

Hazard – a Game of Dice

Number of Players: two or more. One rolls, all others may bet.

Number of Dice: two.

Play: One person, referred to as the Caster, rolls two dice, twice. Everyone else makes bets with the Caster between the rolls.

The first number rolled is called the **main**, and needs to be a 5, 6, 7, 8 or 9. If the dice roll a number less than 5 or greater than 9, either the caster rolls again until they get a main, or they pass the dice to the next player.

Once the main has been rolled, everyone bets against the Caster winning. The Caster must match any stake laid against them (or they may refuse a bet if they don't think they have enough money to cover all the bets.)

The second number rolled is the **chance**. What then happens depends on the main:

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| If the Main roll is: | 5 | 6 | 7 | 8 | 9 |
| Wins if the Chance is : | 5 | 6,12 | 7,11 | 8,12 | 9 |
| Loses if the Chance is: | 2, 3, 11, 12 | 2, 3, 11 | 2, 3, 12 | 2, 3, 11 | 2, 3, 11, 12 |
| Rolls again if the Chance is: | 4, 6, 7, 8, 9, 10 | 4, 5, 7, 8, 9, 10 | 4, 5, 6, 8, 9, 10 | 4, 5, 6, 7, 9, 10 | 4, 5, 6, 7, 8, 10 |

If the Caster rolls again, there is a different criteria for winning and losing. If the **main** is rolled again, the Caster loses and must pay out all the bets, and passes the dice to the left. If the **chance** is rolled again, the Caster wins and can play again, or may choose to pass the dice on if they wish. The Caster will keep rolling the dice, with additional betting taking place between each roll, until they throw either the main or the chance.

Terminology:

- ❖ Aces – a two (i.e. two aces, two 1s).
- ❖ Better – the people laying bets against the Caster.
- ❖ Cater – a die showing 4.
- ❖ Caster – the person rolling the dice.
- ❖ Chance – the second number rolled.
- ❖ Cinq – a die showing 5.
- ❖ Crabs – rolling a 2 or 3 (i.e. rolls that always lose when throwing the chance).
- ❖ Deuce – a die showing 2
- ❖ Deuce-ace – a three (i.e. one ace, or one spot, and one deuce, or two spots).
- ❖ Main – the first number rolled
- ❖ Nick, nicked – the chance is a winning number (e.g. a main of 6 is nicked by a 6 or a 12).
- ❖ Sice – a die showing 6.
- ❖ Stake – the amount in each individual bet. The Caster has to be able to match a stake in order to accept the bet. Hard core play says if the Caster cannot match any and all bets, they immediately forfeit and must pass the dice; honourable play frowns on deliberately placing a bet so high it guarantees the Caster cannot match it.
- ❖ Trey – a die showing 3.