

CREDITS

Designer: Kevin Van Ryswyck
Graphics: Rick Scott

LICENSING



These rules are protected by **Creative Commons License CC-BY-NC-ND**.

You may distribute these rules with credit to the creator and a link to the source website. Only non-commercial use of the work is permitted without prior clearance. Please do not create derivatives or adaptations of the work (the developed rules, graphic adaptations and original graphics used in this document).

SOURCE

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

Rules Link:

www.gamesofthegalaxy.com/val-des

RULES FOR VAL-DES

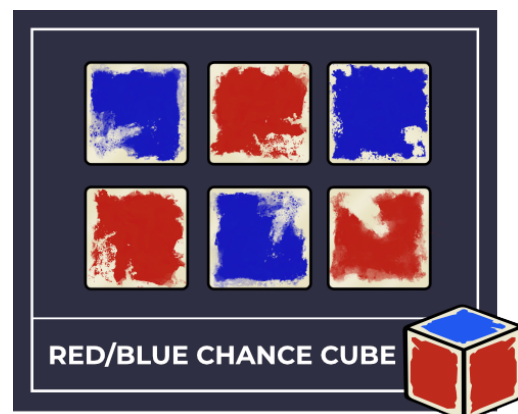
For 2 or more players. This chance cube game is very popular amongst the citizens of the planet Batuu. The game of the game derives from the world's two moons, Valara and Destra.

GOAL

The player who collects the most points over the course of seven rounds or 'sets' wins the game and any stake in the pot.

SETUP

x1 Chance Cubes - Each player uses a Red/Blue Chance Cube, a six sided die with 3 blue sides and 3 red sides.



Dice Cup - A cup for rolling dice.

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

GAMEPLAY

1. CHOOSE A SCOREKEEPER

The Scorekeeper will record the player's names and scores during the game. The player to the Scorekeeper's left becomes the Caster for the first round. The Caster changes after every round in a clockwise fashion.

2. THE ANTE (OPTIONAL)

Each player will pay the agreed ante into the pot for this game.

3. THE SET

The caster rolls the dice in the dice cup and sets it on the table without revealing the dice.

3. THE CALL

Starting from the Caster's left, each player declares either Val (Red) or Des (Blue).

4. THE REVEAL

The Caster lifts the cup to reveal the result. Every player who successfully called the colour of the roll wins a point. The role of Caster passes to the left, and the next round begins.

5. SCORING

Play continues for seven sets. After the seven sets are completed, the Scorekeeper reviews the player's scores. If any player has made 3 correct calls in a row, that player is awarded 2 bonus points.

WINNING THE GAME

After the scores have been checked and bonus scores awarded, the player with the most points wins the game. If there is a tie, play additional rounds until the tie is broken.