



RAVENHALL

SICHERMAN DICE GAMES

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Probability – Prediction – Deduction – Risk – Addition

Sicherman's War™

DESIGNERS: M. Austin Rice and Samuel J. Rice

Sicherman's War™ is an elaboration on the classic *War* card game. *Sicherman's War™* enhances the traditional card game by creating rounds and by using cards and dice to change values of flipped cards. Three dice are used – one standard 6-sided die (numbered 1-2-3-4-5-6) and one pair of Sicherman dice (one die numbered 1-2-2-3-3-4, the other die numbered 1-3-4-5-6-8). The rounds and different ways of changing card values offer each player opportunity to consider probability, prediction, risk assessment, and simple addition to deepen the game experience. Players: 2. Setup: < 3 minutes. Game play: 5-15 minutes.

REQUIREMENTS and SETUP

You need: 1 standard deck of playing cards, 2 pairs of Sicherman dice, 1 pair of standard 6-sided dice

Give each player one pair of Sicherman dice and 1 standard 6-sided die.

Shuffle the cards and lay them out on the table in groups / piles of 5. There should be 2 cards remaining if you are not using Jokers, or 4 remaining if you are using Jokers. The remaining cards are not used in the game and are set aside. There should be 10 piles of 5, all facedown. Each player picks a pile of 5 and sets it in front of them, alternating, until each player has 5 piles of 5.

Each player should set one pile of 5 cards to the side, along with the dice. The remaining 4 piles of 5 cards are set in front of the player on the playing surface. Each of the 4 piles will be used in each of the 4 rounds, or "battles," during the game. The pile that is set aside is the "reinforcements" pile.

GAME PLAY

The Cards: Each player takes one of their 4 card piles and sets it in front of them onto the "battlefield." Like in the traditional game *War*, each player will turn over the top card, revealing it to the other. The highest card wins the fight, and the winning player takes all the cards and sets it into their pot as spoils of war. This is done 5 times, until the entire pile is completed.

Cards that are higher in value win over lower valued cards. Cards are valued as shown on their card, such as 2,3,4,5,6,7,8,9,10. Jacks are 11, Queens are 12, Kings are 13, and Aces are 14. The Jokers, if included in the game, are worth 1.

The Dice: In addition to this simple gameplay, each player has access to their 3 dice, all with different numbering patterns. If a player so chooses in any of the 5 skirmishes between cards, the player may add 0, 1, 2, or all 3 dice to the total of the card in an attempt to beat the other player. In addition, the opposing player may choose to roll 0,1,2, or 3 of their dice to attempt to overcome their opponent's card as well. Dice are rolled one at a time. Once a player uses a die, it is set aside until the battle is complete. If a player uses all 3 dice, they are set aside and not brought back until the next battle begins.

If one player has zero dice remaining and the other player has dice remaining, the player with dice remaining may still use their dice to enhance their card value, to the dismay of their opponent.

Ties: There are two ways that players could tie: a Natural Tie, and a Forced Tie. A Natural Tie occurs when both players reveal their cards, and they both have the same value (such as two 8s or two Kings). A Forced Tie occurs when two uneven cards are made even with the assistance of dice, such as if a 10 is opposed to an 8 plus a die roll of 2. In the event of a Natural Tie, both players must immediately draw a card from their reinforcements deck that was set aside and add that card to their side. If it is a Forced Tie, then players may each decide to add more dice to the fight first. If no players want to, or is able to, add more dice to the tie, then cards must be drawn from the reinforcements pile. Note: Whenever one player draws a card from the reinforcements pile, the other player must draw one as well. In the case that there are more than 2 cards to win, the winning player gains all the cards in the skirmish as spoils.

Unresolved Tie: If there is a time where players cannot resolve a tie with dice, and there are no more cards in the reinforcement piles to draw, then all the cards in the skirmish are thrown out and discarded from play, unable to be won by any player.

Ending the Game: After players have completed their first skirmish, they select a second pile for the next battle, and regain their dice, and proceed as before. Once all four battles have been played, the war is over and players count their spoils to see who the winner is. Whichever player has the higher number of points at the end is the winner. If there is a tie, then the war is a stalemate.

Scoring:

2,3,4,5,6,7,8,9 = 5 Points

10 = 10 Points

J,Q,K,A = 15 Points

Joker = 20 Points

Sicherman's War 4-Player Variant

Players: 4. Setup: < 4 minutes. Game play: 15-30 minutes.

REQUIREMENTS: 4 pairs of Sicherman dice, 4 standard 6-sided dice, 2 standard decks of playing cards

GAME PLAY: All rules apply as in the 2-player game, except:

During setup, 2 deck of cards will be required, so there will be 20 piles of 5 for players to choose from. They can choose any pile of 5, not just form a certain deck.

All 4 players play a card at the same time against each other, instead of just two players playing cards against each other.

If there is a Natural Tie among the 4 cards, and there is no higher card in play, then the winner of the Natural Tie will win the skirmish. The tie will be resolved the traditional way between the 2, 3, or 4 players in contest. Ties are irrelevant if there is a higher card in play, as the highest value always wins.

At any time during a skirmish, as before, players may add their dice to affect the results of the skirmish. However, if there is a Forced Tie, then players may not flip reinforcement cards unless all 4 players have had the opportunity to roll dice first.

If some players have cards to flip from the reinforcement pile and others do not, and a tie demands a card flip, then the player with reinforcements will defeat the player without reinforcements.