



Devilish Dice

Lovers
Guide

Game Objective

Two players bet on the total number of dice between both of them. The player that wins the betting phase will move around the board. The losing player of each round will lose **Health Points** (and clothes) and eventually **Devil Points**. When a player loses **Devil Points** they have to perform an erotic action on the other player.

Devilish Dice can be won in two ways - a player can win by going around the board three times (passing **START** or **GO** three times) or by reducing their opponents **Devil Points** to zero.

Board Setup



Player Pawns and Start Location

Each player will start with a Player Pawn. This is what they will move around the board with. Place them both on the **START BOX**.



Player Scorekeeping Zone

Each player will keep track of points using the Player Scorekeeper shown here. On either side each player will start with **5 Health Points**, **0 Heart Points**, and **4 Devil Points**. Place the corresponding pawn on the starting number.

Slide the pawn to the designated number when points are gained or lost.



Player Components

Each player will receive:

- * Five dice (of the 13 total dice)
- * One Divider (for hiding your dice roll) (two total)
- * One shaker cup for rolling (two total)



The Betting Die

The single remaining die will be used in the betting zone to help represent the bet you or your partner are placing.




Phase 1 - The Betting Phase


1 Both players will take the five dice they start with and roll them using the provided shakers. Keep them behind your divider and count up what you have with the table below.

Dice Roll Values	Betting Phase Values
Zero 	A Zero is a NULL value You cannot bet on quantities of zeroes.
Standard Numbers 	These are your primary betting numbers. It is best to see which of these you have the most of to formulate a betting strategy. Keep in mind a Wild is also equal to any of these numbers.
Wild 	This is a SINGLE wild A Wild can equal any standard number. They also count as any number your partner calls out as well so be aware they can count against you.
Double Wild 	This is a DOUBLE wild These count as two individual numbers in one roll, (i.e.: if you rolled three dice and got two 3's and a Double Wild you would have four 3's) You cannot bet on the quantity of "Double Wilds".

3 Placing the First Bet

A  The player with the longest hair will place the first bet!

B  That player will count up how many of one particular number they have, (out of the five dice they rolled) This includes standard numbers plus wilds.
This roll has **five 3's**, or **four 2's**, or **three Wilds**, or **three of any other number**
two 3's and three wilds one 2 and three wilds

C  The player will declare how many of one particular number exists between both players and place a die on the corresponding numbered space in "The Betting Zone".

"I believe that there are five 3's between the both of us!"
Remember you do not know what your partner has and they do not know what you have. You can lie and say that there are any number of 3's on the board but the other player MIGHT call your bluff!

D  **ALTERNATIVELY**
Players can bet on the quantity of Wilds that exist between both players by using the pink spaces in "The Betting Zone"

(Keep in mind you are potentially giving away the number of wilds you have)

E Bets can only move in a forward direction. Once your first bet is placed it cannot move back on the board

F You may use the final space in The Betting Zone to represent any quantity of Wilds or Standard Numbers above the values on the board.



4 Raising The Bet

Once the first player places a bet it is up to the second player to make a decision to either raise their bet or call the first players bluff.

When a player chooses options 1-3 they will move the die corresponding to the number or wild they bet on as directed below. Then it would be up to the opposite player to choose to "Raise the Bet" or "Call the Bluff".

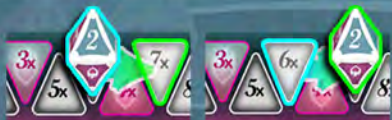
If a player chooses Option 4 and calls their bluff the round ends and players will move to 5 End of Turn.

Raising the Bet Options

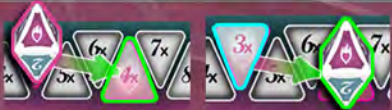
1 Bet a Higher Number on the Die
(i.e. "six 2's" can be raised to "six 3's")
(You cannot lower the number unless you also raise the quantity)



2 Bet a larger quantity
(i.e. "six 2's" can be raised to "seven 2's")
If quantity is raised the face value can be lowered
(i.e. "four 5's" can be changed to "six 2's")



3 Bet on Wilds
Bet on the total number of Wilds between both players or increase that number
(A Wild bet must be above the current bet value)



If a player chooses to raise their bet, the opposing player would then have to choose to raise their own bet or call the other players bluff

4 CALL THE BLUFF!

Both players reveal their dice.

The player who calls the bluff will count up the total number of dice with the stated face value including ALL "Wilds" as that face value.

If the original betting player's bet is TRUE then that player would WIN the round.
(If the first player says there are "two 3's" but there are actually "six 3's", they are not wrong as there are still technically "two 3's" amongst the six).

If original betting player's bet is FALSE then the person who CALLS THE BLUFF would win the round.

(If a player says that there are "ten 5's" and there are only "six 5's" the person who "Called the Bluff" would win the round)

5 End Of Turn

WINNING THE BETTING ROUND

The player who wins the round will be able to go to 6 Move Phase and roll two dice to move around the board.

