



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:

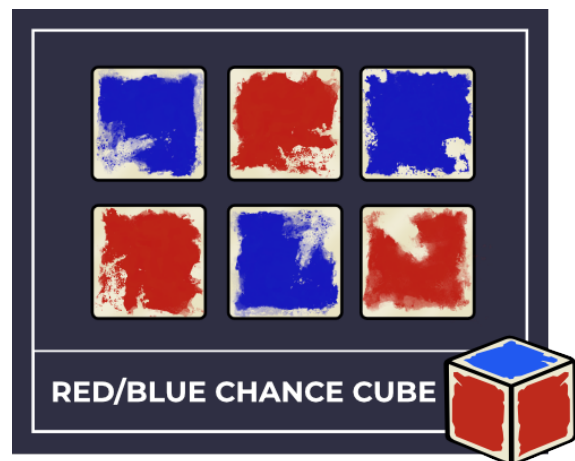
www.gamesofthegalaxy.com/detonator

RULES FOR DETONATOR

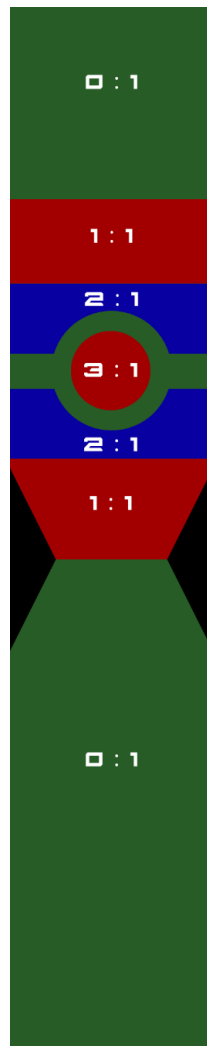
The clans hold that Detonator was first played aboard war frigates bound for the Mandalorian Crusades, when spare detonator casings were rolled across cargo decks to pass the time between battles. Now the game is a staple of clan gatherings and more widely in mercenary camps and planetary garrisons, where soldiers test their luck and their reflexes. Like the weapon the game is named for, every throw is a test of nerve with the potential to reduce your fortunes to ashes.

SETUP

Chance Cube - A six sided dice with three blue and three red sides. Alternatively, players can use a coin. with differing faces.



Range Board - A runway divided into colour-coded sections, with different ratios displayed in each section. The player must throw his chance cube down the board in an attempt to land in the highest



GAMEPLAY

1. THE ANTE

Choose a player to be the house. The house sets the minimum stake. Player makes a wager.

1. THE CALL

The player declares a colour: red or blue.

3. THE THROW

The player tosses the chance cube down the range board. The player receives a payout equal to the value shown on that section of the board, with a detonation bonus available if they also roll the same colour as that zone.

4. SCORING

The player receives a payout equal to the values shown on that section of the board.

GREEN ZONE (PAYOUT = 0:1)

The long dead space before and after the target. Landing here scores nothing. The house laughs and you lose.

TARGET ZONE

Centre Kill Zone (RED) - Payout = 3:1

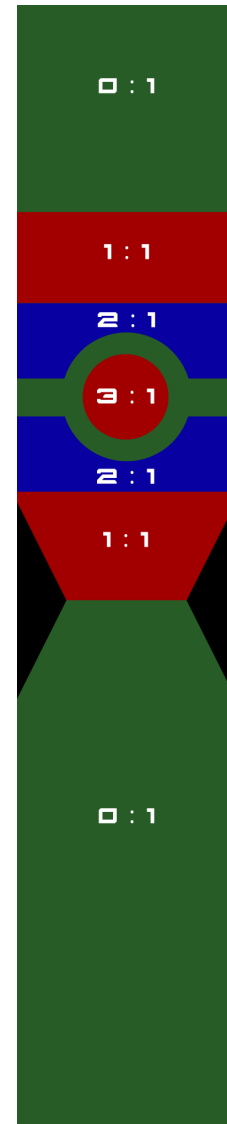
Blast Radius (BLUE) - Payout = 2:1

Splash Zone (RED) - Payout = 1:1

DETONATION BONUS

If the cube lands on your declared colour and shows the same colour face-up, your payout doubles.

Note: If a cube lands between two sections and colours, the dice is considered to have hit the section that matches the colour shown on the die.



WINNING THE GAME

Play continues until everyone has had a chance to win the pot at least once. As each new round begins, the House will increase the stake. Play continues until the House or the players are out of credits or nerve.