



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

Game Link:
www.gamesofthegalaxy.com/rykestra

INTRODUCTION

Rykestra is a High Republic era dice game for 3 to 5 players. It was played in gambling halls in many cities, spaceports and astrostations frequented by spacers and pilots in that era.

RULES FOR RYKESTRA

Players roll a pair of 10 sided dice and attempt to capture their opponent's dice for points. The player with the most points after 3 rounds is the winner of the game.

SETUP

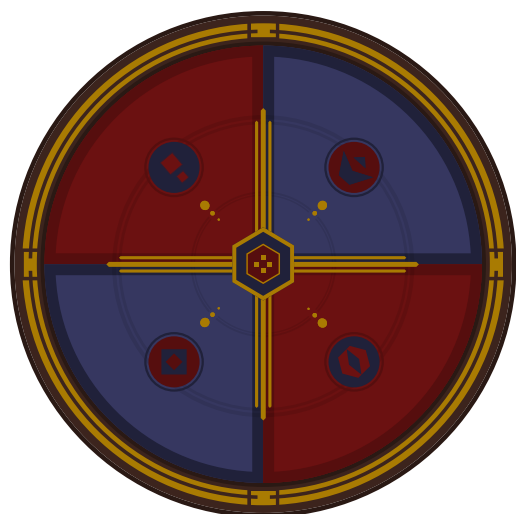
RYKESTRA BOARD OR MAT

A specialty playing board or mat at least 30mm x 30mm. The board is divided into four squares or sectors and comes in two types or variants. Depending on the type of board, a different pair of Sector Dice are used.

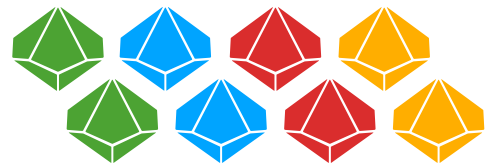
STANDARD BOARD: The board is divided into two Red and two Blue Sectors in a chequer pattern. The Sector Dice consist on one Red/



CORELLIAN BOARD: The board is divided into four sectors. They are marked with the Corellian numeral figures of Flask (2), Crown (3), Compass (4) and Eye (5). The Sector Dice is a Corellian or



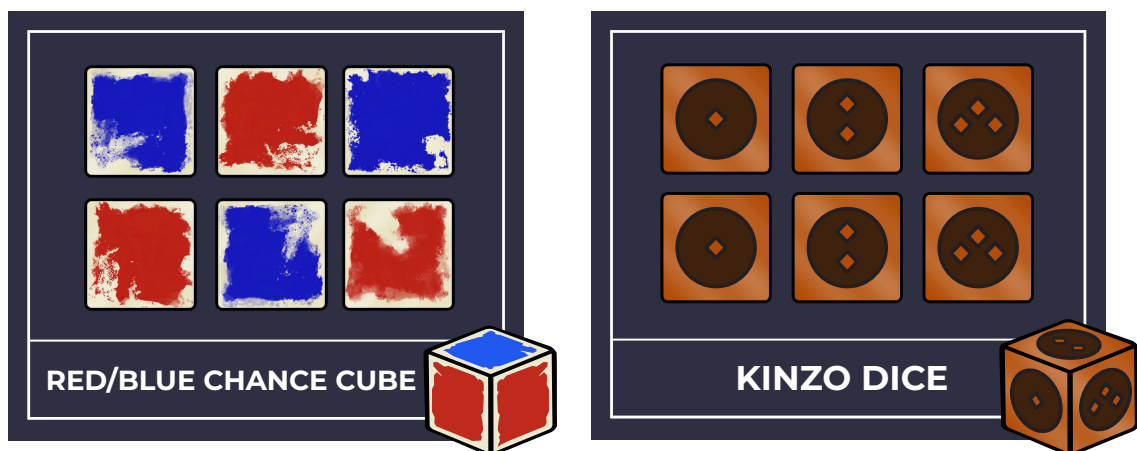
Rykestra Dice - Each player uses a pair of D10s marked with values from 1-(1)0, each with a unique colour to distinguish their dice from their opponent's.



