

Whoever wins the trick will be in charge of starting the next trick. Continue playing until there is only one die left in your hand, there must always be one die left for last. This number on the die represents the tricks you have bet on winning in the round. The player who took the "Zero Tricks" must have said die as the final die of the round.

. 4 Score

Record each player's score on a sheet after each round. There are two types of scores and the final result will be the sum of the two.

Points for tricks won

Each player gets one point for each trick won.

Extra points

Players can have extra points if they have won exactly the number of tricks indicated by the last die left in their playing area. If your last die is a "Zero Tricks" it means that your bet is 0 tricks won.

The points won differ depending on how many people have guessed their number of tricks won as follows:

4 players got it right: 0 points 3
 3 players got it right: 10 points 2
 2 players got it right: 20 points
 1 player got it right: 30 points

Additionally, the player who declared "Zero Tricks" and got it right will get 10 extra points.

The game ends when there are as many rounds as the number of players.



NOKOSU DICE

Components

- * **40 cards**(8 cards of 5 colors numbered from 0 to 7)
- * **25 dice**(5 of each color)
- * **2 dice**black "Zero Tricks"
- * **1 bag**

Description

Nokosu Dice is a trick game for 3-5 players, each of whom will play cards and dice to win tricks and score points in several rounds. In each round the player will play a card or a dice and the winner will get a point. Points can also be earned if at the end of the round the number of tricks won matches the last die in your playing area or if a player declares that he would not win any tricks for the round and succeeds.

How to play

. 1 Deal the cards.

In the first round, randomly select the dealer. For each subsequent round, the player on the left will be the new dealer.

For **3 players** removes the **Purple cards and dice** Besides of **number 7 and one die of each color** either, For 4-5 players it will be played with all the components. The dealer shuffles the cards and deals face down according to the number of players:

No. Players	3 Players 4 Players 5 Players
No. of Cards per Jug.	9 Cards 10 Cards 8 Cards

Each player will look at their hand but keep it hidden from the others.

. 2 Draw Dice.

The dealer places the 25 dice (*16 if there are 3 players*) in the bag. Starting with the player on his left, he collects the dice, throws them and **WITHOUT CHANGE THE VALUE** places them in their playing area according to this table:

No. Players / 3 Players / 4 Players / 5 Players

No. of dice / 1 dice / 2 dice / 1 dice

Once all the players have taken their dice, the dealer takes the remaining dice, rolls them and places them in the center of the table. He will also place "Zero Tricks" within reach of all the dice. Depending on the number of players there will be these dice:

No. Players / 3 Players / 4 Players / 5 Players

Number of dice on the table / 10 dice / 13 dice / 16 dice

Starting with the player to the left of the dealer, each player will take a dice and place it in their playing area. **WITHOUT CHANGE ITS VALUE.** Players may take a "Zero Tricks" die to bet that they will not win any tricks in this round, but another die must be removed from the center of the table so that it is not in play. This process will be repeated for each player until there is only one die left on the table that will mark the **LEADER** and the **NUMBER of triumph**. Depending on the number of players, each one should have the following dice:

No. Players / 3 Players / 4 Players / 5 Players

Number of dice on the table / 4 dice / 5 dice / 4 dice

3 Play Tricks

During the game different tricks will be taken. At each trick, each player plays a **card or a dice** to determine the winner of the trick. The number of tricks differs depending on the number of players.

At the beginning of a round, the player to the dealer's left plays a card or die to start the trick. The color of the first card or die becomes the leading color and the rest of the players are obliged to continue with this color whenever possible.

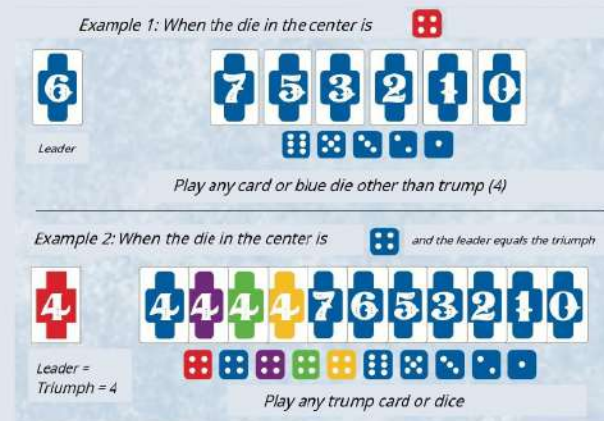
When a trick is won the winner collects the cards and creates a pile near his playing area.

If the leading color matches the trump color, players may play a trump card or die.

If a player does not have any card of the leading color, they may play any other card or dice from their hand. These players will not be able to play a "Zero Tricks" die.

About the triumph

The trump is a special card or die. Any card or die that has the same number or color (or both) as the die in the center of the table becomes a trump trick.



Determining the winner of the trick

When all players have played a card or die from their hand, the winner of the trick is determined.

The player with the highest number in the leading color wins the trick, but if any trump card or die has been played, the player with the strongest trick will win according to the following figure.



In the event that there are tricks of the same power, the last to play it will be the trick winner.