

Buck/Ewe

for 2 voices

PROPERTIES (each)

Pen/pencil
Scratch paper
4 d10 dice

PLAY

Each player secretly writes a sequence of 4 unique phones, none repeated, from the Face-Phone Key. Players then determine which will go first. Player 1 rolls 4 dice. d10 face values correspond with phones on the Key. If doubles or more are rolled, re-roll die/dice until all values/phones are unique. Player may rearrange rolled sequence before finally writing down & announcing guess. Player 2 compares announced guess to secret sequence, then responds with number of correct phones in correct position in sequence ("bucks") & number of correct phones in wrong position ("ewes"). Player 1 takes note & may opt to remove die/dice from those in play, in order to build toward final guess at secret sequence.

Players then switch roles, with Player 2 rolling, Player 1 responding. Play continues as such. Players may continue to remove from (or return to) play as many dice as desired throughout the course of play.

First player to correctly arrive at other's secret sequence wins.

VARIATIONS

Use numerals instead of phones. Generate secret sequences of numerals. Announce numerals, etc.

Play simultaneously with other pairs. Vary use of phones & numerals across pairs.

Play without dice, fully restoring game-ego strategy.

FACE-PHONE KEY

FACE	PHONE	PRONUNCIATION
0	w	~ W aste
1	u	~ z OO m
2	a	~ f A ther
3	p	~ PreP
4	m	~ Most
5	o	~ d O d O
6	i	~ w EE d
7	ə	~ Ab out
8	k	~ QuarK
9	ʃ	~ Sh ock