Sector Dice

With a Standard Board

x1 Red/Blue Chance Cube & x1 Kinzo Dice - The Red/Blue Chance Cube has 3 blue and 3 red faces, and will show you which colour Sectors score a capture bonus for the round. The Kinzo Dice is marked with values of 1/1/2/2/3/3, and will show the value of the bonus that round.



With a Corellian Board

x1 Hazard Dice - A Hazard Dice is marked with the values 2, 4, 5 and 3. The values of 1 and 6 are missing and replaced with 'Voids' - either a blank



Scoring Slate & Ruler - The Scorekeeper will use a ruler to measure the capture zone for the Rykestra dice. They will record the player's names and scores during the game

GAMEPLAY

A game of Rykestra begins with selection of the scorekeeper and paying the ante to the prize pot. The game is played in Rounds. The player who has captured the most points after three rounds is the winner of the game.

1. CHOOSE THE SCOREKEEPER

The Scorekeeper will record player's names and scores during the game. The Scorekeeper places the Game Mat and the Ruler in the centre of the play area.

2. THE ANTE

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

THE ROUND

Starting from the player on the Scorekeeper's left:

1. SECTOR SET

With a Standard Board

At the start of the round, the Scorekeeper rolls the Sector Dice (1 x Red Blue Chance cube, 1 x Kinzo dice. The Chance Cube will show you which colour Sectors score a capture bonus in this round. The Kinzo Dice will show the value of the bonus. Place the Kinzo dice in one of the corresponding sectors.

With a Corellian Board

At the start of the round, the Scorekeeper rolls the Sector Dice (1 x Hazard Toss dice). The value rolled on the Hazard Dice determines which sector scores a fixed bonus of 2 additional capture points. If you roll a void, all players lose 1 point on every captured D10 this round.

2. PLAYER ROLL

The player rolls their D10 on the Rykestra mat. Displaying hand signs to ward off bad luck is encouraged.

The dice must remain on the mat when cast. If your dice roll off of the board or mat, it is out of play and does not score this round.

You may attempt to hit another player's dice, changing their scoring. However, if you knock an opponents off the game mat, the die is returned to the player to roll again.

Players take turns to roll one of their D10, until every player has rolled both of their dice.

Variant Rule: Alternatively, instead of rolling their D10 dice in turn during the Player Casting phase, players may choose to roll both their D10s at the same time.

Once every player has rolled, proceed to Scoring.

3. CAPTURE & SCORING

The order in which Rykestra dice capture are determined by the dice score, starting with a value of 1, and continuing in ascending order.

The top point of the dice and the scoring ruler is used to determine the dice's Capture Zone (see figure 1).

If another player's D10 falls within the capture zone, compare the value of the scoring faces. If the target dice's value is higher than the capturing dice, it cannot be captured. If the values are equal or lower, the dice is captured. Remove it from the game mat and score points equal to the dice's score value. If you capture a dice with a scoring face of 0, score 10 points.

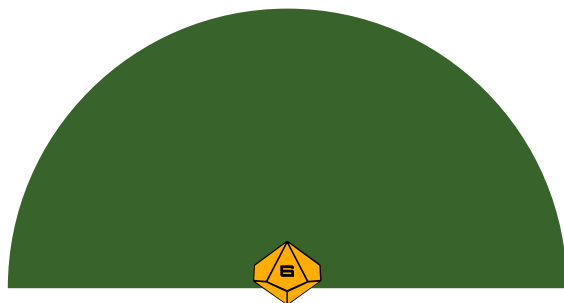
You cannot capture one of your own dice.

You must apply any bonus or penalty scores determined by the Sector Dice.

In cases where multiple dice with the same score can capture the same die, the D10 in closest proximity to the target die claims the die. The ruler can be used to measure the distances.

EXAMPLES

Dice values are listed in the order they score, followed by the dice values they can capture and score.



