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Left Center Right is a simple and entertaining dice game that can be played with friends or family anywhere, requiring only some dice and poker chips. The goal is to accumulate chips throughout the game by passing them from player to player, while being the last player holding onto the chips at the end wins. To set up the game, you'll need three dice and poker chips. If you don't have these materials, you can buy a specific tin that contains everything needed to play. Players should sit in a circle around the playing area and designate the center as the pot, where players will place their chips during gameplay. Each player collects three poker chips at the start of the game and puts any extra away. The dice feature L, C, and R symbols on some sides, while others have numerical values with dots representing the number of sides. When playing, each player rolls all three dice to begin the round, then moves their chips during their turn. The gameplay continues clockwise until everyone completes their first turn. In subsequent rounds, players roll a different number of dice based on the number of chips they hold. For example, if a player has 2 chips, they'll roll only one die. If they have more than three chips, they'll roll all three dice. Depending on what's rolled, a player may need to perform certain actions during their turn, such as passing a chip to another player or keeping it in the center pot. The game continues until only one player remains with chips, at which point that player is declared the winner. Left Center Right is a simple yet popular dice game where players roll dice and move chips around the table. The goal is to be the last player with chips, but even if you lose all your chips, you can still win by having other players pass them to you. There are many variations of this game, including Left Center Right Wild and Left Center Right Wilder. The game of Left Center Right offers various exciting variations to play with friends. One popular variation is Dot to Win, where players must roll all dots (1, 2, or 3) on the die to officially win, rather than just rolling a specific number. Another fun twist is the addition of stakes, where each player chooses how many chips they start with and pays a stake for each chip requested. This variation allows players to win both chips and pot money. For those who prefer a more relaxed game, the drinking game version is an entertaining option. When winning the game, players can assign drinks for each chip won, making it a fun and social experience. However, players must be cautious not to overindulge. Left Center Right can be played with 3 to 5 players, but games with more than 5 players may take longer. The game also allows for stakes, ensuring that all players are treated fairly. To play the game, players pay a stake for each chip they start with, and the winner takes the pot. The original version of the game was developed by George and Company LLC, but due to lack of copyright protection, other companies have also created their own versions. The game requires a special dice set, which can be purchased in different name variations. The Objective The main goal is to accumulate chips by rolling dice. A standard die determines turn order, but players can choose alternative methods. The first player takes the initial turn, followed by clockwise turns. Players roll a specific number of dice based on their chip count. Gameplay Mechanics - Roll exactly one die for each chip in possession. - No more than three dice are rolled. - Certain effects occur based on the roll: - Pass chips to the right (R) or left (L). - Place chips into the center (C). - Dot: no effect, player takes no action. Game Progression - Players with no chips skip their turn but can still receive chips from others. - Chips are only lost when placed in the center of the table. - The game continues until one player remains, declaring that player the winner. Multiple Games - Players can play multiple rounds to win more games and be declared the overall winner. - Alternatively, a "Best of" series can be played, such as "Best of Three," where the first player to win two out of three games is declared the winner. Looking at your bad luck in the first hand, you lost all three of your chips but gained two back from other players. This game is mostly based on chance with no real choices to change the outcome without cheating. It can be played as a waste of time or to teach people about probability and token usage. Even getting zero chips isn't bad because during your turn, you only lose chips, not gain them.

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