

Jörg von Rügen

Zock'n'Roll



English rules translation by Matthias Karl. Reformatted by Davebo.



Zock'n'Roll

by Jörg von Rügen

Players: 3 – 6

Age: 8 +

Time: 30 – 45 minutes

MATERIAL

23 dice (6 x 3 different colors, 5 white dice)

6 Dice cups without bottom

6 Player boards

6 erasable pens



GAME GOAL

Players attempt to get the most points by getting the best “hand” of dice by combining their secret dice with the common (white) dice. Players can push their luck to try to get extra points in the final round, but, risk earning *no points* if they’re beat by an opponent!

THANKS

Thanks to Matthias Karl of Schmidt Spiele for his translation. Although I deviated greatly from what he laid out, this document certainly couldn't have been made without his contribution.

Thanks to Dan King ("The Game Boy Geek") for his video review of Zock 'N' Roll. Without his instructions I don't think I would have understood how the game was played.

Created by Davebo for BGG patrons! Enjoy, and, **Game On!**

GAME OVERVIEW

Zock 'n' Roll is pretty much "Texas Hold 'Em The Dice Game". Each turn begins with the 'dealer' rolling three white dice ('the flop'), and *all* the players rolling their "hole cards", the dice of their color. There are three rounds per turn, with an additional dice being added in the second round ("the turn"), and another in the third and final round ("the river").

Dropping out in the first or second round allows you to book points, but booking points in the third round only occurs if you have *the best* hand.

There is no betting; points are awarded for the hand that is accomplished. The more dice that are added means better hands, but, don't push your luck too far! If you stay in to the final round, you'd better have the best hand, or else you get no points!

GAME SUMMARY/QUICK START

Beginner: Give each player 2 dice of their color. Use the beginner side of the player mat. (Shorter list of hand combinations.)

Advanced: Give each player 3 dice of their color. Use the advanced side of the player mat. (Longer list of hand combinations.)

Game takes place in three rounds:

Round 1: Dealer rolls three white dice. Every player (including dealer) rolls all the dice of their color into a dice cup to keep their roll secret. Starting from the left of the dealer, players declare if they're staying in or dropping out. Players that drop out reveal their dice, check off the hand they accomplished on their player board, as well as the "1. Runde ausgestiegen". Those that stay in do not check off anything.

Round 2: Dealer rolls another white dice. Just as before, people stay in or drop out. If you drop out in Round 2 you do *not* get to check off "1. Runde ausgestiegen".

Round 3: Now any remaining players reveal their hands. Highest hand gets to check off points, all others that stayed in get nothing. Highest hand also checks off "3. Runde gewonnen". In case multiple people have the same hand type (remembering that the value of the hand doesn't break ties), then all players that tied get to check off the hand, however none gets to check off "3. Runde gewonnen".

GAME PREPARATION

Each player gets 1 dice cup, 1 player board, and 1 erasable pen.

If playing the "beginner" version, use the side of the player board with the "Zock 'n' Roll" logo on top and give each player 2 dice of their color.

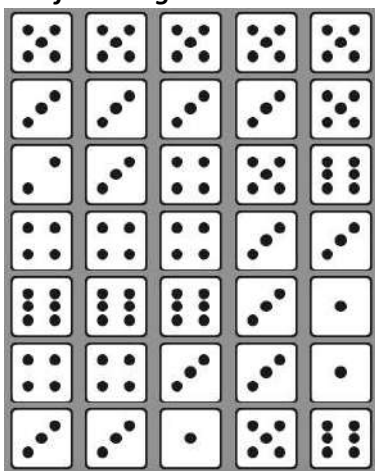
If playing the "advanced" version, players gets 3 dice in their color, and use the other side of the player board, with more hand options.

The player who most recently interacted with Davebo will be the dealer, and gets the 5 white dice.

"HANDS" IN THE GAME

Points are awarded for accomplishing "hands". The numbers on the right side of the player board indicate the points gained by accomplishing that hand, the hands listed from 'best' to 'worst'. For example, a "Full House" is a better combination than a "Three of a Kind" or "Two Pairs", etc. The numerical values of a combination are not decisive. That is, a "Three of a Kind" of **6, 6, 6** is equivalent to a "Three of a Kind" of **1, 1, 1**.

The following dice-combinations are possible in the "beginner" game:



Kniffel: 5 similar numbers

Four of a kind: 4 similar numbers

Large Straight: A sequence of 5 consecutive numbers

Full House: 3 similar numbers and 2 similar numbers

Three of a kind: 3 similar numbers

Two pairs: 2 pairs of 2 similar numbers

Pair: 2 similar numbers

Note: The display of dice combinations on the player board are just examples. That is, the combination "four of a kind" with **3, 3, 3, 3** is just as good a "four of a kind" as **5, 5, 5, 5**. A "Large Straight" is possible with **1, 2, 3, 4, 5**, and is just as good as the combination with **2, 3, 4, 5, 6**. The same applies to the other dice combinations.

