

# Entrepreneurial Damn Straight!

## A dice game

An exciting and interesting dice game for two or more people.

These instructions are for the bakery enhanced version of Damn Straight. The original, classic version of the game is "[Classic Damn Straight](#)" (or "Classic Loaves and Biscuits" if you prefer). This is also known as **Damn Straight with Bakeries**, **Bakeries with Loaves and Biscuits**, and **Entrepreneurial Loaves and Biscuits**.

The rules here describe only the differences between the classic version and the entrepreneurial version. So if you haven't got the classic rules down yet, learn that game first, then come back to these rules.



## Bakery

The thing that differentiates Entrepreneurial Damn Straight is the fact that a player can roll a **bakery**. A player rolls a **bakery** when the final rack consists of six of a kind.

When a player rolls a **bakery** three things happen:

- The player scores the value of the bakery.
- The player gets another free turn immediately.
- The player is now a **bakery** owner and as such is entitled to the **Bakery Owners Privilege!**

## Bakery Value

The value of a bakery is the number of loaves equal to the rank of the die that is used for the six of a kind. So if the bakery consists of six 2s, the value of the bakery is two loaves. Similarly, if the bakery consists of six 4s, the value is four loaves.

The one exception to this is when a bakery is promoted. A bakery promotion automatically occurs when the yeast is the last die to be racked (promotion not available for a rack of six 6s). When the yeast is the last die to be racked, then the value of the bakery goes up by one loaf. So if the bakery consists of six 2s and the last die to be racked was the yeast, then the value for the bakery is three loaves.

## How To Roll A Bakery

Banking and racking work basically the same way as they do in Classic Damn Straight. Instead of racking numbers in order starting with 1, you rack only the same number.

There is a difference in the initial racking when attempting to roll a bakery. If you are attempting to roll a 1 bakery, your initial rack must be a single 1. For a 2 loaf bakery, the initial rack must be two 2s. For a three loaf bakery, the initial rack must be three 3s. For a four loaf bakery, the initial rack must be four 4s. For a five loaf bakery, the initial rack must be five 5s. For a six loaf bakery, the initial rack must be six 6s.

After the initial racking, further racking happens one die at a time.

Racking a single 1, does not commit the player to going for either a straight or a bakery. However, once the rack and bank combined contain more than one of any rank, the player can no longer score points for a straight for that turn. Once the second die of the same rank has been saved (either to the rack, bank, or both together) the player is **Bakery Committed**.

In this situation:

<b>rack:</b>	1
<b>bank:</b>	<u>1</u>
<b>roll:</b>	2,3,4, <u>5</u>

The player cannot change her mind and rack the 2,3,4,5 for two and a half loaves. The fact that she had already saved two 1s precludes her getting points for a straight on this turn.

## Multiple Bakery Ownership

A player may own multiple bakeries, but each bakery that she owns must be of a different value. If a player is already a bakery owner for a bakery of a given value, she may roll another bakery of that value. If she does, she will still receive the value for that bakery, she will also receive a free turn, but she will not receive any additional **bakery owners privileges**.

If a player is already a bakery owner, lets say the owner owns a four bakery, she may prefer her next bakery to be rolled to be a three bakery rather than another four bakery. So if she rolls a bunch of threes, she may try to rack the yeasty three early so that her three bakery does not have the automatic (but in this case unwanted) promotion to a four bakery.

Any number of players may own a bakery of a given value.

## Bakery or Bust

If a player is **bakery committed** and the player has risked his biscuit on this turn, then the player *must* keep on rolling until he either completes the bakery or loses his biscuit (by not being able to rack).

## Biscuit Risking With A Bakery

If a player risks and loses her her biscuit when her biscuit represents the value from a bakery that they recently rolled, they lose the value of the biscuit, but they do not lose the bakery. The player is still a bakery owner and is still entitled to the bakery owner's privilege.

Once a player acquires a bakery during a game, that bakery will remain with the player throughout the game.

## Bakery Owner's Privilege

Once a player becomes a Bakery Owner he is entitled to the Bakery Owner's Privilege at the beginning of each subsequent round of the game. This privilege allows the bakery owner to visit each of his bakeries during his first turns of each round. A b

If the bakery owner owns only one bakery, he may visit that bakery on the first turn of the round.

If the bakery owner owns multiple bakeries he may visit the lowest valued bakery instead of rolling for his first turn, may visit the next lowest valued bakery instead of rolling for his second turn, and so on until he has visited all of his bakeries or until he decides that he would rather roll the dice.

