HINTARO RULES

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The Dice:
A matched pair of silver dice, with the following faces:

Tukar and **Kulro** .

One hintaro die with the following symbols:

Hin and **Taro** .

This hintaro die is able to change all the players' results because:

Hin removes a **Tukar** and

Taro removes a **Kulro** .

Goal: Obtain pairs of matching symbols on the two silver dice. The highest ranked roll wins the round and the entire betting pot.

Name:	Symbols:	Rank:
Tukar to Kulro		1st
Quad Kulro		2nd
Tukar Tukar		3rd
Kulro Kulro		4th

Step 1: Select The Hintaron
The hintaron is similar to the dealer in card games. The hintaron changes each round to the left of the previous hintaron. The hintaron collects antes and wagers, ensures each player has the chance to reroll one die, and to throw the hintaro.

Step 2: Ante In
Each player pays the ante to the pot. The ante amount is agreed on before the game starts.

Step 3: Roll Dice
Each player rolls 2 silver dice.

Step 4: Place Wagers
Beginning at the hintaron's right, each player may wager an additional amount (raise) or check (bet nothing). The next player to the right must meet the new bet (call) or drop out. After the hintaron makes his decision to call, raise, or drop out, all other players call or drop out.

Step 5: Throw Again
Starting at the hintaron's left, each player may choose to reroll a single die.

Step 6: Throw Hintaro And Determine Winner
After all players have had a chance to reroll a die, the hintaron rolls the gold hintaro and cancels the corresponding symbol if applicable.

After canceling, compare all remaining symbol sets to the rank table. Any set not shown cannot win. The pot goes to the winner. With a tie, the pot is split. If no one wins, the pot remains in place for the next round.