

Pay Line Rules

You have hit the slots in Vegas only to come across something very interesting: the machines are broken and you can re-spin the individual reels! Now, with enough coins, you can now beat the game for frequent, lucrative jackpots. The only problem: the other players have found this out too and you're racing to collect the most cash before the bank runs empty. Pay Line is a simple dice manipulation and press-your-luck game where you can beat the house and walk away a winner. For 2-4 players ages 8+, Pay Line takes about 20 minutes to play.

Components:

3 small boxes with slots, 120 chips, 4 bags, 4 "double or nothing" tokens, 3 dice

Set-up:

1. Set the 3 small boxes with slots on the top in the middle of the table
2. Set the game box lid beside these and add to it the playing chips. Remove a number of chips depending on players and return them the box: 2 players, 40 chips; 3 players, 20 chips; 4 players, 0 chips. This box lid with chips will serve as the "bank."
3. Give each player a bag and a double or nothing chip. Then, each player takes 5 chips from the bank and adds them to their bag.
4. Fill each of the small boxes with slots a number of chips as written (refill to). The black box gets 3, yellow 7, and red 16.
5. The youngest player goes first. Set the 3 dice in front of this player.

Playing:

On your turn, first roll the three dice. Then,

- If you get three-of-a-kind you got a jackpot and you get to take all of the chips in the corresponding box.
- You may not get a jackpot on your first try (or, in rare cases, may choose not to take a jackpot), but you can spend tokens from your bag to re-roll dice. When you choose to do so, insert a coin from your bag into the slot of the box that corresponds with the die symbol you wish to re-roll. You may re-roll **any number** of times and any number of dice on your turn, provided that you have enough chips to do so.
- Your turn ends and play passes clockwise when you either claim a jackpot and or you choose to cut your losses and walk away. Any chips won are added to your bag.

Re-filling: As soon as a player's turn ends and if they won a jackpot, re-fill the emptied box a number of chips. The black box gets 3, yellow 7, and red 16.

No peeking! During the game, players are encouraged to pick up the small boxes and shake them in order to speculate about how many chips are available to win. However, at no point in time are you allowed to peek through the slot or open the box to look.

Double or nothing: once per game, you may spend your double or nothing token immediately after you won a jackpot. Without looking in the contents of the box, discard this token, and re-roll all the dice. If you are able to get the same three-of-a-kind, you get paid out double whatever is in the box, but if you cannot get the same three-of-a-kind (or choose to walk away), you get nothing and the chips stay in the box. During double or nothing turns, you may spend chips to re-roll as you would during your normal turn.

Game End:

The game ends as soon as the bank has been depleted and there's not enough chips to re-fill (or to pay out a double or nothing). Now, all players dump out their bags onto the table and count their chips. The player with the most chips wins. In the case of a tie, whoever took fewer turns is the winner. If there's still a tie, victory is shared.

Note: *if the game ends from a double or nothing and there's not enough chips in the bank, take chips from one of the non-won boxes to compensate the player.*