

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/gyvahrs

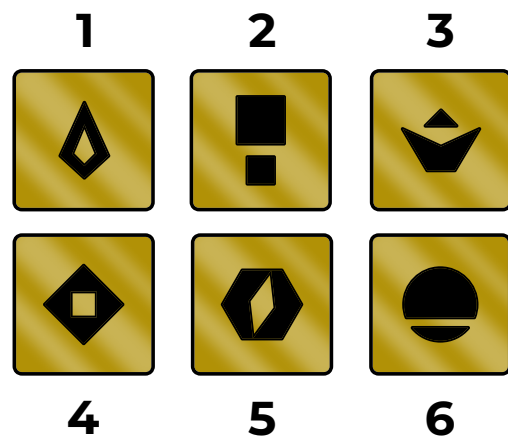


RULES FOR GYVAHRS

Gyvahrs (or 'Corellian Throw') is a game of chance for 2 or more players, who compete to get the best pair thrown with Corellian-style dice. It is based on the Chinese game Tien Gow.

SETUP

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



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

GAMEPLAY

1. THE STAKE

Choose one player to be Caster. That player sets the stake, which players contribute to the prize pot.

2. THE SET

The caster throws the dice and determines the set.

2. PLAYER THROWS

Each player in turn will throw, until they beat the caster's set.

3. SCORING

The scoring hierarchy for Gyvhars proceeds in this order: Aspects, Doubles, Wilds and Draws. Wilds are ranked according to their total value.

Note: The following table records the different ranks of Gyvhars scores, and the names of those ranks in Old Corellian and their translation into Basic.

ASPECTS					
1		4/4	<i>Uhl Yrde</i>	The World	
2		2/5	<i>Uhl Varkamn</i>	The Watchman	
3		1/6	<i>Uhl Gyselt</i>	Black Sun	
4		5/5	<i>Vyrl el Loet</i>	Fate's Eyes	
5		1/3	<i>Khoehngkhal</i>	King Slayer	
6		3/6	<i>Solyskoehng</i>	The Sun King	
Ø		1/1	<i>Sylop</i>	The Idiot	

DOUBLES					
1		6/6	<i>Dyala Selys</i>	Twin Suns	
2		3/3	<i>Dyala Cerhel</i>	Twin Crowns	
3		2/2	<i>Dyala Vindhe</i>	Flagon Pair	
Ø		1/1	<i>Sylop</i>	The Idiot	

WILDS					
11				5/6	<i>lhnkos</i> Eleven
10				4/6	<i>Kos</i> Ten
9				4/5	<i>Tros</i> Nine
8			/		 2/6, 3/5 <i>Gema</i> Eight
7			/		 1/6, 2/5 <i>Seld</i> Seven
6			/		 1/5, 2/4 <i>Dahr</i> Six
5			/		 1/4, 2/3 <i>Virr</i> Five
4			/		 1/3, 2/2 <i>Vorr</i> Four
3				1/2	<i>Tig</i> Three
0				1/1	<i>Nahs</i> Nil

WINNING THE GAME

The player with the highest scoring throw is the winner, and takes the prize pot for the round. If two or more players tie for the best combination, each player will roll a die, with the highest scoring die breaking the tie.

It is customary within a game for each player to get a turn at playing the Caster.