

Waiting For the Game to Start

Rules & Play sheet
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Waiting For the Game to Start (WFtGtS)

A roll-and-write for one or more (slightly) bored gamers and a 7-die polyhedral set
by Jonathan Leistiko

Story/Context

It's game night. You're there a little early and you're waiting for the game to start. You've got at least one set of polyhedral dice, yeah? Here's a quick and easy roll-and-write game for any number of players.

Object

End the game with the most points by making runs (3, 4, 5, etc.) or sets (3, 3, 3) of at least three dice by keeping and re-rolling dice three times per round. The gimmick is that everyone uses the same dice and the same re-roll.

You Need

- A WFtGtS play sheet (slide 9) and pen for each player.
- A full 7-die set of polyhedral dice (d4, d6, d8, d10 (1s), d10 (10s), d12, d20)

Setup

- Give each player a pen and WFtGtS play sheet.
- Put the dice in the middle of the table.

Play

Overview

Play takes place in rounds. Each round starts with someone (it doesn't matter who) rolling all of the dice. You'll record the rolls and decide which ones you're keeping. When everyone's done that, you'll roll all the dice again, recording the results for dice you didn't keep. You'll decide which ones you're keeping again, then roll the dice one more time. Record the dice you didn't keep, make the best straights and sets you can, and record your score for the round. After scoring, a new round starts. The game ends at the end of the sixth round.

Note: Individual players do not take turns in WFtGtS. Everyone uses the same roll and plays at the same time.

The Play Sheet

Take a look at your play sheet...

There are six sections for rounds one through six, separated by scoring sections. The first line in each section (the “a” line) is where you’ll write the first roll of that round.

There are seven columns - one for each die in a standard 7-die polyhedral die set. After you roll the dice, you’ll write each die’s roll in its respective column. Note that the two d10s are different; be sure to write the result of the “1s” d10 and the “10s” d10 in their respective columns. (While we’re on the topic: “0” and “00” count as 10. Ignore the extra zero on the “10s” d10. “10” on the 10s d10 is 1, not 10.)

For example: It’s the first roll of the first round of the game. You just rolled the dice and got: d4: 3, d6: 3, d8: 2, d10(1s): 8, d10(10s): 8, d12: 4; d20: 14. You’d write the results down on your play sheet as shown to the right in blue.

Carrying dice to the next roll

Between each line, there are seven faint down-pointing arrows. These are the “carry” arrows. Color in or strike through the carry arrow for each die you want to keep.

But before you can decide what dice you want to keep, you need to know how scoring works. You’re trying to get runs of at least three consecutive dice (3, 4, 5, 6, etc.) and/or sets of at least three identical dice (4, 4, 4; 7, 7, 7, 7; etc.).

	d4 1pt	d6 2pts	d8 3pts	d10 (1s) 4pts	d10 (10s) 4pts	d12 5pts	d20 9pts		
1a	3	3	2	8	8	4	14	WAITING FOR THE GAME TO START	
1b									
1c									
Score									
2a									
2b									
2c									
Score									
Total									
3a								WAITING FOR THE GAME TO START	
3b									
3c									
Score									
Total									
4a									
4b									
4c									
Score									
Total									
5a								WAITING FOR THE GAME TO START	
5b									
5c									
Score									
Total									
6a									
6b									
6c									
Score									
Final									

Scoring Runs:

Runs score the point value of the die (not the number it's showing) multiplied by the number of dice in the run. A run must have at least three dice in it to count.

The example to the right has a 2, 3, 4 run with the d8, d6, and d12. The d6 is worth 2 points. The d8 is worth 3 points. The d12 is worth 5 points. Their total value is 10 points. There are three dice in the run, so that run is worth 30 points.

Note: You only score at the end of the round - on the "c" line. The scoring example above is just an example.

Note 2: You could make the 2, 3, 4 with the d4 instead of the d6, but that only scores 27 points. The d6 is better.

Scoring Sets:

Sets score the point value of the die (not the number it's showing) multiplied by the number of dice in the set, plus two. A set must have at least three dice in it to count.

