

Thr33s

Thr33s™ is a progressive wagering dice game that is played by one Shooter against the House and wagered on by the Shooter and/or any number of Observers. The game requires five six-sided dice and optionally a wagering surface laid out with areas for each type of bet to be placed upon such as the ones shown below.

Definition of Terms

- *Shooter* - The person playing the game who is rolling the dice.
- *Observer* - Anyone other than the Shooter placing bets on the game.
- *Held die* - A die that retains it's face value and is no longer rolled.
- *Discarded die* - A die that has been removed from play.

Bets and Payouts:

- *Shooter wins* - 3x wager when matching threes or 1/2 wager otherwise
- *Shooter loses* - Even money (1x wager)
- *Shooter wins matching threes* - 9x wager
- *Shooter wins matching threes in exactly three rolls* - 33x wager

Playing the Game:

1. The Shooter and/or Observers place wagers with the House.
2. The Shooter rolls all five dice. If any three dice match, the Shooter has won in one roll.
3. If the Shooter has not won, he must "hold" one of, in order of preference:
 1. The highest face value matching pair of dice
 2. A single die with face value of three
 3. Any single die with face value of the Shooter's choice

4. The Shooter discards an unheld die and re-rolls the remaining unheld dice. If any three of the undiscarded dice match, the Shooter has won in two rolls.
5. If the Shooter has not won, he must now "hold" all dice matching the face value of the originally held dice.
6. The Shooter discards an additional unheld die and re-rolls the remaining unheld dice. If any three of the undiscarded dice match, the Shooter has won in three rolls.
7. If the Shooter has not yet won, the Shooter loses.
8. The House pays winning wagers.

Wagering Surfaces

- *Single Communal Surface*
(coming soon)

- *Per-Player Surface*
(coming soon)