

“HELLO DEMON INFERIOR :

Your repugnant personality has always puzzled Malgaddis.
Malgaddis cannot understand why the Inferior does not devour
voraciously the souls of the Mankind.

The topic puzzles Malgaddis in His 18 minds and infinite cycling
eyes - who does the Inferior think that the Inferior is?

Bet-Hagashk him/her/theyselves?!

Malgaddis as Keeper of Chaos in Our Underworld has no
alternative but to imprison the Inferior for his reluctance to sate
his carnal desire to consume the spirit-blood of the Mankind.

But even in Malgaddis' dread-echoing heart drums there is a
small bit of sympathy for the Inferior.

Inferior! Malgaddis will educate you on a hideous,
educational game using the Mankind's colorful dice.

Malgaddis has called His game

THE DEVIL'S DICE

a diabolical game by Felix Park

Is it not catchy, Inferior? Malgaddis IS a game designer!
Malgaddis' pus-and-tear stained flesh quivers in anticipation!”

The Devil's Dice requires **4 DEMONS** to play it,
Malgaddis will voraciously eat any extras with His gnashing maw!

The game also needs **4 DIFFERENTLY COLORED DICE**.
Though... Malgaddis is blind to the visible realities.
Do you not feel bad for Malgaddis, Inferior?

PLAYING ON THE FLOOR of Our Underworld
is also a possible option. Dice tend to fall everywhere in
The Devil's Dice, like the intestines of the Niggurath Undath Worm.

Inferior, the **GOAL** of the Devil's Dice is to
be the **FIRST** to **COLLECT 15 SOULS**.
Does that not delight you? Souls are so exquisitely
fulfilling in Malgaddis' copious sulfur-stomachs.

Idiot-Fool demons may also want a **PEN AND PAPER**.
Why? To keep track of the number of souls.
In fact, the Inferior may even have **NEGATIVE SOULS**.
Do not try to understand the Hell-Math -
it is far too complex for your puny mind.
Remember though, every demon starts with **ZERO SOULS**.

The Devil's Dice proceeds in **ROUNDS**:

(ROUND START)

All demons roll 1 die, at the same time, and announce what they rolled.

Depending on the 4 dice, there are **5 OUTCOMES**:

DOUBLE (two matching dice),
where two demons of the same dice number battle over souls

DOUBLE DOUBLE (two pairs of matching dice),
where there is a tournament

TRIPLE (three matching dice),
where all demons scramble

QUADRUPLE (four matching dice),
where they attempt the impossible

Or when **NO DICE MATCH** -
then demons all roll 1 die again for a new round!
Toil, demons, toil for Malgaddis' pleasure!

DOUBLE:

The two demons with matching die numbers now battle.

Both demons get two dice each. They must roll the dice with either the **EVIL ROLL** or the **DEVIL ROLL**.

To start them rolling, another one of the demons gives them a countdown.

Whichever demon's dice **FINISHES ROLLING FIRST**, wins.

In the event of a simultaneous finish, the higher dice sum wins.

If a demon starts rolling before the countdown finishes, they automatically lose.

EVIL ROLL:

(Slow, less risky)

1. Put 1 die on back of hand.
2. When countdown finishes, toss die up
3. Catch die in air
4. Pick up other die
5. Roll both

DEVIL ROLL:

(Fast, very risky)

1. Put 1 die on back of hand.
2. When countdown finishes, toss die up
3. Pick up other die
4. Catch die in air
5. Roll both

WINNING A BATTLE:

The demon who wins a battle has two outcomes, depending on the sum of the dice they rolled:

1-7: Demon gets **1 SOUL**

8-12: Demon gets **2 SOULS** -OR-

Demon initiates a rematch, for **DOUBLE OR NOTHING**:

If the demon(Demon A) **WINS** the rematch, they get **4 SOULS**

If they **LOSE**, the other demon(Demon B) receives 2 souls, and Demon B may even initiate a **NEW REMATCH** for double(4 souls) or nothing if they roll 8-12, but if Demon A wins, both demons get **NOTHING** and the game continues.

CHALLENGING:

After a Double battle, the other two demons who did not fight the battle have a chance at **CHALLENGING** each other to battle.

Challenge battles are fought like regular battles, but only whose dice roll stops first matters - the dice sums do not matter.

If only 1 demon challenges the other:

If the challenging demon wins the challenge battle, they get **1 SOUL**.

If the challenging demon loses, they lose **1 SOUL** and their opponents gets **1 SOUL**.

If both demons challenge each other, the winning demon gets **2 SOULS**,

but the losing demon loses **1 SOUL**.

If both demons don't challenge each other, the round ends and another one begins.

DOUBLE DOUBLE:

Each pair of demons that have the same dice number battle.

The winners of the two battles do not get souls,
but instead play against each other.

Whoever wins gets **3 SOULS**.

TRIPLE:

All demons scramble to grab the non-triple die.

The demon to grab it gets **2 SOULS**.

QUADRUPLE:

The demons take turns with the Devil's Roll,

but instead of picking up 1 die

they pick up **3 DICE**.

The demon who does this on their first try

and gets the highest sum on their dice

gets **6 SOULS**.

6 souls... that would certainly fill hunger's void in any demon... except
for the infinitesimal craving of Malgaddis and his many-tastes.