

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/bargon

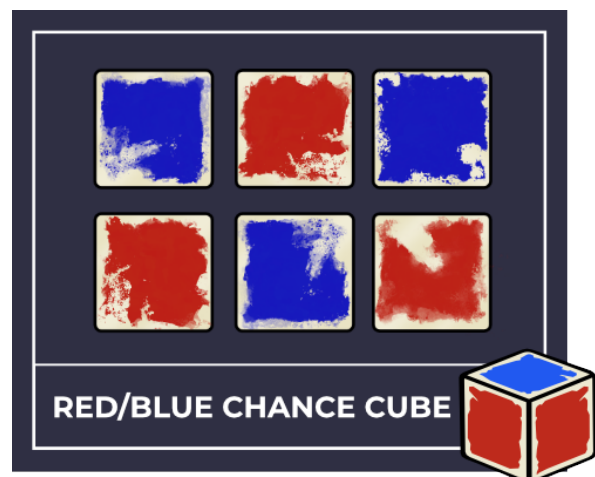


RULES FOR BARGON

Bargon is a game for exactly 3 players. A Toydarian trader's game, used when three Toydarians meet to determine who gets to talk business first. The name for this game comes from the Huttese word for bargain.

SETUP

x3 Chance Cubes - Each player uses a Red/Blue Chance Cube, a six sided die with 3 blue sides and 3 red sides.



Prize Pot (Optional) - Players may place a stake for the game in the pot.

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 players' names and scores during the game. The Scorekeeper gives one chance cube to each player.

2. THE ANTE

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

3. THE THROW

All three players roll their chance cubes at the same time. The player that rolls an unmatched colour on his chance cube compared to the other two player's chance cubes wins the round. If all three players rolled the same colour, no one is awarded points for that round.

4. SCORING

A player is awarded points equal to the numerical game round they are playing. For example, if you win in the fourth round, you are awarded 4 points. The Scorekeeper will record all points.

WINNING THE GAME

The player with the most points after a fixed six rounds of play is the winner of the game. If there is a tie, play additional rounds until the tie is broken.

VARIANTS

TWO PLAYER VARIANT

The two player variant of Bargon requires a Dice Cup. Choose one player to be Scorekeeper. One chance cube is given to each player. A third chance cube is placed inside the Dice Cup to represent the third player. After paying the agreed ante, both players will roll their chance cubes at the same time. Either player may then take the Dice Cup and turn it over on the table. Lift up the Dice Cup to reveal the third player's score. If all three players roll that same colour, no one scores. If the third player wins, there is no need to record their score. Play continues as in the original game, until one of the two players wins.