LOSING THE BETTING ROUND

The player who loses the round will lose 1 Health Point and will only be able to roll one die during the 6 Move Phase.

If the losing player is at 0 Health Points they will need to trade Clothes for Health Points.

If the losing player is out of Clothing they will need to lose 1 Devil Point and perform a "Sexy Punishment"

5

Move Phase

The player who won the betting round will get to roll two dice. That player can then get to choose whether to move on the board, gain **Heart Points**, or both (values and corresponding options are listed on the table below).

After the winning player completes their turn the losing player will roll one die to determine their move.

When the move phase is complete for both players, the winning player will begin a new Betting Phase and return to 3 Placing The First Bet.

Dice Roll Values	Move Phase Values
Zero 	NULL or No Move (Sorry, nothing happens)
Standard Numbers 	Move 1-5 spaces
Wild 	Move 6 spaces OR Gain 1 Heart Point 
Double Wild 	Move 7 spaces OR Gain 2 Heart Points 



A player can only move clockwise on the board. Players will be able to go into **The Inner Circle** if they have enough **Heart Points** to trade for entry (corresponding values are listed on the board). If a player does not have the required **Heart Points** for entry they must bypass that entrance and continue in **The Outer Circle**. Players who can accumulate enough **Heart Points** and spend them appropriately can win the game faster because it takes them less time to get around the board.

SPACES



Start/Go Box

Both players will start on the Start Box

If a player crosses the Start Box/Go Box three times they win the game!

(Ex - If a player crosses the Start Box on the first time around. Then crosses GO Box then second two times it would total as three and they would win the game)



Heart Doors

In order to pass through a Heart Door a player must pay between 2-4 Heart Points.

Entering a Heart Door puts you in the **The Inner Circle**.



The Outer Circle

The Outer Circle consists of 42 low risk spaces. Players can strategically save **Heart Points** to double the value of clothing to stay in the game versus taking the higher risk path in **The Inner Circle**.



The Inner Circle

The Inner Circle consists of 22 high risk/high reward spaces. A player who can bypass the second Heart Door in the inner circle will be able to cross the GO Box and potentially win the game faster. But beware these spaces are the most risky!

Each player starts with 5 Health Points.



Health Point

- * Each time a player loses a betting round, they lose 1 Health Point.
- * Players who have 0 Health Points must trade **clothing** for Health Points. Clothing and corresponding Health Point values are listed on the board.
- * If you trade in 4 Heart Points with your article of **clothing** it is worth double.
- * You may trade 4 Heart Points to gain 1 Health Point.
- * When you are out of Health Points and **clothing** revert to **Devil Points**.
- * If a player lands on a -2 or -3 Health Space they would only lose 1 Devil Point if they are at 0 Health Points.

Each player starts with 0 Heart Points.



Heart Point

Heart points act as a secondary currency which can be effective in a few different ways:

- * Use 4 Heart Points to enter Heart Doors. Heart Doors give you the chance to win the game faster by getting around the board faster.
- * You may also trade 4 Heart Points in to make any article of **clothing** worth double its face value. This can be done at any time during gameplay.
- * You may trade 4 Heart Points at any time to gain 1 Health Point.

Each player starts with 4 Devil Points.



Devil Point

- * If you are out of **clothing** and out of Health Points you will lose 1 Devil Point.
- * Every time you lose a Devil Point roll two dice to determine your "Sexy Punishment". Roll them one at a time.
- * Only 1 Devil Point can be lost in a given turn, (if you lose the bet and land on a negative Health Point Space, the player will not have to perform "Sexy Punishment" twice in one turn.
- * If you run out of all of your Devil Points you lose the game!

Green and Purple Exclamation (Chance) Spaces

When landing on a CHANCE space the player will roll one die. The roll may cause a player to drink or perform a "Sexy Punishment" on his or her partner. In a high roll scenario your partner will have to perform on you!

Roll One

Green Chance Space

0-3 = **DRINK!** -1

4-5 = **Sexy Punishment**
The player who landed must pleasure their partner (Action = Partners Choice) (Roll for Zone)

= **Sexy Punishment**
The player who landed must pleasure their partner (Action = Your Choice) (Roll for Zone)

= **Sexy Punishment**
Partner rolls to pleasure you (Roll for Action) (Roll for Zone) +1 +1

Roll One

Purple Chance Space

0-3 = **DOUBLE DRINK!** -2

4-5 = **Sexy Punishment**
The player who landed must pleasure their partner (Roll for Action) (Zone = Partners Choice)

= **Sexy Punishment**
The player who landed must pleasure their partner (Roll for Action) (Zone = Your Choice)

= **Sexy Punishment**
Partner rolls to pleasure you (Roll for Action) (Roll for Zone) +2 +2

Project: First Dates - Alternative optional Chance Space

Project First Dates is a 190+ question dating card game that helps singles and couples with interesting questions they may have never thought to ask one another.

The player who landed on the space will draw a question card and read it to the opposite player. After the question round both players gain 1 Heart Point.

