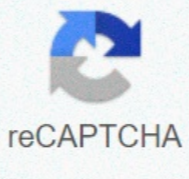




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Lcr game instructions

Left Center Right or LCR is a simple dice game published by George & Company LLC. The game is played with specially marked custom 6-sided dice, 3 sides of which is marked with L, C and R respectively and remaining 3 sides are marked with a dot. Each player starts with 3 chips and objective of the game is to be the last player to have one or more chips to win. The game play of LCR partly resembles other classic games like Aces in the Pot as well as Aces and is basically a combination of the game play of these two games. No Of Players: 3 or more players Setup: The game is played with 3 custom 6-sided dice. All players are given 3 chips at the beginning of the game. First Turn: Players can decide among themselves who is to take the first roll. Remaining players take turn clockwise. Left Center Right (LCR) Game Play: Players roll three dice to start with. The rules of the game are as following Place one chip to the center for each C rolled. Pass one chip to the left for each L rolled. Pass one chip to the right for each R rolled. No action is to be taken for dots. If player has 3 or more than 3 chips, then all three dice must be rolled. In case player has less than 3 chips remaining, then number of dice rolled should be equal to the number of chips. If player has no chips, he/she can not roll and must pass on his/her turn. The player is still in the game since he/she can get a chip from other players and will be back in the play. The play goes on in this manner until only one player is left with chips who wins the game and also wins all chips placed in the center. Additional Resource(s): dice game) 3 people found this article useful LCR® card game is played just like the original LCR® dice game. Instead of rolling dice, this game is played by flipping over the specialty marked cards. The cards are marked with L's, C's, R's and dots, which determine where the players chips will go. The last player with chips, wins the game. Included are 110 specialty marked LCR® cards, 24 playing chips, and instructions. Great for all ages 5+ 3 + Players Product Dimensions: 3.5 " L x 1 1/8" W x 5.5 " H > LCR® Left Center Right™ is a fun, fast-paced dice game that you won't be able to put down! Each game includes 3 specialty marked LCR® dice, 24 playing chips and instructions. Players roll the dice to determine where they pass their chips. The last player with chips is the winner and wins the center pot. For specific color requests, please indicate which color(s) you would like at time of check out. Product Dimensions: 5" H x 1" W x 1" D > The Left Center Right Dice Game (LCR) is a dice game that is played by as many players as the game organizer chooses. Players compete to win all the chips in play during the game, passing chips based on the roll of the dice. LCR Dice Game is based entirely on the luck of the dice, with no strategy involved. There are three dice rolled on each turn of the LCR Dice Game. Each die has the letters "L," "C" and "R" on it along with dots. For each "L" a player rolls, he must pass one of his chips to the player sitting to his left. For each "R" a player rolls, he must pass one of his chips to the player sitting to his right. For each "C" he rolls, he must place a chip into the pot in the center of the table. Dots require no action to be taken for that die. Players start with at least three chips each, and may play with as many chips as the players agree upon. If a player only has one chip left, he only rolls one die on his turn, and if he has two chips left, he only rolls two dice. Once a player is out of chips according to the standard rules, he still rolls the dice on his turn. The winner, based on the standard rules, is the one player who has all the chips at any time during the game. To win the chips that are in the center pot, a player must roll three matching letters or three dots, one on each die. If he does this, he does not have to follow the rules for each individual die, but instead collects the chips from the center pot. Players may alter the official rules to play a gambling version. This can be played with coins, such as quarters or dollars, instead of chips. Each player should start with the same number of coins. In this game, when a player is out of coins, he is eliminated unless he places more coins on the table to use during the game. He can only add an amount equal to the number each player was permitted to start the game. The game ends after an agreed upon time limit. Any chips remaining in the center pot at that time go to the player with the most chips. 