

GAMES OF THE GALAXY HOLODEX



CREDITS

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LICENSING



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SOURCE

These rules were developed as part of the *Games of the Galaxy* project: www.gamesofthegalaxy.com

Rules Link:

www.gamesofthegalaxy.com/skree-lo

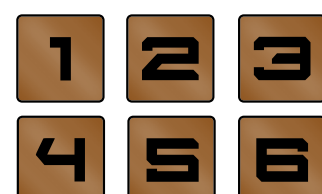
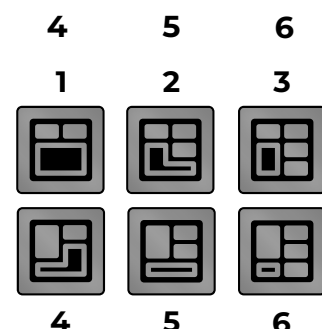
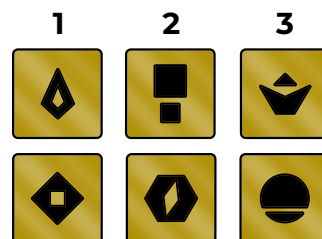


RULES FOR SKREE-LO

Skree-lo is a duelling dice game where players roll for high-scoring combinations in order to win the agreed stake in the prize pot.

SETUP

Two Six Sided Dice - Skree-lo employs six-sided dice, usually marked either with Aurebesh,



Prize Pot - Player wagers are placed in the prize pot.

GAMEPLAY

1. THE STAKE

Players agree on the stake for the game and add their credits to the pot.

2. THE THROW

Each player takes a turn at throwing the three dice. They continue to throw the three dice until they achieve a scoring throw. Once they have a scoring throw, their turn ends and the dice pass to the next player until every player has thrown and achieved a scoring throw.

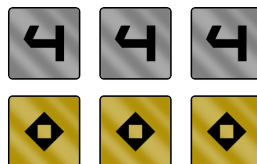
3. SCORING

The following dice combinations are scoring throws, in order of rank from highest to lowest:



4-5-6

The highest possible roll. If you roll 4-5-6, you automatically win.



TRIPS

Rolling three of the same number. Higher trips beat lower trips: 4-4-4 beats 3-3-3.



POINT

Rolling a pair + another number. The single value dice is the 'point' value. A higher point beats a lower point, and is the determining value: 2-2-6 wins over 5-5-2.



1-2-3

The lowest scoring roll. If you roll 1-2-3, you automatically lose.

WINNING THE GAME

The player with the highest scoring roll is the winner, and takes the prize pot for the round. If two or more players tie for the best combination, they must have a roll-off to determine the winner. Players roll in turn, until each has locked in a new scoring combination and a winner is determined.