6 - Clothing Points

Clothing may be traded at any point during the game for **Health Points**, (if you have **0 Health Points** you **MUST** trade an **article of clothing** in order to stay in the game) if an **article of clothing** does not match any of pictures on the board, consider it worth **1 point**.

Article of clothing
(Use best judgment)

Value if traded
for **Health Points**

If you have **4 Heart Points** you can trade them along with any **article of clothing** to double its value.
Example: Trading mens underwear (worth 3 Health Points) + 4 Heart Point = Gain 6 Health Points

Once you hit **0 Health Points** and trade clothing do not continue to subtract **Health Points** after clothing is traded.
Example

Player 1 has **2 Health Points**. The player loses a round of betting and takes **-1 Health Point**. Player moves and lands on a **-3 Space**. At this point the player is at **0 Health Points** and trades a **3 point article of clothing** to gain **3 Health Points**. There would be no further point loss after that and the turn would end.

7 - Sexy Punishment

1st Roll for action	2nd Roll for area
Partner's Choice (Action)	Partner's Choice (Regions Zone)
Touch	Ear
Kiss	Thigh
Lick	Neck
Suck	Nipples
Bite	Privates
Your Choice	Your Choice
Your Choice (Double Time)	Your Choice (Double Time)

If you run out of **Health Points** and **clothing** you will have to perform **Sexy Punishment**. When this happens you will lose **1 Devil Point** and roll two dice, one at a time.

The first die will determine the action you must take while the second die will determine what area on the body this action must be performed on.

Actions will have a 30 second time frame normally but can be doubled with wild rolls.

You can only lose **1 Devil Point** in a given turn. If losing the betting round results in **Sexy Punishment** then landing on **- spaces** would have no affect on **Devil Point** loss if you are already at **0 Health Points**.

8 - Winning/Losing the game

A player who moves around the board three times **WINS** the game

If a player has **0 Devil Points** they **LOSE** the game

Alternative gameplay modes

No Strip / No Sexy Punishment Rules

Players who want to play Devilish Dice without stripping or performing sexual actions can use this alternative rule set.

Draw the picture on the right on a piece of paper. Each player will start with one 3 point token, two 2 point tokens, and three 1 point tokens (tokens are represented in the drawing). These tokens represent Clothing Points. If a player has 0 Health Points they must cross out a number on the sheet and gain that number of Health Points back.

Players can trade in 4 Heart Points and cross out a number to double its value in Health Points.

These points can be traded in at any time during the game for Health Points but must be traded if the player is at 0 Health Points.

When a player lands on a Green/Purple space and is directed to perform a "Sexy Punishment", choose whether to lose 1 Health Point or 1 Heart Point and do not perform the "Sexy Punishment".

If a player loses a Devil Point during a round they will also lose all Heart Points. When a player loses a Devil Point, they do not have to perform a "Sexy Punishment".

Player 1	Player 2
③	③
②	②
②	②
①	①
①	①
①	①

Multiplayer Rules

Players who want to play Devilish Dice with more than two players can use this alternative rule set.

Team Betting and Move Phase Rules

A single member of a team will play out an entire Bet phase and Move phase by themselves. It is up to that team member how to both place a bet and move for that round. The team member with the longest hair goes first and so on down the line if there are more than 2 people on 1 team.

Team Clothing Points Rules

Consider the clothing of all team members collectively when trading for Health Points. The team member who lost the round or landed on a space that resulted in 0 Health Points will be the one to trade in clothing that round. If that player is fully stripped the other players of the team must trade in clothing. Once all players of a team are stripped then Devil Points will come into play.

Uneven Player Rules

A team may choose to be short one or more players. A single player can even play against two or more!

The single player or team that is short one or more players will create one or more ghost players on paper. The number of ghost players they create should correspond to the number of players they are short. For example, if there is one player versus four players, the one player will draw three ghost players: if there are two players versus three players, the two player team will draw one ghost player, etc.

A team creates a ghost player on paper using the illustration on the right. A ghost player will have one 3 token, two 2 tokens, and three 1 tokens (as represented in the drawing). Players on this team can choose to either use their own clothing or take tokens (by crossing out the numbers) from the ghost player within their turn.

Ghost Player
③
②
②
①
①
①

Team "Sexy Punishment" Rules

When a team loses one Devil Point, the team member whose turn it is must perform a Sexy Punishment. The opposing team will decide who that player must perform the Sexy Punishment on. If players cannot decide on who that is then that team may each roll 1 die and the highest roll gets to choose.

TEAM WIN CONDITIONS

Unlike in standard gameplay, when a team crosses the Start Box/Go Box three times they do not automatically win the game. However, when a team crosses the Start Box/Go Box for the third time (and every time after that), every player from the opposite team must lose three articles of clothing immediately. If a team member is unable to give up three articles of clothing they will lose 1 Devil Point for every team member unable to do so. They will also have to perform "Sexy Punishment" for each of those lost points. A team wins when the opposite team has 0 Devil Points left.