

LCR Dice Game Rules

The LCR dice game is a fast-moving game that anyone can play. It requires three or more players and can be played with both small and large groups, so it makes a particularly good game for family gatherings, holiday parties, summer get-togethers, or other such events.

Object of the Game:

Players start with a few chips and then take turns rolling the dice to determine which direction they should pass their chips. The object of LCR is to be the only player with any remaining chips.

What you need:

- Three 6-sided dice.
- Small plastic poker chips or counting chips, enough for 3 per player. Or you can substitute regular poker chips, glass stones, play money, buttons, chocolate coins, or any other collection of similar items. Alternatively, you can wager quarters or dollars. It can make the game more fun if you play for items of some value, or that are desirable to win.
- 3 or more players

How to Play the LCR Dice Game:

Ideally, all players should sit around a table that provides a surface for rolling the dice, but any type of seating arrangement can be used as long as the players are in a circular formation. The middle of the circle is the center “pot” where chips will be placed during the game.

Before the game begins, each player receives three chips.

Choose a player to be the starting player. This can be the youngest player, or the oldest player, the player who won the previous game, or any other method of your choosing.

The starting player takes their turn, then players will continue taking turns in clockwise order until the game ends.

On your turn, roll the dice. How many dice you roll depends on how many chips you have.

- If you have 3 or more chips, roll all 3 dice.
- If you have 2 chips, roll 2 dice.
- If you have 1 chip, roll 1 die.
- If you have no chips, don't roll any dice.

After rolling the dice, look at each die one at a time and take an action based on what was rolled.

- If you roll an L, you must give one of your chips to the player on your left.
- If you roll a C, you must put one of your chips in the pot in the center.
- If you roll a R, you must give one of your chips to the player on your right.
- If you roll a dot, nothing happens.

After rolling the dice and taking actions, pass the dice to the next player.

If you lose all your chips, you aren't out of the game but you don't roll any dice or take any actions on your turn. Other players can still give you chips however, and if it comes back to your turn and you have chips again then you take your turn as normal.

Game End and Winning:

If at any point only one player has chips remaining, that player is the winner. They get to keep all the chips they have in front of them as well as all the chips from the center pot.

LCR Dice Game Variants

Dot to Win: This variant is particularly good when playing for stakes. The game is played exactly like regular LCR except that the last player with any chips remaining doesn't automatically win at that point. Instead they must successfully roll only dots on the dice in order to win. If they end up passing any chips to the players on their left or right, the game continues. If they pass their last chip to the center pot, all chips stay in the middle and all players play another game for a double pot.

Choose Your Stakes: This variant is used when playing for stakes. At the beginning of the game, instead of each player automatically receiving 3 chips, each player decides how many chips they want and antes that amount of money. They can request any number of chips. For example, if each chip is worth 25 cents and a player wants to start the game with 8 chips, they ante 2 dollars.