



Welcome to Huckleberry's Star Riverboat Casino Resort! While many games of chance are played here, the most popular is Huckleberry's Riverboat Roll, a game of chance and skill that is Huckleberry's own variation on ancient games where anything can happen. Join us at the table and let's get started!

COMPONENTS

A Rules Pamphlet (This pamphlet!)



20 Rail Raiders Infinite Dice



*30 Plastic Double-Dollar [\$\$] Tokens:
1[\$\$] x20, 5[\$\$] x5, 10[\$\$] x5*

*4 Double-sided Dice Blinds used
to hide each player's hand*



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CAUTION: This is not a toy, product not
suitable for children under 14.
Choking hazard due to small parts.



For Ages 14 and up.



GAME OVERVIEW

Huckleberry's Riverboat Roll is a betting dice game, the object of the game is to win every other player's [\$\$] tokens. Players achieve this by playing a series of rounds, where players roll their dice and build a hand, bet on the hand, and then either win by having the best hand or to win by having every other player fold.

HAND RANKS

Rolling the Rail Raiders Infinite dice and making a hand is the main mechanic for Huckleberry's Riverboat Roll. The hands that can be made are ranked are shown to the right.

Higher ranked hands beat lower ranked hands, meaning that hand rank 5 beats hand rank 3. When players have hands of the same rank, determine the winner by the quality of the hands. So a pair of Kings will beat a pair of Queens, as Kings are the higher card. If players make exactly the same hand, then they tie.

HAND RANK KEY



RANK 1. HIGH DIE



RANK 2. ONE PAIR



RANK 3. TWO PAIR



RANK 4. THREE OF A KIND



RANK 5. STRAIGHT



RANK 6. FULL HOUSE



RANK 7. FOUR OF A KIND



RANK 8. FIVE OF A KIND

SETUP

1. Split up the [\$\$] tokens evenly between all players. Any leftover tokens are put back in the game box.
2. Each player takes five Rail Raiders Infinite dice and one dice blind. Place the blind with the dealer-side facing towards the player.
3. Each player rolls five dice. The player that rolls the highest ranking hand starts the game as the dealer. Roll off in case of a tie. The dealer turns their dice blind around so that the dealer-side is facing the rest of the players.
4. The game is set up, and play is ready to commence!

PLAYING THE GAME

Each round, players roll the Rail Raiders Infinite dice and attempt to create the highest ranked hand they can. Players then bet [\$\$] based on the strength of the hand they have created. All bets made by the players go in a pile of tokens in the center of the table, called the pot. No player can compete for the pot unless they are willing to call (match) the highest bet made by another player or raise, increasing the bet. Players who do not call or raise, must fold and no longer compete to win the pot.



PLAYING A ROUND

1. THE BLINDS

The player to the left of the dealer puts 1[\$\$] token into the pot, then the player to their left puts 2[\$\$] tokens into the pot. Since players do not know what their hands will be these bets are made blind and are thus called the blinds. The blinds ensure that there is always some amount of [\$\$] tokens to be won every single round.

If the second player does not have 2[\$\$], they must put their last 1[\$\$] in the pot and are considered all-in. All-in is explained later in the rules.

2. THE ROLLS

Each player rolls their five Rail Raiders Infinite dice. Players then form the highest rank hand possible from the result of their roll.

Take care to roll in such a way that your dice, and the hand you build, remain hidden behind your dice blinds.

3. FIRST BETTING INTERVAL

Betting takes place during periods of the game called betting intervals. There are two betting intervals.

The player to the left of the player that made the 2[\$\$] blind bet makes the first bet, or opens. In both betting intervals play goes clockwise (to the left) around the table with each player having a chance to bet or fold. If a player no longer has [\$\$] tokens then they are eliminated from the game since they no longer have tokens to bet with.

When it is a player's turn during a betting interval they may perform one of the following:

CALL: Match the current highest bet in the pot. This is referred to as staying in the hand.

RAISE: Match the current highest bet in the pot, then add more tokens to the pot to become the highest bet in the pot. Each player must at least match (call) this bet to stay in. Huckleberry's River Boat Roll has no bet limit, so players may raise all of the [\$\$] tokens they have if they wish.



CHECK: A player is permitted to check if no player before them has bet more than them. When a player checks, they stay in the hand without having to call or raise. Each player after them can also check, until one of the players bets or raises.

FOLD: A player may drop out of the round by folding. When a player folds their hand no longer matters and any tokens they have already put into the pot this round are lost. They no longer take part in any betting intervals this round and cannot win the pot.


It is recommended that a player only folds if they don't want to call a bet, i.e. don't fold if you can check.



A player does not have to call a bet for an amount which is larger than all of the tokens that player has. A player in this situation is all-in and can put all of his or her money in the main pot (even if it does not cover the bet) and stay in the hand. This player no longer participates in the betting. A player that is all-in can only win a number of [\$\$] tokens equal to the amount they bet. Any remainder of bets that are larger from other players will create a side pot between them, see the Side Pot callout.

SIDE POT

If more than two players are still in a hand in which one player is all-in, bets made after that point are added to a side pot, which is only available to the players who have paid in the required bets. If the player who is all-in wins the main pot (which they contributed to), the best hand of the other players wins the side pot.



Players are allowed to bluff when betting, i.e. bet regardless of the actual strength of their hand in an attempt to win the pot. Bluffing successfully can allow a player to win the pot because all other players fold, unwilling to call the bet.

Betting continues until all bets are equalized. Bets are considered equalized when the betting returns to the player who originally made the highest bet, and every other player either called the bet or folded.

4. REROLL

Starting with the dealer and going clockwise around the table, each player may choose to reroll up to three of their dice. A player must decide how many dice they will reroll before rerolling any of their dice.

Rerolled dice are rolled in front of the dice blinds, so that all players can see the results of the reroll.

5. SECOND BETTING INTERVAL

In the second betting interval, the player to the left of the dealer opens.

The second betting interval follows all of the rules of the first betting interval detailed above.

If at any time there is only one player left in the pot due to all other players folding, they immediately win the pot without having to show their dice hand. Skip to step 7.

6. THE REVEAL

Any remaining players that haven't folded reveal their hands.

The player with the highest hand wins all of the [\$\$] tokens in the main pot. If players hands result in a tie, the pot is split evenly. Any left over tokens are given to the player to the left of the dealer.

Side pots are decided in the same way, but only the dice hands of the players involved in the side pots are compared.

7. NEW DEALER

The player to the left of the current dealer becomes the new dealer. The current dealer turns their dice blind so that the dealer-side is facing them. The new dealer turns their dice blind around so that the dealer-side is facing the rest of the players.

A new round of play then begins.

WINNING THE GAME

Play continues either until one player has all of the [\$\$] tokens or until a predetermined time limit runs out. If one player gets all of the [\$\$] tokens then they are the winner of the game.

If you wish to put a time limit on the game, then the player with the most [\$\$] tokens at the end of the time limit is the winner. We recommend time limits of 60 - 90 minutes.



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