



MACHZ™



Description: MACHZ is a dice game where players are awarded points for matching all or part of one set of 5 dice by rolling a second set of five dice.

Contents:

10 Six-Sided Dice, Rules, Match / No Match Cards and Over One Hundred and Fifty chips to be placed in a Pot at the center of the players table. (Point values may be assigned to the chips by color when larger groups are playing: 1 point-blue, 5 points-red, 10 points-yellow and 25 points-white.)

Players: **Setters, Rockers and Rollers.**

The Setter rolls five dice in order to set the combination of colors known as the object set.

The Rollers attempt to match the object set by rolling a second set of five dice.

The Rockers stay active in the game with each roll of the dice by using a **match / no match card** to choose whether they believe the Roller will roll or not roll the color or colors they are attempting to match.

Have as many Rockers and Rollers as your MACHZ table will accommodate.

The object of the game is to collect the most chips and at the same time match—as often as possible—the first set of five six-sided-colored dice (the object set) with the second set of five six-sided-colored dice. That is how you roll MACHZ!!!

Rules for the Game:

Play a Series of MACHZ games, so that all players will have a good chance to set and roll MACHZ.

To Begin—Each player begins the game with ten chips.

Select a player (the Setter) to begin the game. He or she will roll five of the dice called *the object set*. The resulting combination of colors on those five dice is known as *the object set* or MACHZ. Leave *the object set* in front of the Setter (the person who rolled it) until the game is completed. The game is completed when the Roller succeeds in rolling MACHZ. When the setter rolls the object set of dice, he or she also has the opportunity to win chips from the pot corresponding to the various combinations of colors other than MACHZ. Optional—when fewer than two or three colors result from the object setters roll, players may elect to go on to the next player and roll a new object set.

Winning Combinations for the Setter and Rollers.

The list of combinations of colors, other than MACHZ, for which the Setter may win chips from the Pot are listed below:

If the Setter or Roller rolls A Pair, he or she will win One chip from the POT!

Two Pairs – Two chips

Three-of-a-Kind – Three chips

A Rainbow (all five dice of different colors) – Four chips

Full House – Five chips

Four-of-a-Kind – Ten chips

Five-of-a-Kind – Fifteen chips



Winning Combinations for the (Rollers) – The Rollers are the players attempting to roll MACHZ.

The list of combinations of colors, other than MACHZ, for which the Roller may win chips from the Pot during his or her turn are listed above under the heading Winning Combinations for the Setter and Rollers.

After the Setter has rolled the object set and collected his or her chips, the rolling player takes over. The Roller, the player to the left of the object setter, should pick up the second set of five dice and roll these dice. The Roller's objective is to roll MACHZ and win chips. Once the five dice are rolled, the rolling player should see if he or she has matched MACHZ. Otherwise, he or she should see if any of the colors of the object set are matching. If he or she has matched a minimum of three colors of the object set, he or she may reroll the one or two dice that do not match. If he or she rolls these two dice and one matches a not yet matched color of the object set, he or she may reroll the one die that still does not match, for a final attempt at MACHZ.

If a Roller matches three colors, and with his or her free roll of two dice rolls a pair of any color, he or she may reroll these two dice. If he or she matches one of the not yet matched colors during this roll, he or she may reroll the one still not matching dice for a final attempt at MACHZ. If this player is unsuccessful at rolling MACHZ, it is then the next player's turn. Play continues around the table in this manner, until someone does match MACHZ. When someone is successful he or she may shout MACHZ!!! Then he or she can collect the number of chips specific to the combination of colors that make up that particular MACHZ. The numbers of chips that go to players who roll a particular MACHZ combination of colors are:

MACHZ – With a combination of five different colors – collect Twenty Five chips

MACHZ – With a combination of four different colors – collect Thirty chips

MACHZ – With a combination of three different colors – collect Thirty Five chips

MACHZ – With a combination of two different colors – collect Forty chips

MACHZ – When the object set of dice are all the same color – collect Fifty chips

To begin the next game in the series, the player who is to the immediate left of the last Object Setter will set a new object set to initiate a new game. Play as many games as it takes to give all players an equal chance to set the object set. When the pot is out of chips, the play should be ended; then count up your chips. To continue playing, refill the pot and start again.

Winning moves for the Rockers – Rockers are the players who are not attempting to roll MACHZ.

In order to engage all the players during all the rolls of the dice, Rockers have a **match / no match card** that they may use to choose whether they believe the Roller will roll or not roll the color or colors that he or she is attempting to match.

* The Rocker may put a chip on his or her **match / no match card** before the Roller's first roll.

If a Rocker puts a chip on the **match** side of the **match / no match card** before the Roller's first roll and the Roller rolls and matches three or more colors of the object set of colors, the Rocker wins two chips. If the Roller does not match three or more colors of the object set, then the Rocker loses one chip to the pot.

If a Rocker puts a chip on the **no match** side of the **match / no match card** before the Roller's first roll and the Roller rolls and does not match three or more colors, then the Rocker wins two chips. If the Roller does match three or more colors, then the Rocker loses one chip to the pot.

* The Rocker may put a chip on his or her **match / no match card** after the Roller has matched three or more colors of the object set and before the Roller's next roll of the dice.

If a Rocker puts a chip on the **match** side of the card and the Roller rolls and matches any previously unmatched object color, the Rocker wins four chips. If the Roller rolls his or her two remaining dice and does not match a previously unmatched object color, the Rocker loses one chip.

If the Rocker puts a chip on the **no match** side of the card and the Roller rolls and does not match any previously unmatched object color, the Rocker wins two chips. If the Roller does match a previously unmatched object color, then the Rocker loses one chip.

* The Rocker may put a chip on his or her **match / no match card** after the Roller has matched four colors of the object set and before the Roller's next roll of the dice.

If a Rocker puts a chip on the **match** side of the card and the Roller rolls the fifth dice and matches the one previously unmatched object color, the Rocker wins six chips. If the Roller rolls the fifth dice and does not match the previously unmatched object color, the Rocker loses one chip.

If the Rocker puts a chip on the **no match** side of the card and the Roller rolls and does not match the previously unmatched object color, the Rocker wins two chips. If the Roller does match the previously unmatched object color, then the Rocker loses one chip.

The players may vote whether each of them can place more than one chip per roll onto the **match / no match card**.

Players may choose to use the honor system and forfeit and redeem chips on their own during the games or, someone can volunteer to serve as the chip master and perform the task of managing the chips for everyone. You may find that it helps if you have a block to roll the dice against while you play MACHZ.

When the pot has no chips, the game is over! The player with the most chips wins!

Options:

1. Players may choose to play to a time limit. (Suggestion, 30 minutes or one hour)
2. Players may choose to play until someone reaches a specified point amount. (Suggestion, 100 or 200 points)
3. Players may choose to play until an agreed number of MACHZ combinations have been rolled. (Suggestion, six)
To choose the first object setter have each player roll a die. The first player to roll a blue die sets the first object set. Ties reroll.