



Fortunes and Winds: Dicing in Rokugan


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THE DICE

The primary dice game in Rokugan is known as “Fortunes and Winds” (after its highest-paying combination). It is played with a set of five six-sided dice. One die is a different color than the other four. They are shown on page 4.

RULES

The player throwing the dice must lay down a bet, and also an equal amount “for Lord Moon.” Winning bets are paid out by (and losing bets collected by) the Banker: this duty is performed by the host if the game is being played in a gambling house, or by the richest player if it’s being played more informally. Other players may also bet as if they were throwing the dice, or make side bets (described below). The player throwing the dice may not make side bets.



The object is to assemble the following combinations of dice:

“FORTUNES AND WINDS” (Pays 4 to 1)

North Wind, East Wind, West Wind,
South Wind, Seven Fortunes

“THE LADY’S BREATH” (Pays 4 to 1)

North Wind, East Wind, West Wind,
South Wind, Lady Sun

“EMPTY WINDS” (Pays 2 to 1)

North Wind, East Wind, West Wind,
South Wind, Void

“SHINSEI’S BLESSING” (Pays 2 to 1)

Earth, Water, Fire, Air, Void

“THE LADY’S TEARS” (Pays 2 to 1)

Earth, Water, Fire, Air, Lady Sun


“SEVEN THUNDERS” (Pays 1 to 1)

Earth, Water, Fire, Air, Seven Fortunes

After all bets have been laid down and covered, the shooter takes a turn at the dice. Every turn consists of up to three rolls of the dice. On the first roll, if a combination appears, the shooter wins double the listed amount from the Banker.

If the shooter gets neither Lord Moon nor a scoring combination on his first roll, he may set aside up to three of the white dice and roll the remaining dice again. Once a player has set aside a die, he may not roll it again that turn. The shooter must roll the black die on every roll.

The shooter has three rolls to assemble a scoring combination (above). As soon as one of these combinations



appears, the player collects his winnings from the Banker and begins a new turn. If after the third roll he has not built one of the scoring combinations on the table above, he loses his bet to the Banker (but not his money for Lord Moon) and the dice pass to his left.

On any roll, if Lord Moon turns up on the black die, the shooter loses his bet to the Banker. He also loses his amount set aside “for Lord Moon.” The dice then pass to the left.

If the player wins, he may continue shooting with a new turn. Any time after the shooter has won, he may pass the dice.

There are two popular side bets, which may be made before the shooter starts his turn. Neither side bet requires a bet for Lord Moon.

“**DAIKOKU’S BELLY**” is a bet that the current shooter will win. The odds on this bet are 3 to 2 against. Betting that the current shooter will lose has odds of 2 to 3. However, many gamblers view this as summoning Daikoku’s wrathful aspect, and it is considered very unlucky. Some houses have a space set aside for betting against the shooter, but many do not.

“**LADY SUN’S TEA**” is a bet that the player will make all three rolls in the turn. This is an even odds bet Its opposite is “**HUNGRY MOON**,” which is a bet for the shooter to make one or two rolls during the turn. It is also an even-odds bet, but if the shooter rolls “**FORTUNES AND WINDS**” on the first or second roll, this bet neither wins nor loses.

The only required equipment is a set of dice, appropriately marked. Most gambling houses provide a table, marked as indicated in the illustration; but gamblers playing outside a house can sketch the curve and two lines, or just envision it and arrange their bets in the appropriate places.

FORTUNES AND WINDS DICE AND TABLE LAYOUT

EARTH DIE:

土	土	土	北	北	米
EARTH	EARTH	EARTH	NORTH	NORTH	RICE

WATER DIE:

水	水	水	東	東	魚
WATER	WATER	WATER	EAST	EAST	FISH

FIRE DIE:

火	火	火	西	西	木
FIRE	FIRE	FIRE	WEST	WEST	TREE

AIR DIE:

風	風	風	南	南	鳥
AIR	AIR	AIR	SOUTH	SOUTH	BIRD

MOON DIE:

空	空	運	運	陽	月
VOID	VOID	FORTUNES	FORTUNES	SUN	MOON

Banker Sits Here

Side Bet: Win Bet 2 to win 3	Standard Bet	Side Bet: 3 Rolls Bet 1 to win 1	Side Bet: Win Bet 2 to win 3	Standard Bet	Side Bet: 3 Rolls Bet 1 to win 1
Side Bet: Lose Bet 3 to win 2	Bet for Lord Moon	Side Bet: Fewer Bet 1 to win 1 Bar Fortunes & Winds	Side Bet: Lose Bet 3 to win 2	Bet for Lord Moon	Side Bet: Fewer Bet 1 to win 1 Bar Fortunes & Winds

Player Sits Here

Player Sits Here

EXAMPLE OF PLAY

Ginawa, Sanzo, and Ujikeme are gambling at the House Where Fortune Smiles; the house has provided a Banker at the table.

Ginawa starts with the dice, and bets one koku, also placing a koku behind the line for Lord Moon. Sanzo feels that Ginawa's luck is running, and he also makes the standard bet one koku, plus one for Lord Moon. Ujikeme is less optimistic, and puts down a side bet: three koku for Ginawa to lose.

Ginawa rolls the dice: North, East, Fire, Bird, and Void. He must reroll the Void die, and he decides to keep the North and East dice.

Ginawa's second roll: [North], [East], West, Air, Sun. Ginawa keeps the West die and rolls the other two.

Ginawa's third roll: [North], [East], [West], Air, Fortunes. So close, but no luck. Ginawa and Sanzo lose their one koku bets to the Banker, but keep their money for Lord Moon. Ujikeme's bet (that Ginawa would lose) pays off, and he is paid two koku by the Banker.

Since Ginawa has lost, he must pass the dice. Sanzo is next to roll, and bets are deployed. Sanzo bets two koku, and must put down two for Lord Moon as well. Ginawa bets one koku that

Make Your Own "Fortunes and Winds" Dice!

On the preceding page, you'll find a bunch of squares with kanji and English words written in them. Print those squares (preferably onto a sheet of label paper), cut them out and attach them to any six-sided dice (blank ones are available at most finer game stores). Bingo! You've got a set of Fortunes and Winds dice!

NOTE: Actually gambling for actual money is likely to be illegal in your state; it is in ours. These dice should be used for roleplaying purposes only, not to figure out who buys the pizza.

Sanzo will make all three rolls, but Ujikeme bets one koku that he won't.

Sanzo's first roll: Earth, Water, Fire, Air, Sun. Since Sanzo has rolled The Lady's Tears on his first roll, he wins double the usual amount: the Banker pays him eight koku. Since Sanzo made only one roll, Ginawa loses again, and Ujikeme wins again. Sanzo may pass the dice, or start a new turn; he elects to pass the dice to Ujikeme.

Ujikeme lays down one koku, plus one for Lord Moon. Both Ginawa and Sanzo bet that he'll make fewer than three rolls: Ginawa bets two koku, and Sanzo only one. Ujikeme's first roll comes up Earth, Water, Fire, South, and Moon.

Too bad: he loses his bet, plus his bet for Lord Moon. Since the shooter didn't make all three rolls, Ginawa is paid two koku by the Banker, and Sanzo is paid one. Since Ujikeme lost, he passes the dice back to Ginawa.

