponent is very badly injured and they are not, a player may wish to attack and take the damage from their opponent). The Mongoose needs to roll a 5 or less on a ten-sided die to successfully attack or dodge. The Cobra needs to roll a 4 or less on a ten-sided die to successfully attack or dodge. If the Mongoose successfully attacks, the Cobra receives one four-sided die's worth of damage (1d4 Damage). If the Cobra successfully attacks, the Mongoose receives one six-sided die's worth of damage (1d6 Damage). The first to inflict 30 points or more damage to their opponent wins. **Sample play:** The cobra strikes and rolls a 5 on the ten-sided die (he misses). The mongoose strikes and rolls a 3 on the ten-sided die (he hits). The cobra can choose to take the damage or attempt to dodge. He chooses to dodge and rolls a ten-sided die. He rolls a 4 and succeeds so he takes no damage. Because the cobra chose to dodge, it's the mongoose's turn again. The mongoose misses with an 8. The cobra attacks and hits with a 3. The mongoose decides to take the hit so he can attack the next round. This play continues until one of the two receives 30 points of damage.