



## Right Middle Left Rules

LCR requires three specially marked dice and a handful of chips (quarters can stand in for the chips or \$1 bills).

Each player begins with three chips. The players determine who is to roll first. The six-sided dice are marked with the following letters, each on one side of the dice L, C, and R. The other 3 sides of each dice are marked with dots.

The first player rolls three dice. Player 1 passes a chip either to the left, to the right or to the center pot, depending on the roll of the dice. If any dots are rolled, the player retains their chip for that die. The next player to the left then rolls 3 dice OR one die for each chip they possess, up to three chips. This player then passes chips as directed by the roll. If he or she should have less than three chips, they he only rolls as many dice as he has chips. If he has no chips, he is not out of the game. They simply DO NOT roll. Should the person to either side of him be required to pass him a chip, then they again has a chance to win the game and must roll again when his turn comes around.

The roll passes in this manner around and around the table until only one player has chips. The last person having chips wins the game, if playing for \$\$ they get the Center Pot.