

# Chopta Rules

## Goal

To gain as many points as possible by matching the numbers on your dice in sets of at least 3 of a kind or in order 1-6 with at least 4 numbers in each chain. (example, 1,2,3,4 or 3,4,5,6).

## Setup

Each player sets up one screen in front of them and takes one set of 10 dice. Each player rolls all 10 dice at once, keeping the dice hidden behind their screen, we call this the dice pool. After your one roll whatever number each dice shows on top cannot change for this round.

## Play

Gameplay goes clockwise, the first round starts with the person who owns the game. Each new round starts with the person to the left of the person that started the last round, moving clockwise around the group.

On your turn take one dice from your dice pool and do one of the following.

- Put the dice in the area right in front of your screen where everyone can see. That area is called your play area, make sure players play areas are not too close to each other.
- Or put your dice in an opponent's play area and swap with a lower value dice from the same player's play area and put it in your play area. A 6 can swap with everything showing a 5 or lower, 5 for a 4 or lower, 3 for 2 or 1, 2 can only swap with 1. This leaves the 1 with no dice of lower value BUT the 1 has the special rule, it can swap for a 6 and only a 6.

## Scoring

After all dice have been played, arrange the dice in your play area in sets and chains (it doesn't matter who played them in your area). Each die can only be in one set or chain. You get one point for each die in a set or chain.

Game ends when someone has reached 50 points, the person reaching the target score is the winner. You can adjust the target score to match your group.

## Optional advanced play

- Add an additional point for each dice in a set or chain over the minimum, so a set of 5 is worth  $5 + 2$  (5 is 2 dice more than the minimum of 3 in a set) = 7 points total
- Each dice is worth the value shown
- Play two dice each turn for faster play

Cheating is not allowed. If your group is known for cheating, each player takes a picture of the dice after rolling and the group verifies the dice played at the end of each round. This slows gameplay, it is best just to have fun and play fair.