

Krikkit



A game of dice for 2 or more players, by Simon Jepps, based on...

The Hitch Hiker's Guide To The Galaxy novels, by Douglas Adams.

Introduction

Krikkit is a strategic dice game, which involves quiz questions about the Douglas Adams novels and also about Space in general. It is played similar to Yahtzee, whereby players hold some dice while re-rolling others to achieve the ideal hand's score, but depending on the outcome of the dice, various penalties or bonuses may be given, or certain abilities may be awarded, or a quiz round may start.

Equipment

Four 20 sided dice; Black, White, Green & Red.

A copy of the Guide &/or Space encyclopaedia.

Pen, paper & calculator to keep score.

How To Play

To commence play each player attempts to roll as close to a total of 42 with the usual three rolls per hand. The player closest to 42 may then go first and start the game.

Each player rolls all four dice together and then decides whether to hold some, re-roll others or re-roll all four. Each player has a maximum of three rolls per hand, unless a bonus 4th roll has been awarded.

A player is under no obligation to utilize all three (or four) rolls in a hand and may stop to finalize score or continue as desired. Dice held on earlier rolls may be re-rolled instead, providing the player does not exceed the maximum allowed rolls in a hand. However, penalty values, such as a Red 6 or a TPV 13, must always be held and the penalty always paid. Penalty dice are anti-value, they only deduct.

Objective

Depending on the final outcome of the dice, various bonuses, abilities or penalties may be awarded or given. The object of the game is to get the highest score, by achieving as many bonuses, abilities and awards as possible, while at the same time avoiding all the penalties. Once 2,424 points has been breached, or once all available Crest has been claimed, whichever should happen first, final Grand Sores are then calculated to include any Crest bonus, which may change the leadership. All hands are calculated to the maximum score possible.

Bonuses, Abilities & Penalties

“Space or Guide?”

This is the main quiz and feature of the game.

If the player rolls a 4&2, of either Red or Green colour, the player must ask the opponent a quiz question about the Hitch Hiker’s Guide To The Galaxy novels. If the player rolls a 4&2, of either Black or White colour, the player must ask the opponent a quiz question about Space in general. If both a Black/White 4&2, and a Green/Red 4&2, are rolled, the player must ask the opponent, “*Space or Guide?*” The opponent’s chosen subject is then asked.

If the opponent answers incorrectly, the opponent loses those subject dice on the next hand and may only play with the two remaining subject dice, thus halving the opponent’s potential score outcome. If the opponent answers correctly, the opponent merely keeps all four dice.

The player scores a bonus of 42 points for every subject dice-pair rolled. Thus a complete hand of both pairs will score = 96pts.

Other bonuses, abilities & penalties...

Full Flush

All dice showing the same value (4,4,4,4, etc).

Double hand score.

42pt bonuses are never doubled.

Full Run

All dice consecutive numbers (1,2,3,4, etc).

Second hand awarded.

Combine the two hands as one score.

Twenties

Red 20 = +20 points

Green 20 = +15 points

White 20 = +10 points

Black 20 = +5 points

A full flush = 260 points

Improbability Field

If the player rolls all dice to be consecutive odd numbers, 3,5,7,9, etc, the player will have placed the opponent inside an “Improbability Field”, whereby the opponent is no longer entitled to any hand point bonuses, (excepting indeed *Crest, Space or Guide* and of course *Rubber Duck*), unless the opponent acquires “Heart Of Gold”.

Heart Of Gold

If the player rolls all dice to be consecutive even numbers, 4,6,8,10, etc, the player acquires "Heart Of Gold", whereby the player is thereafter immune from Improbability Fields. A bonus 42 points is awarded including any usual bonuses now reinstated, upon receipt.

Marvin

If a player does not yet have "Heart Of Gold", simply dial (roll) Marvin's number, which is 13, 20, 16, 1, and he will release you from the field. A bonus 42 points is also awarded upon contact. Marvin can be contacted during any hand for a bonus 42pts and is TPV approved (minus 13pt penalty die). You will notice Marvin also grants a bonus "20die", so excluding this variable bonus colour, this hand = 92pts.