There are no scorable sets in the example to the right. There are two good starts of sets, though: **The 3s on the d4 and d6**, and **the 8s on the two d10s**. Pretend that the d8 also had a 3. That set of three 3s would be worth 30 points. The d4 is worth 1 point. The d6 is worth 2 points. The d8 is worth 3 points. Their total value is 6 points. There are three dice in the set. Because it's a set, we add two to that for a total of five. 6 points times 5 is 30 points.

	d4 1pt	d6 2pts	d8 3pts	d10 (1s) 4pts	d10 (10s) 4pts	d12 5pts	d20 9pts	
1a	3	3	2	8	8	4	14	WAITING FOR THE GAME TO START
1b								
1c								
Score								
2a								
2b								
2c								
Score								
Total								
3a								
3b								
3c								
Score								
Total								
4a								
4b								
4c								
Score								
Total								
5a								
5b								
5c								
Score								
Total								
6a								
6b								
6c								
Score								
Final								

Carrying Dice, Ctd.

Now you have decisions to make. What dice do you want to carry to the next round? Do you want to continue the 2, 3, 4 straight? Do you want to go for the set of 3s, the set of 8s, or both? Do you want to go for the straight and the 3s?

Note: If you use a die in a set or straight, you can not use it in another set or straight. You can not use a 3 in a 2, 3, 4 straight and in a set of three 3s.

Let's keep the 2, 3, 4 straight and also keep the extra 3, just in case we get a 3 later on. To do that, you'll color in the carry arrows under the d4, d6, d8, and d12, **as shown in orange** to the right.

After you do that, write the rolls you're keeping on the next line, **as shown in green** to the right.

	d4 1pt	d6 2pts	d8 3pts	d10 (1s) 4pts	d10 (10s) 4pts	d12 5pts	d20 9pts	
1a	3	3	2	8	8	4	14	WAITING FOR THE GAME TO START
1b	3	3	2			4		
1c								
Score								
2a								WAITING FOR THE GAME TO START
2b								
2c								
Score								
Total								
3a								WAITING FOR THE GAME TO START
3b								
3c								
Score								
Total								
4a								WAITING FOR THE GAME TO START
4b								
4c								
Score								
Total								
5a								WAITING FOR THE GAME TO START
5b								
5c								
Score								
Total								
6a								WAITING FOR THE GAME TO START
6b								
6c								
Score								
Final								

The second roll

When everyone's decided what rolls they'll keep, roll all of the dice again. Write the results of the dice you didn't keep in their respective blanks on the "b" line.

Continuing the example: You roll the dice again. The results are: d4: 1, d6: 2, d8: 6, d10(1s): 10, d10(10s): 9, d12: 1, d20: 17. You fill in the two d10s and the d20, **as shown in green** to the right.

Carrying dice (again)

Well, that's not helpful. You didn't get any 2s, or a 1 or a 5 to continue your straight.

Just because you carried a die previously doesn't mean you have to keep it for the rest of the round. Let's let go of the d4 and abandon the 3s, but keep trying for the straight. You underline the d6, d8, and d12 to keep them, then write them on the "c" line, **as shown in orange** to the right.

	d4 1pt	d6 2pts	d8 3pts	d10 (1s) 4pts	d10 (10s) 4pts	d12 5pts	d20 9pts		
1a	3	3	2	8	8	4	14	WAITING FOR THE GAME TO START	
1b	3	3	2	10	9	4	17		
1c		3	2			4			
Score									
2a									
2b									
2c									
Score									
Total									
3a									
3b									
3c									
Score									
Total									
4a									
4b									
4c									
Score									
Total									
5a									
5b									
5c									
Score									
Total									
6a									
6b									
6c									
Score									
Final									

The third (and final) roll

When everyone's decided what rolls they'll keep, roll all of the dice one more time. Write the results of the dice you didn't keep in their respective blanks on the "c" line.

Continuing the example: You roll the dice again. The results are: d4: 2, d6: 4, d8: 2, d10(1s): 10, d10(10s): 8, d12: 8, d20: 1. You fill in the d4, the two d10s and the d20, as shown in green to the right.

Assembling your sets and runs, and scoring

Ok, that "1" on the d20 is huge. That gives you a 1, 2, 3, 4 run with 19 points of dice (d6 = 2 pts, d8 = 3 pts, d12 = 5 pts, d20 = 9 pts). Multiplied by 4 (the number of dice in the run), that's 76 points. Nice! Without that d20, you'd've only scored 30 points $((2+3+5) \times 3)$.

You jot what you're scoring on the Score line under the die values and write your score in the box on the right, as shown in orange to the right.

