SOURCE

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

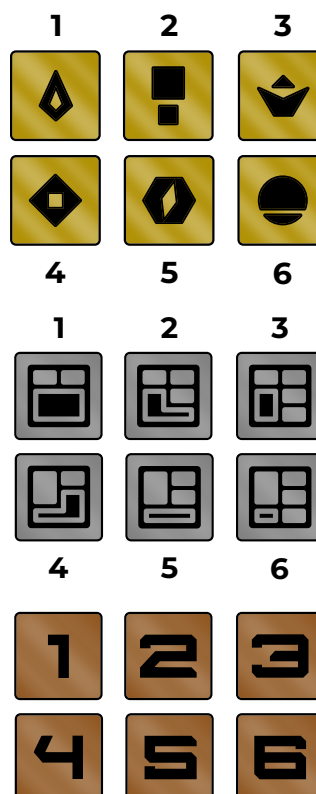Rules Link:
 www.gamesofthegalaxy.com/chaincode
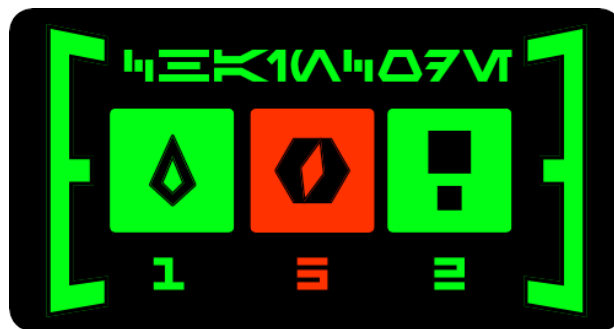
CHAIN CODE

RULES FOR CHAINCODE

The object of the game of Chaincode is to avoid throwing certain scores and being knocked out of the game.

SETUP

Two Six Sided Dice - Chaincode employs six-sided dice, usually marked either with Aurebesh, Corellian or High Galactic numerals.

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

GAMEPLAY

1. THE STAKE

Choose the caster. That player sets the stake for the game and rolls the target sequence. They will then be the last to roll to match the number.

2. TARGET SEQUENCE

The caster rolls three dice in turn, either noting the values in order, or leaving the target dice on the table. This is the sequence that another player must roll to win.

3. PLAYER ROLLS

Each player (including the caster) will take a turn at rolling a dice three times, or rolling three dice in turn, in an attempt to match the rolled sequence.

WINNING THE GAME

The first player to roll the three values of the target sequence in the correct order wins the round, and any stakes in the prize pot.

It is customary for each player in the game to take a turn as the caster.