Rubber Duck

Roll four 1's to acquire a "Rubber Duck" which grants you a bonus 4th roll whenever you are placed within an Improbability Field. You receive a bonus 42 points upon receipt of said duck. However, although said duck may only be used when inside the field, a Red 1 or a Black 1, present in any hand, including the IF, always awards a bonus 4th roll, unless of course RD is active anyway. This hand = 50pts.

Power Of Zarquon

If the player's hand totals 18 and a black 9 is present, the player acquires "Power Of Zarquon", which grants the player an 18 point bonus on every hand thereafter in the game. When inside an Improbability Field, whereby POZ is disabled, a black 9 will reinstate the power for that hand only, until player is released from the field whereby POZ is completely enabled again. "*Holy Zarquon!*" This hand = 36pts.

Total Perspective Vortex

If the player rolls four 13's, the player will have placed the opponent inside the "Total Perspective Vortex", whereby the opponent must pay (lose) 13 points, plus an additional 13 points penalty for every 13 rolled in the opponent's next hand. However, should the opponent similarly roll four 13's, this is called a "*Beeblebrox*" whereby the opponent instead earns a quadruple hand score, voiding said penalties.

Hyperspace Bypass Tax

If the player rolls a Red 6, the player must pay (lose) 6 points "Hyperspace Bypass Tax", deducted from his score. Thus if the other three dice are all 10's, he only scores 24pts total. If the player's hand scores less than 6 points, the remainder is deducted from his grand score. However, if the player also rolls three 16's, aka "*Vogon*", then the tax is instead tripled and paid by the opponent. This hand = 54pts.

Cosmic Real Estate

Each score sheet features a grid of 42 squares, 7 horizontal and 6 vertical. Cosmic Real Estate, or "Crest", grants each player a percentage bonus of their final grand score. Each square, known as a "quadrant", of Crest owned grants a 1.42% bonus of the player's grand score. For example if a player's final grand score is 2,424pts and the player owns 10 quadrants, the player earns a bonus 14.2% of this, which is 344.2pts = 2,768.2pts, rounded to the nearest decimal

point. The green and white dice designate awarded Crest quadrants. If the player rolls a Green/White 5 and a Green/White 3 then the player may claim either the quadrant at 5,3 or at 3,5, by signing his or her initial inside the square. Whilst no "transaction" occurs, by holding these low value dice, the player sacrifices the opportunity to reroll higher values, in exchange for the gradual gain in a hopefully lucrative Cosmic Real Estate venture. Crest dice score double if successfully claimed, so in this example $5+3 = 8$, $\times 2 = 16$ pts. A bonus 42pts is granted to a player for every continuously orthogonal line of quadrants owned, (known as a "WormHole"), which joins together two opposite sides of the grid. WormHoles are added to a player's grand score before the actual Crest percentage is awarded. Crest is always the final calculation. Each grid best accommodates an absolute maximum of four players, so multiple score sheets will be required if more than four players are in the round. Decimal point values are retained when calculating Crest, in order to decide any tie breakers.

***Nb:** Players may buy and sell Crest to each other. Each quadrant owned by the selling player will cost the buying player an agreed bartered price in points, which is then duly paid to the Crest seller's score upon receipt. As a guide, 42pts is the official fair trade value of one quadrant. A pencil and eraser may be more suitable than a pen if trading Crest.*

Crest & Deep Thought

The following page details a more advanced look into Cosmic Real Estate, explaining the maths behind it, describing the advantages or disadvantages, and furthermore, opening up extra levels of strategy with features such as WormHoles and Variable Interest Rates.

