

CRAPGAMMON

An ArtVyd.com game for 2 players.

Equipment: pair of dice for each player (P1, P2); betting cube (score)

Game play is a hybrid of the 5 dice of backgammon & shooting craps.

P1 & P2 roll at same time; every turn.



Cube Scoring

Game starts at X (center of table) - 'up for grabs'. Advance or subtract cube with each win or loss scored. Move cube to leaders side of table. Tug-of-war the cube to 64 = wins game.

P1 64-32-16-8-4-2-X-2-4-8-16-32-64 P2

Roll 1 (R1)

If P1 or P2 roll: 7 or 11 'natural' = score win - goto R1.

If P1 or P2 roll: 2, 3 or 12 'craps' = score loss - goto R1.

If P1 and P2 roll: 4, 5, 6, 8, 9 or 10 = 'point' - goto R2.

Roll 2 (R2)

Both players have established a point (P1#,P2#) on R1. Announce the two points - '# & #' before every R2 turn. P1 or P2 can roll either point to score win. If both points are same number - 'pair of #'s', then double win = score cube twice.

If P1 or P2 roll: (P1# or P2#) point(s) 'hit' = score win - goto R1.

If P1 or P2 roll: 7 'crap out' = score loss - goto R1.

All other numbers are neutral on R2. Until point(s) is hit or crap out - goto R2.

If P1 and P2: crap out & hitting double point = score cube trice!!!

On Any Roll

If P1 = win and P2 = loss: score cube twice.

If P1 and P2 = win, or P1 and P2 = loss: score remains unchanged - 'wash'.

After any score or wash - goto R1.

