



## 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](http://www.gamesofthegalaxy.com)

Rules Link:  
[www.gamesofthegalaxy.com/pointfive](http://www.gamesofthegalaxy.com/pointfive)

## RULES FOR POINT FIVE

Point Five is a sequence rolling dice game for Corellian Spike dice. The name is taken from a gambling game played on the Lady of Mindor Starliner from the Legends novel *Han Solo's Revenge* by Brian Daley.

## GOAL

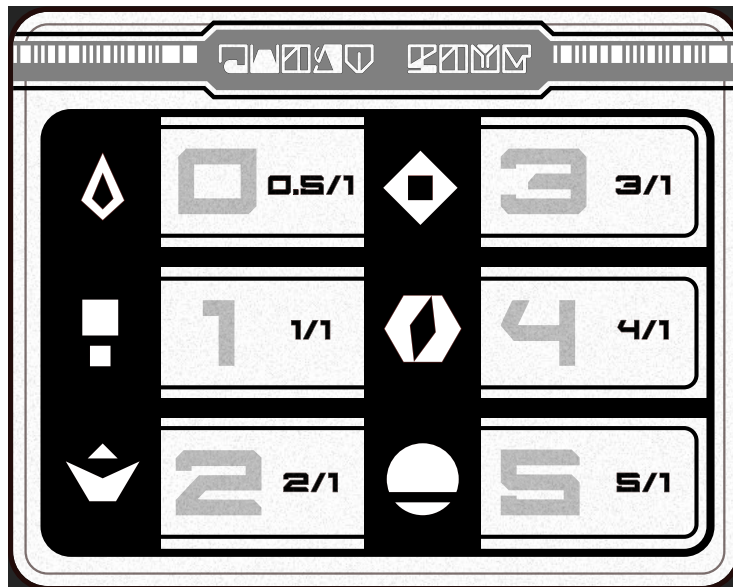
The first player to roll all six symbols on the Corellian Spike dice during their turn automatically wins. A player can also win the game by accumulating 100 points.

## SETUP

**x6 Corellian Spike Dice** - Six Sided Die with Symbols Valued 1-6).



**Game Board** - A game board is used to track each player's attempt to score the values 1-6 consecutively on their turn.



**Scoring Slate** - The Scorekeeper will record the player's names and scores during the game.

## GAMEPLAY

### 1. CHOOSE THE SCOREKEEPER

The Scorekeeper will record player's names and scores during the game. The player to the Scorekeeper's left is the first player.

### 2. THE ANTE

Each player pays the agreed ante into the pot for this game.

### 3. THE THROW

On their turn, each player rolls a single Corellian Spike die and places it in the correct section in the left hand column of the Game Board. After each roll, compare the die roll with the previous dice rolls on the Game Board.

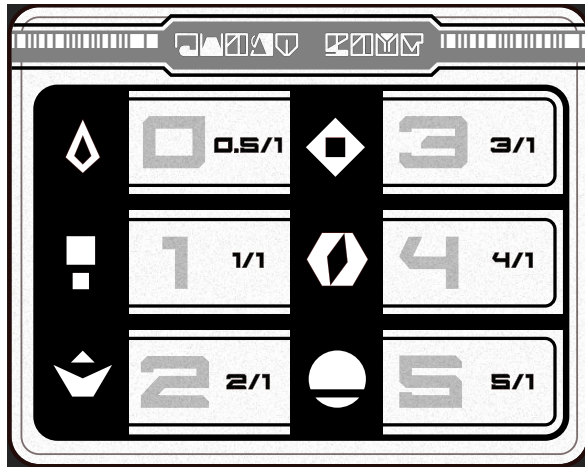
If after a roll there are any matching symbols already on the board, you bust. You score no points this turn and pass the dice over to the next player on the left.

If there are no matching symbols on the board, the player has two options. the player can call the turn and score points according to the rule shown in the right side column of the gameboard for the current throw; or the player can throw the dice again.

Once a player has busted or called, the dice pass to the next player. Play continues around the table until one of the victory conditions is met (see below).

## 4. SCORING

You receive the following points for each consecutive throw, which are marked on the Game Board.



### First Roll - Point 0:

You receive points equal to half the symbol's value (rounded up).

### Second Roll - Point 1:

You receive points equal to the symbol's value.

### Third Roll - Point 2:

You receive points equal to the symbol's value multiplied by 2.

### Fourth Roll - Point 3:

You receive points equal to the symbol's value multiplied by 3.

### Fifth Roll - Point 4:

You receive points equal to the symbol's value multiplied by 4.

### Sixth Roll - Point 5:

You win regardless of other player's scores.

## WINNING THE GAME

There are two ways to win the game. Either:

Be the first player to roll all six symbols of the Corellian Spike dice during their turn, which automatically wins the pot regardless of opponent's scores.

OR

Be the first player to accumulate 100 points.

Whoever wins the game receives the contents of the Prize Pot.