



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

## RULES FOR HODRUDDA

Dice duelling game adapted from *Star Wars Math: Jabba's Game Galaxy*. 'Hodrudda' is the Hutttese word for 'Challenge'.

## GOAL

The player with the most points is the winner of the game.

## SETUP

**x2 Corellian Spike Dice** - Six Sided Die with Symbols Valued 1-6).



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

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

# 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 the pair of Corellian Spike dice, and adds the total to their score.

If a player rolls double 1s (double Spikes), his is called 'Zilla Spikes' and you automatically Bust.

If a player goes over the target score of 30 they Bust.

Each player will continue to take turns rolling until each of them calls, busts or hits 30.

## 4. CALLING WINKEE

Each player can call 'Winkee' (the Hutttese word for 'Sleep') after a roll. This player will no longer be rolling, and keeps their current score for the game.

They pass their dice to the next player, and play continues until every player has called or someone hits exactly 30.

# WINNING THE GAME

The first player to score exactly 30 points automatically wins the game and the pot. Otherwise, the player who called Winkee with a total closest to 30 without Busting wins the game. There are no ties, and you must beat the other player's score after they declare 'Winkee'.