

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/sika



RULES FOR SIKA

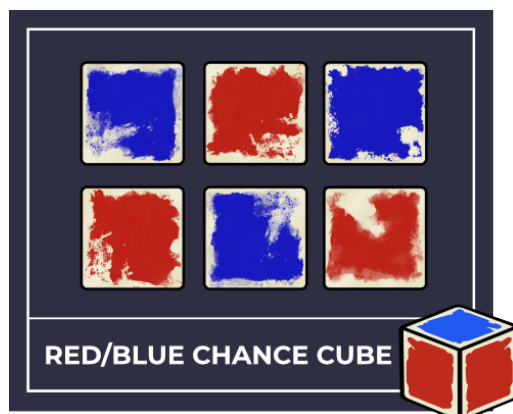
Sika is inspired a game of chance cubes glimpsed in the Clone Wars episode Sphere of Influence which is played by Greedo and a group of thugs. The name for this game comes from a region on the planet Rodia, where the game originates.

GOAL

The player with the most points is the winner of the game. Each player has three rounds to accumulate points.

SETUP

x3 Chance Cubes - Each player uses a Red/Blue Chance Cube, a six sided die with 3 blue sides and 3 red sides.



Prize Pot - Any stakes laid for this game are placed in the Prize Pot.

Scoring Slate - One player will act as Scorekeeper, and tally the scores for each round played.

GAMEPLAY

1. CHOOSE SCOREKEEPER

The Scorekeeper begins the scoring sheet and distributes a green and yellow chip to every player. The player to the Scorekeeper's left goes first.

2. THE ANTE (OPTIONAL)

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

2. CALLING COLOURS

At the start of the game, each player must call a colour (red or blue).

3. THE THROW

Each player will roll the 3 chance cubes three times on their turn. During each roll, the player gains points every time the colour they called appears on the chance cubes.

4. SCORING

Players score according to the following:

- If **one face** shows your colour, score **2 points**.
- If **two faces** show your colour, score **4 points**.
- If **three faces** show your colour, score **6 points**.

If there are **no faces** showing your colour, you **lose 3 points**.

After scoring, pass the chance cubes to the player on the left.

WINNING THE GAME

Players will roll the dice 3 times during every turn, and the game continues for 3 rounds. At the end of 3 rounds, tally the scores. The player with the most points wins. If there is a tie, play additional rounds until the tie is broken.

EXAMPLE OF PLAY

On his turn, Greedo has selected red. He picks up the chance cubes and rolls them. All three chance cubes show red, giving him 6 points. He rolls the three chance cubes again, but only one face shows red, giving him 2 points. Greedo rolls the chance cubes for the third and final time. All three cubes show blue, giving him -3 points. His total is 5 points for this round.

Luckily, Greedo has two more rounds to gather more points before the game is over. He passes the chance cubes to the next player.