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# COOKIE RAID

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A trick-taking dice game by Bradley C Buchanan.

For two to four players. Ages 8 and up.

Playtime: 15-25 minutes (five to eight 3-minute rounds).

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## OBJECTIVE

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The object of the game is to collect the most cookies (points). Cookies are earned at the end of each round. The first player to 50 cookies is the winner!

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## MATERIALS

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You will need a number of six-sided dice, and paper and a writing utensil to keep score. A dice cup and a small plate can also be helpful.

For 2 players: 14 dice

For 3 players: 17 dice

For 4 players: 20 dice

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## HOW TO PLAY

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The game proceeds in rounds, and each round is made up of eight bids. The goal at the end of eight bids is to have the longest set of dice (pair, three-of-a-kind, four-of-a-kind, etc).

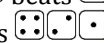
1. At the beginning of each round, distribute three dice to each player (their hand) and eight to the center of the table (the plate). All dice should be randomly rolled at the beginning of the round. Players should conceal their hand.
2. Now the first bid begins. The goal of a bid is to win a die from the plate. Players take up to three dice from their hand to bid. Bids may be kept secret until everyone is ready.
3. All players simultaneously roll their bid dice for everyone to see. The player with the highest single die wins the bid, and may select one die from the center to add to her hand. *See "Bids."*
4. All players return their bid dice to their hand, keeping the new face values up.
5. Repeat steps 2-4 until there are no dice left on the plate.
6. The winner of the last plate die (the "lucky last") may choose to keep its value, or re-roll it.
7. All players reveal their hands, and scores are counted up. If nobody has 50 cookies, play another round! *See "Scoring."*

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## BIDS

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When comparing bids, dice are taken individually. First, compare each player's highest die. In case of a tie, compare the next highest die of each tied player, and finally compare players' lowest dice if you must.

 beats        beats   
 beats        beats 

**Defender's Advantage:** If John rolled fewer dice than Sue, and they are tied down to John's last die, then John wins the conflict.

 beats        loses to   
 loses to        is the best bid

**Absolute Ties:** If John and Sue roll exactly the same, they both re-roll all of their bid dice (other players are out of the contest).

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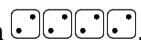
## SCORING

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At the end of the round, players receive 1 cookie for each die in a pair or larger set. Single dice are worth nothing.

 is worth 5 cookies

In addition, one player gets 5 bonus cookies for the best set. In case of a tie subsequent sets are compared, and in an extreme case "high die" determines the winner.

Compare Sue  and John . The five-cookie bonus goes John because of the four-of-a-kind, so Sue earns 6 cookies and John earns 9 cookies.

**Comparing Sets:** A longer set always beats a shorter set (four 1s beats three 6s). For sets of the same length, face value wins (four 3s beats four 1s).

**Absolute Ties:** If no winner can be determined, the tied players all get the 5 cookie bonus.

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## MISCELLANY

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**If nobody bids:** If, mid-round, every player bids nothing, the round is immediately over and scores are counted.