



# How to Play Gluckhaus

The game begins with all players putting one coin on the 7 square  
...ante up, if you will... I use dimes.

Players take turns throwing a pair of dice. (D6) Where they land determines what you do....

## "Regular" squares

- On a roll of a three, five, six, eight, nine, ten or eleven, the player took a coin if one was on the square belonging to that number, or placed one there if it was empty.

## "Irregular" squares

- Two is **The Lucky Pig**. If a player rolled a two, he collected all the coins on the board except for **The Wedding**.
- Four is not on the board. During the Renaissance, if a player rolled a four, he paid a coin to the owner of the board. You can ignore this roll, pay the owner for the roll, or start a "fund for the charity or beer of your choice"
- Seven is **The Wedding square**.  
*I can't reliably paint people, so there are hearts. Sue me.*

If a player rolled a seven, he placed a coin on the square because one always brings a gift to a wedding.

- Twelve is **The King**. If a player rolled a twelve, he collected all the coins on the board including **The Wedding**, because *it's good to be the King*.

Play continues until you are broke or bored.  
Much more likely to be the former than the latter.