SPECIAL CASE: THREE PLAYERS IN A GAME

When playing with three, the imaginary player "Jörg" joins the game. One player takes the additional task of casting the dice for Jörg in a fourth dice cup, but without looking into the cup. Jörg is a real gambler and he will always stay in the game until the 3rd round of a turn, when his dice cup is lifted along with the rest. Jörg is considered a regular player and can therefore win a third round. However, he has no player board.

TRANSLATED PLAYER BOARDS

Winner of Third Round		○ ○ ○ ○ ○ ○ ○	x =
Yahtzee!		○ ○ ○ ○ ○ ○ ○	x 12 =
Four of a Kind		○ ○ ○ ○ ○ ○ ○	x 9 =
Large Straight		○ ○ ○ ○ ○ ○ ○	x 6 =
Full-House		○ ○ ○ ○ ○ ○ ○	x 5 =
Three of a Kind		○ ○ ○ ○ ○ ○ ○	x 4 =
Two Pair		○ ○ ○ ○ ○ ○ ○	x 3 =
Pair		○ ○ ○ ○ ○ ○ ○	x 2 =
Dropped Out First Round		○ ○ ○ ○ ○ ○ ○	x 1 =
		Ende	Σ

Winner of Third Round		○ ○ ○ ○ ○ ○ ○	x =
Royal Pairs		○ ○ ○ ○ ○ ○ ○	x 12 =
Yahtzee!		○ ○ ○ ○ ○ ○ ○	x 9 =
Large Full House		○ ○ ○ ○ ○ ○ ○	x 6 =
Highway		○ ○ ○ ○ ○ ○ ○	x 6 =
Double Trips		○ ○ ○ ○ ○ ○ ○	x 6 =
Four of a Kind		○ ○ ○ ○ ○ ○ ○	x 5 =
Large Straight		○ ○ ○ ○ ○ ○ ○	x 5 =
Three Pairs		○ ○ ○ ○ ○ ○ ○	x 4 =
Full House		○ ○ ○ ○ ○ ○ ○	x 4 =
Three of a Kind		○ ○ ○ ○ ○ ○ ○	x 3 =
Short Straight		○ ○ ○ ○ ○ ○ ○	x 3 =
Two Pair		○ ○ ○ ○ ○ ○ ○	x 2 =
Dropped Out First Round		○ ○ ○ ○ ○ ○ ○	x 1 =
		Ende	Σ

End of Turn

After the end of the Third Round, the turn is over. Deal passes to the left (the player to the left of the player currently with the white dice gets the white dice).

END OF GAME

The game ends when a player makes a sixth check in a row. The turn will be continued until the end of the 3rd round.

For each check mark in a row there are victory points at the right side of the player board. For example, 2 checks in the row "Large Straße" are counted like this: $2 \times 6 = 12$ victory points. For each check in the line "Winner of 3rd Round" ("3. Runde gewonnen") a player gets as many victory points as players participate in the game. For example, in a 6-player-games it would be 6 points per check. Whoever scored the most points is the winner of the game. In case of a tie, the winner is the player who crossed out the most in "Winner of 3rd Round". If there is still a tie, there will be several winners, however, each may claim victory when they tell tale of the game to friends and loved ones.

Example: Kate has dropped out in the 1st round with "Two pairs" ("Zwei Paare") and makes her 6th check mark in the row "Out in First Round". This will make the current turn the last. The other three players continue to play the second and third round regularly, and then scores are tallied. In final scoring, Kate gets a total of 60 victory points.



GAME PLAY

The game is played in **several turns**. A turn consists of 3 rounds.

First Round

The beginning of the first round is the only time players roll their own dice (of their color). They are tossed into the dice cup through the top, so players' dice can be hidden from others. You may need to give the cup a little jiggle to get them rolled properly. These dice are your "hole cards".

The current dealer (it rotates between turns) throws three white dice into the center so all can see (these are "the flop").

Players now see what "hand" they can create with combining their hole cards with the flop.

In the First and Second Round players decide whether they're **staying in, or dropping out**. If you drop out in these rounds, you are guaranteeing points, but you may not get as much as if you risked and stayed in until the third. Since more dice are added in the second and third round you're more likely to accomplish a good hand which may be worth more, but, as you'll read further on, there's risk involved.

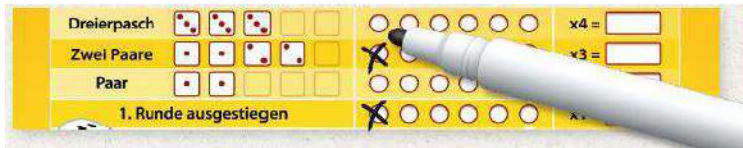
Beginning with the player to the left of the dealer and moving clockwise, players announce if they are staying in, or dropping out. The dealer will therefore announce last if they are staying in or dropping out.