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. Like slot machines or Bingo, LCR requires no skill or decision making of any kind. But, also like those games, it's simple to play and provides plenty of excitement. There is a boxed version of the game available, but it can also be played with any three regular 6-sided dice! Game Summary - A brief summary of the game and what you need to play How To Play 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 the dice are rolled, you must take actions based on what is showing on the dice. In the retail version of the game, one side of each die has an L, one side has a C, one side has an R, and three sides have a single dot. However, you can use any regular 6-sided dice to play by using the following substitutions: 1, 2, and 3 are dots 4 is L 5 is C 6 is R 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 (or a 4), you must give one of your chips to the player on your left. If you roll a C (or a 5), you must put one of your chips in the pot in the center. If you roll a R (or a 6) you must give one of your chips to the player on your right. If you roll a dot (or a 1, 2, or 3), nothing happens. After rolling the dice and taking actions, pass the dice to the next player. Example: If you had 5 chips and rolled an L (4), a C (5), and a dot (2), you would give one chip to the player on your left and put one chip in the center pot. You would then have 3 chips remaining. 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 LCR Wild The LCR Wild variation is available as a boxed game, but like the original game it can be played with normal 6-sided dice as well. In the retail version, one side on each die is marked with a Wild symbol, but if you're using regular dice, the 1 side can be used as the Wild side. The rules for LCR Wild are the same as with regular LCR, except for the following difference: If you roll any Wilds (or 1s) on your turn, take the following action: If you roll 1 Wild (or 1), take one chip from any opponent. If you roll 2 Wilds (or 1s), take two chips from any opponent, or take one chip each from two different opponents. If you roll 3 Wilds (or 1s), you take all the chips from the center pot and instantly win the game! LCR Wilder If you are using the LCR Wild variant, you can add this additional rule that gives players a decision to make on their turn. On your turn, you can roll the dice as normal or, before you roll the dice, you can pay 3 of your chips to the center pot to change the effect of the dice from give to take. This means that if you roll an L (or a 4), you take a chip from the player on your left instead of giving them a chip. Similarly, you take a chip from the player on your right when you roll an R (or a 6), and you take a chip from the center pot if you roll a C (or a 5). However, keep in mind that this also alters the Wild effect. If you pay 3 chips to the center to reverse the dice, then if you roll one or two 1s you must give chips to players of your choice instead of taking chips. And if you roll all Wilds (or 1s) on your turn then you must give all your chips to the center pot instead of taking all the chips! Last Chip Wins In this variant, a player must put their last remaining chip(s) into the center pot to win. In other words, if they have only one chip left, they must roll a C (or 4) in order to win. This means that all players continue to have a chance to win as long as one chip remains in the game. 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 (or 1s, 2s, and 3s) 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. Example: Sam has 2 chips remaining and is the only player with any chips left, so on his turn he rolls 2 dice. They come up showing two dots. Sam wins! 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. May 9th 2018 Dice Game Depot Every other week Scott Jon Siegel contributes Off the Grid, a column on gaming away from the television screen or monitor. Don't be surprised if you haven't heard of LCR. My exposure to the game came from my brother, who was presented with a copy -- along with everyone else in the studio audience -- as part of Rachel Ray's Thanksgiving special a few weeks back. It was one of four token gifts handed out to audience members before the uber-surprise -- brand new cellphones for everyone! -- was announced. Having no need for what he quickly dismissed as "Dreidel with dice," my brother passed the game along to me. LCR comes packaged in a clear plastic tube, containing two-dozen red plastic chips, three special LCR dice, and a small one-sided sheet of paper with the rules. The packaging describes it as "the new game that everyone's getting hooked on." It looked modest enough, but its purported popularity certainly piqued my interest. Am I endorsing LCR? It's certainly not on par with classics like Settlers of Catan, or even cultural mainstays like Life or Monopoly. But no game is without potential. By itself, LCR may be dull, but the smallest twist, tweak, or hack can breathe life into even the stalest gameplay experience. The rules for LCR are basic enough, calling for a minimum of three players to be seated in a circle. Each player is given three chips to start. During his/her turn, a player rolls all three LCR