Once you roll the dice in a round you can no longer visit any of your bakeries in that round.

There is no obligation to visit all of your bakeries in any round. However the bakeries that are visited *must* be visited in ascending order and none of the owners bakeries may be skipped. So if a bakery owner owned a one, two, four and five bakery, the owner could not decide to skip visiting the one and two bakeries and instead start by visiting the four and five bakeries.

A bakery is visited by the owner when the owner declines to roll the dice and instead says "I'll take xxxx loaves" (where xxxx is the value of the bakery she owns). She then scores that number of loaves.

Once an owner roll the dice in a round that owner can no longer visit any of her bakeries in that round.

An important note is that the other players are under no obligation to help the bakery owner remember to visit his bakery at the beginning of a round. In fact, the other players will try their best to distract the bakery owner (sometimes with witty banter, sometimes with scintillating conversation, sometimes with ingestible substances) and pass the dice nonchalantly to the owner in hopes that the owner will roll the dice. The owner may accept the dice with no penalty but if any of the dice are rolled then that owner will have no further bakery owner's privilege for the remainder of this round.

## Round endgame

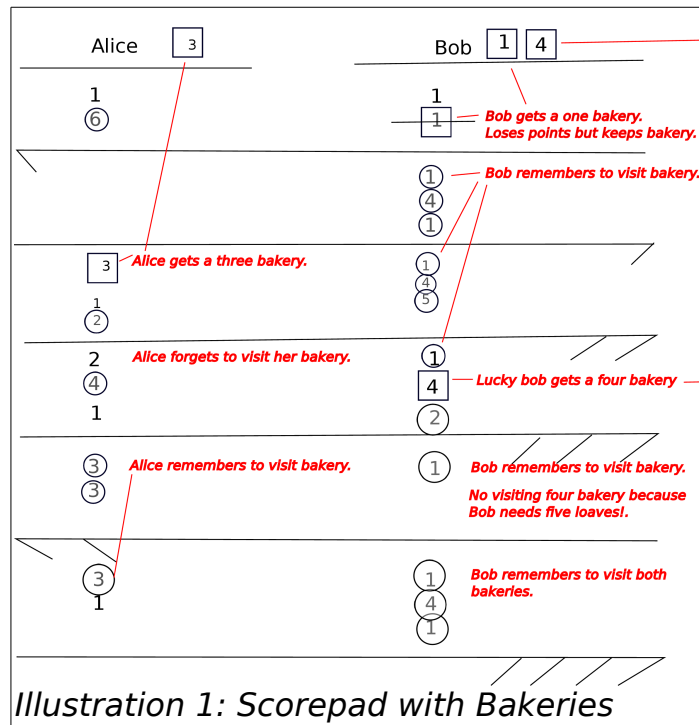
In Classic Damn Straight, when a player goes ahead of all of the other players by more than six loaves, then that player wins the round, because it would be impossible for any other player to catch up in one turn.

However, in the entrepreneurial version, there is no limit to the amount of points that a player could gather in one turn (by continuously rolling bakeries). Therefore even after the leader goes ahead of everybody by more than six loaves, all of the other players will have their chance to take a turn.

The winner of the round is the player who is the leader at the start of her turn and has at least six loaves.

## The Scorepad

Below is an image of an image of a score pad for a game between two people. To show the scoring of bakeries, this represents a game rich in bakeries and high rolls.



## Glossary

**Bakery**

A rack consisting of six dice of the same rank.

**Bakery Committed**

A player is **bakery committed** when she has saved (either in her rack,

her bank, or both) two dice of the same rank. Once a player is **bakery committed** she can no longer score points for any straight in the turn.

### **Bakery or Bust**

Once you risk your biscuit when bakery committed, you must keep rolling until you either get the bakery or you lose your biscuit.

### **Promotion**

When a **bakery** is **promoted** it is worth one more loaf than the rank of all of the dice in the bakery. A **bakery** is **promoted** when the yeast is the last die racked. A six bakery cannot be promoted!

### **Visiting a bakery**

Stopping by the bakeries that a player owns at the beginning of the round to collect some loaves.<sup>4</sup>

## History

The Classic Damn Straight game was created by Jon Hale in August 2007.

During the first several years of playing the game Mitch Trale wished that something good could happen when you rolled a bunch of the same number. In 2010, I worked out the rules for the bakery version.

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