If you drop out (and *only* if you drop out), you lift up your dice cup, showing all players the result of your dice. You then cross out a circle in the row "1. Runde ausgestiegen" ("Dropped out first round") on your player board. Players which dropped out also check off a circle next to the best "hand" they currently have with the dice, which is created by combining their dice with the white dice in the center of the table.

If you stay in you do not check anything off your board. You're staying in the game, hoping to get greater points in following rounds. Note that by staying in you're foregoing getting the "1. Runde ausgestiegen" 1 point bonus.

Example

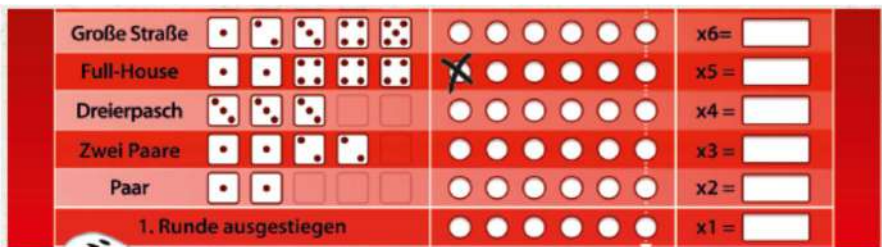
Suzie is dealer and rolls 3 white dice: . She decides to drop out of the round and lifts up her dice cup. She has rolled a with her own dice. Now she can make two crosses: One cross at "Out in 1st round" ("1. Runde ausgestiegen") and one cross at "Two Pairs" ("Zwei Paare") → 5, 5, 3, 3. Suzie will roll a die for rounds 2 and 3, but she is now out for this turn (she will not participate in rounds 2 and 3).



Second Round

Only the players who chose to stay in, and did not drop out, are in the second round. The current dealer starts the second round by rolling another white die in the middle of the table ("the turn"). (They roll the die even if they have already dropped out of the round.) Again, beginning with the starting player in clockwise order, remaining players (those that did not drop out in round one) need to decide if they are out this turn, or if they choose to push their luck. If you drop out in the second round, you may only check off one circle, the row "1. Runde ausgestiegen" cannot be used anymore in the second round. This is balanced, however, as players that drop out in the second round have 6 dice to choose from instead of five.

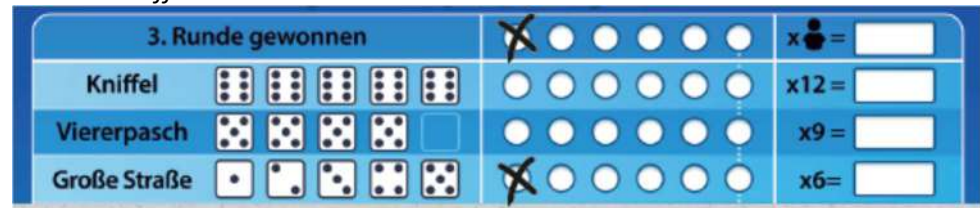
Example: Even though Suzie has dropped out in the first round, she rolls the next white die, as she is still the dealer. She rolls a . Kate and Davebo decide to remain in the game. Jacob chooses the safe points and drops out now. As he has rolled he can tick off the combination "Full House", as he combines his two red dice with three white dice from the middle of the table: .



Third Round

At the beginning of the 3rd round, the dealer rolls the last white die. Now all remaining players must raise their dice cups. Only the player with the best hand (highest ranked on the player board) of 7 dice (2 own dice + 5 white dice in the middle of the table) can tick off "Winner of Third Round" and can tick off his own dice combination. All other players that remained in the game until the third round are not allowed to make any crosses on their player boards. They have pushed their luck, and lost!

Example: In the 3rd round Suzie rolls . Kate and Davebo now reveal their dice. Kate has rolled while Davebo rolled . The best combination for Kate is: → Large Straight ("Große Straße"). The best combination for Davebo is: → Full House. As a Large Straight is better than a Full House, Kate checks off "Große Straße" and also "3.Runde gewonnen". Although Davebo could have made a Full House 3s over 4s, this makes no difference, as in Zock 'n' Roll a Full House is a Full House; the value of the dice makes no difference.



What to do when there is a tie?

If several players have reached the same best hand, each of those players will cross out their combination respectively on their player board. However, **none of these players** check off "Winner of Third Round" ("3.Runde gewonnen"). Note that the value on the dice do not break ties! That is, if two players stayed in to the third round, and one had a full house, 3s over 1s, and the other had 2s over 6s, *both* players get to check off "Full-House", and *neither* checks off "3.Runde gewonnen".

Example: In a later round, once again Kate and Davebo are the last players left in the third round. With the white dice the following results were rolled during the three rounds: . Kate has rolled . Davebo has rolled . Therefore, Davebo and Kate both mark a "Four of a kind" on their player boards, but no one can cross off a "Winner of Third Round".