

# Reversal of Fortune

A Shifty tabletop game for 2 or more players

Reversal of Fortune can be played by two or more people, and requires a way to track points and the following things for each player: five six-sided dice, a flux-o-tron, and three counters per player.

You have obtained a flux-o-tron, a new device that supposedly gives you the opportunity to affect probability! Why not test it with a little game of luck? How about dice?

## Setup:

Place your point counter on the 0 of the point tracker.

Place your luck counter on the 0 of your flux-o-tron.

## Gameplay:

Each round consists of two phases: flux-o-tron usage and dice rolling.

Flux-o-tron usage: Secretly place a counter on a value of spending or storing. Reveal your number once everyone has finished choosing theirs.

Saving increases your stored fortune, but decreases your current fortune. If you use this setting, increase your luck by the set value and reroll that many successes during dice rolling. You may only store a max luck of eight.

Spending decreases your stored fortune and increases your current fortune. You may only use this setting if you have luck points. If you use this setting, decrease your luck by the set value and reroll that many failures during dice rolling.

Dice rolling: Roll five dice. Anything four and above counts as a success. Anything three and below counts as a failure.

If you spent a number of luck, reroll your failing dice by that number.

If you lack failing dice to reroll, increase your points by 1.

If you store a number of luck, reroll your successful dice by that number.

If you lack successes to reroll, decrease your points by 1.

If you have the highest amount of successes, increase your points by 1. In the case of a tie in the number of successes, sum the total value of your dice. If that value is greater, increase your points by 1.

## Winning

If you are the only player with 10 points or above at the end of a round, you win the game. If another player has the same number of points as you, continue playing until one of you has more points than the other.

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