

# Skunked™

**Skunked** (skûngkd):  
1. to prevent entirely from scoring or succeeding.

**The ultimate game  
of risk-taking and  
pushing the limits.**

Another Great Game Brought  
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again continuing to add to his/her initial roll. If at any point a player rolls a 1, all the points accumulated in this round are void. A zero is recorded for his/her score, the player must pay 1 white chip to the pot and play would pass to the next player. If at any point a player rolls double 1s, the player loses all the points accumulated up to this point in the game and must pay 4 white tokens to the pot.

The first player to accumulate a total score of 100 or more can continue to roll and add to his/her score for as long as s/he thinks is needed to win. Once s/he stops, his/her score is the number other players need to beat to win and is called the high score. Example, if player 1 achieves a score of 112, that is the score needed to win. At the point when a player achieves a score over 100, every other player gets one more chance to beat the score and end the game. If a player achieves a score higher than the 'high score' their score is now the 'high score' and only the remaining players get an opportunity to beat the 'high score'. The winner of the round collects all the tokens in the pot. The player with the most tokens after 3 games is the winner.

### **Penalties:**

A single 1 in any roll voids the points accumulated in that round, a score of zero is recorded and draws a penalty of 1 chip to the pot.

Double 1s in any roll voids all the points accumulated up to that point in the game, the player's score is reduced to zero, the player must start their score from scratch and draws a penalty of 4 chips to the pot.

### **Object:**

To accumulate a score of 100 points or more before any of your opponents and to have the most tokens at the end of 3 rounds.

### **Play:**

Tokens are dispensed to each player. It is suggested that each player start with 45 points by placing a value of 1 on the white chips, 5 on the red chips and 10 on the blue chips (during the instructions when a number of chips is mentioned, we are referring to 1 point chips). Players roll one die and the player with the highest number goes first.

The first player rolls both dice and adds the total of both dice together. For example, a 2 and a 6 would score 8 points. The player can then decide to keep his/her score and note it on a sheet of paper or s/he can roll