Note: If you can make more than one valid run and/or set, you can score both of them. Pretend that the 2d10s had come up "2." You could make a set of 2s with the d4 and the 2d10s in addition to your 1, 2, 3, 4 run. That set of three 2s would be worth 45 points (1 point for the d4, 8 points for the two d10s. That's 9 points. Three dice in the set, increased by two for the set bonus (Sets are harder to make.), for a multiplier of 5. 9 times 5 is 45.).

	d4 1pt	d6 2pts	d8 3pts	d10 (1s) 4pts	d10 (10s) 4pts	d12 5pts	d20 9pts	
1a	3	3	2	8	8	4	14	WAITING FOR THE GAME TO START
1b	3	3	2	10	9	4	17	
1c	2	3	2	10	8	4	1	
Score	1, 2, 3, 4 = 19 x 4 = 36 + 40 = 76							76
2a								WAITING FOR THE GAME TO START
2b								
2c								
Score								
Total								
3a								WAITING FOR THE GAME TO START
3b								
3c								
Score								
Total								
4a								WAITING FOR THE GAME TO START
4b								
4c								
Score								
Total								
5a								WAITING FOR THE GAME TO START
5b								
5c								
Score								
Total								
6a								WAITING FOR THE GAME TO START
6b								
6c								
Score								
Final								

Stuck with junk

Sometimes you won't have anything to score or you don't like what you can score. When that happens you can take the sum of all dice on the "c" line as your score for the round. You may only do this once per game, so be careful.

The second through sixth rounds

The following rounds play the same way as the first round. Record them in their respective rows.

After you note your score for the round, record your total points in the Total box. You'll write your total for the game in the Final box at the very bottom of your play sheet.

The example to the right shows the example game, played to completion. Note: These are true random results. This is the first time I've rarely seen a round as easy as the wacky "double straight (1, 2, 3, 4 & 6, 7, 8)" in round 4.

Ending the Game and Winning

The game ends at the end of the sixth round. The player with the highest score at the end of the game wins. If scores are tied, have tied players find their highest c-line sum. The player with the highest c-line sum wins.

	d4 1pt	d6 2pts	d8 3pts	d10 (1s) 4pts	d10 (10s) 4pts	d12 5pts	d20 9pts	
1a	3	3	2	8	8	4	14	76
1b	3	3	2	10	9	4	17	
1c	2	3	2	10	8	4	1	
Score	1, 2, 3, 4 = $19 \times 4 = 36 + 40 = 76$							76
2a	4	2	3	2	6	1	5	156
2b	4	1	3	2	6	1	5	
2c	4	6	3	2	6	1	5	
Score	1 to 6; $26 \times 6 = 120 + 36 = 156$							156
Total								232
3a	1	4	1	3	7	1	1	108
3b	1	4	1	10	10	1	1	
3c	1	2	1	10	9	1	1	
Score	Four 1s = $18 \times (4+2) = 60 + 48 = 108$							108
Total								340
4a	2	2	3	6	8	4	4	95
4b	2	1	3	6	8	4	7	
4c	2	1	3	6	8	4	7	
Score	1 to 4 = $11 \times 4 = 44$; 6, 7, 8 = $17 \times 3 = 51$;							95
Total	$44 + 51 = 95$							435
5a	1	6	6	9	6	10	1	75
5b	1	6	6	3	6	4	18	
5c	2	6	6	3	6	4	19	
Score	Three 6s = $45 (9 \times (3+2))$;							75
Total	$2, 3, 4 = (10 \times 3) = 30$; $45 + 30 = 75$							510
6a	1	2	7	7	8	11	1	60
6b	3	2	4	1	8	11	1	
6c	3	2	4	10	6	1	1	
Score	1, 2, 3, 4, = $15 \times 4 = 60$							60
Final								570

Origin and Credits

Developed from Jan 8, 2024 to Jan 15, 2024. I was trying to recreate a game I'd made that uses a single full 7-die set of polyhedra that I could not find the notes for. This is not the same game, but it fits the requirements (use paper, pencil, and one full polyhedra set) and it might be a better game. I also really wanted to make a dice game where everyone uses the same rolls even if they don't retain the same dice. Your score is entirely dependent on the decisions you made. This fits the bill.

2024-01-16: Thanks to Lynn Blake in the *Martin's Print and Play Hideaway* Facebook group for catching a math error in section 4 of the final example.

	d4 1pt	d6 2pts	d8 3pts	d10 (1s) 4pts	d10 (10s) 4pts	d12 5pts	d20 9pts		d4 1pt	d6 2pts	d8 3pts	d10 (1s) 4pts	d10 (10s) 4pts	d12 5pts	d20 9pts		
1a								WAITING FOR THE GAME TO START									
1b																	
1c																	
Score																	
2a																	
2b																	
2c																	
Score																	
Total																	
3a																	
3b																	
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6a																	
6b																	
6c																	
Score																	
Final																	