Left Right Center

PLAYERS 3 to 10 DICE 3 special dice and 3 chips each TYPE Chance LEVEL Easy TIME 10 to 20 minutes

THE GOAL

Be the last player holding chips, and take the pot in the middle.

SETUP

Three LCR dice and three chips for each player. Three to ten players. Youngest player starts, then play goes left.

THE FIRST ROLL

Everyone gets three chips.

A TURN

- Roll one die for each chip you have, up to three.
- Pass chips as the dice say.
- Pass the dice to the player on your left.

NO CHIPS

- L: a chip to the left. R: a chip to the right. C: a chip into the middle. Dot: keep it.
- With no chips you do not roll, but you are still in the game.

SCORING

- There are no points. Count the chips: they are the score.
- Chips in the middle are out of play.

WINNING

The last player with chips wins the pot in the middle.

HOUSE RULES

- **Wild.** Some versions have a wild face that lets you take a chip from any player or from the middle. Agree it before you start.
- **Real stakes.** Play for coins or tokens. The pot goes to the winner.
- **Regular dice.** Count 1 as L, 2 as C, 3 as R and 4 to 6 as dots.

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