

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/tibanna

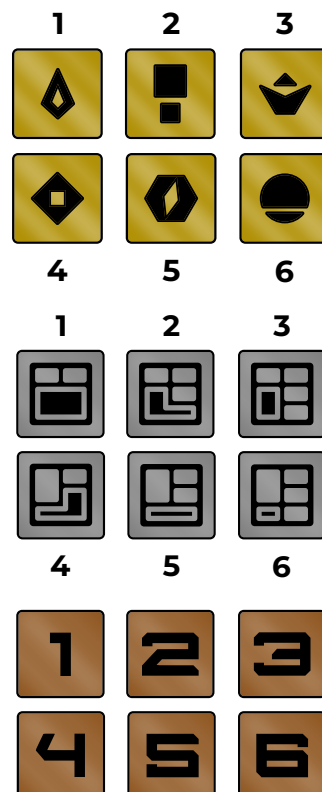


RULES FOR TIBANNA

The object of the game of Tibanna is to avoid throwing certain scores and being knocked out of the game.

SETUP

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



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

GAMEPLAY

1. THE STAKE

Choose the first player. That player sets any stakes for the game and players add their money to the pot.

2. CHOOSE A NUMBER

Each player in the game selects a 'Tibanna' number - either a 6, 7, 8 or 9. More than one player may choose the same number.

3. PLAYER THROWS

Each player takes a turn throwing the dice, once each turn. If the sum of the dice is equal to their Tibanna number, they bust or 'Blow Out' of the game until the next round.

WINNING THE GAME

Players continue taking turns at rolling until every other player is blown out and only one remains. That player wins the round, and wins any agreed stakes.
Play continues until at least every player has taken a turn to go first.

VARIANTS

A variant rule requires that at least one other player remembers and calls out 'Tibanna!' when their opponent rolls their number - if no one calls the number before they pass to the next player, they survive that throw.