dice. For every 'L' rolled, the player passes a chip to the left. For every 'R,' a chip to the right. For each 'C,' a player adds a chip to the center pot. The three sides of the dice with dots on them do nothing. Play continues in one direction until only one player has any chips left. If a player has no chips left, that player is still in the game, but does not roll dice during his/her turn. A player with two chips rolls only two dice, and a player with only one chip rolls one die. The last player with chips remaining wins the game. The notable upside to these rules is that nobody in the game gets eliminated. Even if you're out of chips, you could be back in the game easily if the adjacent players roll an 'L' or 'R' in your favor. The downside, however, is that gameplay is completely based on chance, and skill has no part in it whatsoever. The unpredictability might make LCR fun for the first few rounds, but where do you go from there?Well, for starters, you turn to gambling and booze.Over at funagain.com, reviews of LCR are at odds with each other. Half of the reviewers hate it, while the other half love it, with the consent that you have to go beyond the rules to make it more interesting. Swapping out chips for coins -- or having each player "buy in" for X amount of dollars -- adds a bit more tension to the game's unpredictable style, turning it into a "winner takes all" scenario. Money will keep getting passed around, with more and more of it ending up in the center. You might be out of cash on your turn, but your opponent might roll in your favor, throwing you back into the competition. Like any good card game, a little money just makes it more interesting.For those of the frat-boy persuasion, LCR can be tweaked to form a formidable drinking game (but only for those of legal age, of course). Start with a bottle of beer in front of every player, and an empty glass in the center. On your turn, roll all three dice. For every 'L,' the player to your left takes a swig. For every 'R,' the player to your right. For every 'C,' you pour a swig's worth from your bottle into the glass. If you roll three dots, you have to down the glass in the center. The last player with any beer remaining is the winner. To make for a longer game, start everyone with two bottles instead of one. It requires less hand-eye coordination than beer pong, and it's a lot less dirty to boot. There are those, of course, who enjoy gaming for gaming's sake, and believe that it *is* possible to hack a game without simply adding money or alcohol to the mix. In LCR's case, a good place to start meddling is with the lack of choice. Give players a sense that they're actually doing something strategically, and they'll feel that the game is more significant. As an example, I've designed LRC, a betting variant of LCR. LRC is still unpredictable, but allowing players to place bets before rolling the dice gives more weight to each turn's outcome, making each player's success or failure a result of their own decisions.LRC (Left, Right, Commitment)As in LCR, each player starts with 3 chips. In addition, place a number of chips in the center equal to double the number of players (ie: 6 chips for 3 players, 8 chips for 4 players, etc). In LRC, only two dice are used.On your turn, you can commit chips from your pile to the center before rolling.Rolling an 'L' forces you to pass a chip to your left. Rolling an 'R' forces you to pass a chip to your right. Rolling a dot does nothing.For each chip you committed to the center on your turn, you can earn 2 back for each 'C' you roll. For example, committing 2 chips and then rolling 2 'C's earns you 4 chips back. But if you only committed 1 chip and rolled 2 'C's, you only earn 2 back. In other words, you can't earn back more than double of what you committed.If you didn't commit chips to the center on your turn, rolling a 'C' does nothing. If you did commit chips, but didn't roll a 'C', those chips are lost in the pot.Like in LCR, players with no chips are not eliminated, but can not roll on their turn until adjacent players roll an 'L' or 'R' in their favor. If a player has only one chip at the beginning of their turn, they only roll one die. The last player with chips remaining is the winner. With a greater number of people, you can change the rules to elimination-style to make LRC more competitive. If the elimination game ends too quickly, start players with more chips, or remove one of the two die to elongate the play-time.If anyone else has any interesting hacks or variants of LCR, or of any other analog game, we'd love to hear them. Post your hacks in the comments, so we can all get the most enjoyment out of the simplest titles. Scott Jon Siegel is a fledgling game designer, and fancies himself a bit of a writer on the topic as well. His words and games can be found at numberless, which is almost always a work in progress.

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