



# RAVENHALL

## SICHERMAN DICE GAMES

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Probability – Prediction – Deduction – Risk – Addition

### Three Blind Dice™

DESIGNERS: Michael W. Rice and Benjamin D. Rice

*Three Blind Dice™* is a simple probability and deduction game for two or more players, 8 years of age and older. A player uses two pair of 6-sided dice – one pair of standard 6-sided dice, each 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). A pair of Sicherman dice has the same probability of results as does a pair of standard 6-sided dice, but uses different number combinations. So, *Three Blind Dice™* exposes mathematical probability in different ways, and challenges the player to consider multiple factors when deducting.

Each player **determines which numbers have been rolled on three unseen dice, based on deduction.** Success depends on understanding basic probability of rolled results for each pair of dice (one standard pair, and one Sicherman pair), and the probability of specific numbers being rolled on an individual die. Success also depends on understanding finite number combinations. *\*Game play will be much easier if each pair of dice (standard and Sicherman) is a different color.*

**GAME PLAY & SCORING:** Players select who goes first, then play advances clockwise. During each turn, one player (Player One) will attempt to determine the values on the dice, while the next player clockwise (Player Two) will roll, conceal, and reveal the dice. Player Two begins by rolling two pair of dice (one standard, one Sicherman), and will conceal the roll with a hand or perhaps a piece of paper. Player Two will count the total number of all rolled dice, and announce the total score. (For example, “*The total of all rolled dice is nineteen.*”) Player One will then ask for one standard or one Sicherman die, and Player Two will slide one of the requested dice to Player One. Now, Player One knows the total value of all rolled dice, and has possession of one of the dice. Player One now knows the remaining three dice equal a certain sum. Player One may ask three simple “Yes or No” questions about the dice or their number values, and Player Two must answer each honestly. For example, Player One may ask “*Is each red die lower than five?*” or “*Is one of the rolled numbers an eight?*” or “*Are there exactly two odd numbers?*” or “*Do two dice have the same number?*” or any similar question that can be answered with a “yes” or “no” and does not require Player Two to reveal any die or number other than what was actually asked. After considering the answers to the three questions, Player One has three opportunities to offer a conclusion about the die values. Player One will pronounce that one of the concealed dice has a certain number. If that conclusion is correct, then Player Two will reveal that die and slide it over to Player One; if incorrect, then Player Two will so indicate and keep all the dice concealed. Player One will then pronounce that the next die has a certain number. Again, if correct, Player Two will reveal that die and give it to Player One. The same pronouncement cycle will happen a third time, and Player One will be correct or incorrect. After three guesses, the turn is over. Player Two will reveal all the dice for Player One to see, and Player One will score one point for each correctly guessed die. If Player One guesses all three dice correctly, then Player One earns two more bonus points, for a total of five points on that turn. Play then advances clockwise, and the former Player Two now becomes Player One, and the next player becomes Player Two. After three rounds (after each player has served as Player One three times) the game ends. Players tally their scores; the player with the highest score wins. IN THE EVENT OF A TIE: A player will roll one Sicherman 1-3-4-5-6-8 die and conceal it, then ask each of the tied players to guess what number is on the rolled die. Whichever player successfully guesses the number is the winner. (Tie-breaking may take multiple roles.) Setup < 1 minute. Game play 15-20 minutes.