The Deep Maths

Based on a grand score of 2,424 points, a single Crest quadrant is worth on average about 34 points. Therefore, based on the average Crest pair total of $3+4 = 7$, $\times 2 = 14$ pts, the average points acquired, per dice-pair in a hand, for successfully attempting Crest would be $34+14 = 48$ pts. In other words, almost the equivalent of rolling two Black 20's instead. The maximum points acquired, per dice-pair in a hand, for successfully attempting Crest would be $34+26 = 60$ pts. In other words, exactly the equivalent of rolling two White 20's instead. So basically, unless you think you can score better than these values with the Green and White dice, it might be better to go for Crest.

But it doesn't end there, I will show you some more advantages of Crest.

You can utilize the co-ordinates to combine with other special hands of a greater bonus score. For example...

If you rolled either a 4 or a 2, you could combine with either a 4 or a 2 of the other dice, awarding Space or Guide.

If you rolled a 6 & 7, you could combine with an 8 & 9 or a 4 & 5, awarding a Second Hand.

If you rolled two 6's, you could combine with another two 6's, awarding a Double Hand.

If you rolled a Black 9, you could combine with lower value co-ordinates, perhaps awarding Power Of Zarquon.

If you rolled two 1's, you could combine with another two 1's, awarding Rubber Duck.

If you rolled a 5 & 7, you could combine with a 9 & 11 or a 1 & 3, awarding Improbability Field.

If you rolled a 4 & 6, you could combine with an 8 & 10 or an 8 & 2, awarding Heart Of Gold.

Don't forget, if you rolled a 20die in addition to the Crest, you will gain either +5pts Black, +20pts Red, or if both Black & Red... +25pts. Needless to say, it is without doubt worth grabbing those extra points.

Speaking of WormHoles...

Generally in all common sense, WormHoles should not intersect, else one could merely buy two more quadrants and declare a "second" WormHole. However players may like to allow the intersecting only of horizontal WormHoles with vertical WormHoles, since this is much harder to achieve and as such sensibly fair.

In the instance players decide to allow intersecting WormHoles, this opens up a new level of strategy. When intersecting, players have free passage through the opponent's WormHole and as such do not need to buy the quadrant they wish to pass through.

However, this presents a crossroads (pardon the pun). Does a player build a WormHole and gain the bonus 42 points, but in turn granting the opponent the ability to build one with fewer quadrants? Or does the player decide against, sacrificing the bonus, but in turn hampering the opponent's building progress?

That choice, I leave to you.

Variable Interest Rates

Should the red and black dice in a player's Crest hand show the same values as the actual Crest dice, then the Crest quadrant chosen is designated a self-determining interest rate based on the same numerical method. For example, if the quadrant 4,6 is claimed, that quadrant gives a 4.6% bonus of the player's grand score. Likewise, quadrant 6,4 would grant a 6.4% bonus. This can be a wonderful strategic plot, yet attempting to roll these VIR dice will of course backfire should one be unlucky not to roll matching numbers. Only matching numbers grant the VIR bonus, meaning any other numbers merely score their face value alone. VIR dice however do score double if VIR is successfully claimed, since they are part of the Crest hand. **But look out for 1,x!** Claiming any 1,x quadrant at your last roll, when your VIR dice match, means it **MUST** be designated the VIR of 1.x%.

When calculating the VIR bonus at the end of the game, the percentage is merely added to the cumulative Crest percentage. So for example, if a player owns 12 quadrants, 10 of which are valued 1.42%, the other two 4.4% and 5.5%, then... $10 \times 1.42 = 14.2$, $+ 4.4 = 18.6$, $+ 5.5 = \mathbf{24.1\%}$ total Crest bonus.

Players should make sure to mark VIR quadrants appropriately, in order to distinguish themselves from standard quadrants, for example, perhaps with a bolder border.

The Long Game...

If you really fancy a steak out, why not increase the closing target score, from 2,424 up to 4,242 . . . ? After all, there's always the restaurant at the end of the universe. At least, I *think* they serve steak...

Towels

For every 42nd game won in a Krikkiter's playing career, he or she is awarded a "Towel", which is a kind of medal, albeit metaphorical.