



About the author

LOCTOPUS

A Dice Game By Simon Edward Jepps Download ~ PDF ¬ ` · . · · O'games ∮

How To Play

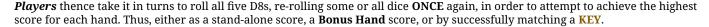
Loctopus is a unique game for **two** or more **players** and which uses **FIVE D8s** (8-sided dice), a pen and some paper. Eight-sided dice, or 'octahedrons' thus labelled 1-8, are widely available and oftentimes very beautiful, like gems or crystals.

Game duration is estimated at about an hour or maybe two, but the end-point is decided by the dice, so it is not possible to give a definite time-frame. Yet this is a truly entertaining & totally fantastical dice game with an openended top-scoreboard ~ which means the highest ever score in *Loctopus* can always be contended!

• The *player* with the HIGHEST GRAND SCORE when the FIFTH KEY is matched WINS THE GAME.

Essentially the game revolves around collecting KEYS which empower your scoring momentum. Thus, whilst juggling the dice for highest scoring hands, you try and manipulate the dice to award you more KEYS or high-scoring Bonus Hands.

- Before the GAME STARTS one person MUST roll ALL the dice ONCE to generate the first KEY of five random numbers.
- This KEY serves as the Bonus Target and is changed/re-rolled whenever someone successfully matches the current KEY.
- A maximum of FIVE KEYS can be awarded/matched to each *player*, each with increasing benefits.



- The **FIRST** roll of the game determines the **FIRST KEY** of values.
 - The dice are then passed to the **NEXT** *player* to actually begin play.
- Each KEY matched is worth a Bonus 40 points // The FIFTH KEY a Bonus 85 points.
 - The scorer rolls a **NEW KEY** whenever he/she matches one.
- Match THREE KEYS to receive an EXTRA 3rd ROLL on each hand thereafter.
- Match FOUR KEYS to receive an EXTRA 4th ROLL on each hand thereafter.
- Match FIVE KEYS to receive the 85 points Bonus & END THE GAME.

Following ANY KEY creation the dice are ALWAYS then passed to the NEXT *player*.

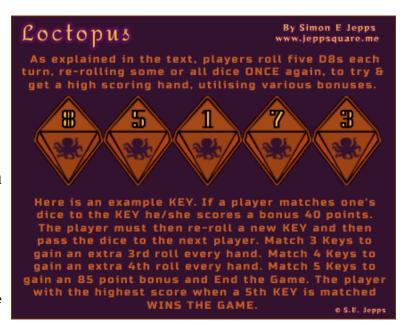
Herewith, those are the main principles of the game. In addition there are some...

Bonus Hands.

- FIVE Of A Kind scores a Bonus 35 points.
- THREE Of A Kind & TWO Of Another scores a Bonus 30 points.
- Sequential 1-5, 2-6, 3-7, 4-8 scores a Bonus 25 points.

Remember: Regardless of how many KEYS are matched between *players*, ONLY whence FIVE KEYS are matched by ONE *player* does the GAME END. There may be MANY KEYS matched during a game; the maximum possible KEYS between TWO *players* would thus be NINE.

Also: Should the/any player with the LOWER score match a FIFTH KEY FIRST, the player can merely NOT claim the Bonus, allowing the game to continue with the current KEY unchanged.



Scoresheets should feature a tally of **KEYS** matched by each *player* in addition to their ongoing score and of course a region to note down each **KEY**.

It is true, sometimes the **FIFTH KEY** may take a very long time to be matched. In fact on very rare occassions a game can last not just hours, but even days!



Summary

In truth I tell you, no matter how anyone else may laugh, owning a set of dearly beloved *Loctopus* dice is like owning a cherished pet. In short, you don't own *Loctopus*... You own "A" *Loctopus*.

There are literally thousands upon thousands of different D8s now on the market, all with different qualities of design and most costing about 30 pence to a pound each. Yet some particularly ornate D8s are much more expensive. If it interests, my *Loctopus* dice featured above are **Antique Gold & Amber Mica** design by TDSO and cost £6 each.

I am looking to perhaps release *Loctopus* myself with a bulk of good looking D8s direct from the actual manufacturer. This would of course bring the total retail price of my game as a commercial product right down to under £10. Yet most people could just buy five cheap D8s for about £2.00 and download the PDF here at *Jeppsquare*. So it's no big deal at this time ~ only to give people some lovely dice (with pouch & rules) at a lesser price! Anyway we'll see...

Thank you for reading.

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