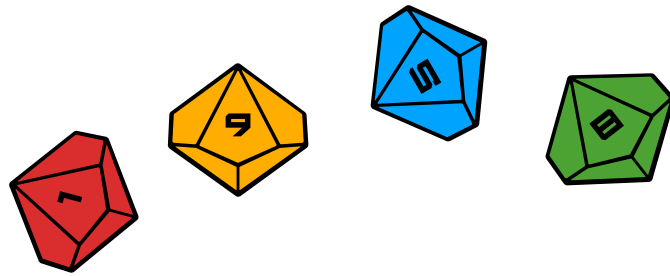
DICE CAPTURE ZONE

The top facing value of the die represents the die's value for initiative (capture order) and scoring (capture value). Its capture zone is measured from the bottom corners of the scoring face and extends outwards to the edges of the gaming board.

INITIATIVE AND SCORING CHART

Dice values are listed in the order they score, followed by the dice values they can capture and score.

RYKESTRA DICE CAPTURE AND SCORING TABLE	
DICE	CAPTURES
	 {0 = 10}
	
	 
	  
	   
	   
	   
	   
	   
	   



EXAMPLE CAST

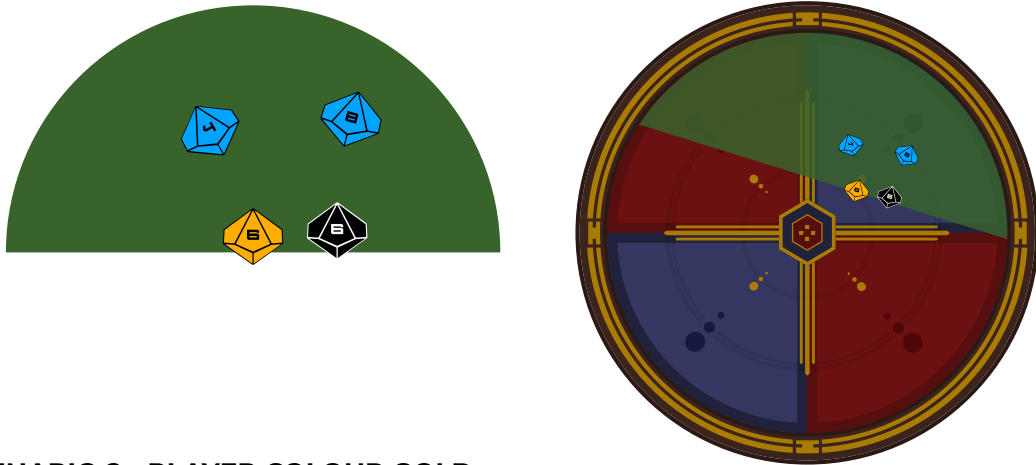
The red die showing 1 goes first, but there is no dice within its capture zone. The blue die showing 5 goes next. The red die is within the blue die's capture zone, so the red die is removed and the blue player receives 1 point. The gold die cannot be captured since it shows a 9. The green die showing 8 goes next. The blue die is within the green die's capture zone, so the blue die is removed and the green player receives 5 points. The gold die shows 9, but there are no longer any dice in it's capture zone, since the Blue 5 die already captured and removed the Red 1 die.



SCENARIO 1 - PLAYER COLOUR GOLD

The red dice showing 2 goes first, but it cannot capture anything since there is no score lower than 2 in its capture zone. The yellow die showing 3 goes next, but it cannot capture anything since there is no score lower than 3 in its capture zone. The blue die showing 4 goes next, but it cannot capture anything since there is no score lower than 4 in its capture zone. The yellow die showing 6 goes next. It cannot capture the red die because it is outside its capture zone. It cannot capture the Yellow 3 die because it is the players own die. It captures the Blue 4 die, removing the die and scoring 4, but not the Blue 8 die. The dice scoring 8 captures no dice as there are none in its Capture Zone. Fig. 3b shows the capture zone superimposed on the Rykestra board or mat.

Gold Player scores 4 before applying any Sector modifiers.



SCENARIO 2 - PLAYER COLOUR GOLD

The dice with a score of 4 captures no dice. The gold and black players both score 6, and can capture the dice valued 4. The gold die is closer to the 4 die, and so wins the capture. Any dispute should be resolved using a ruler. The 8 dice cannot be captured. Fig 2b shows the capture zone superimposed on the Rykestra board or mat.

Player Gold scores 4 before applying sector modifiers.

WINNING THE GAME

The player who has captured the most points after three rounds is the winner of the game.