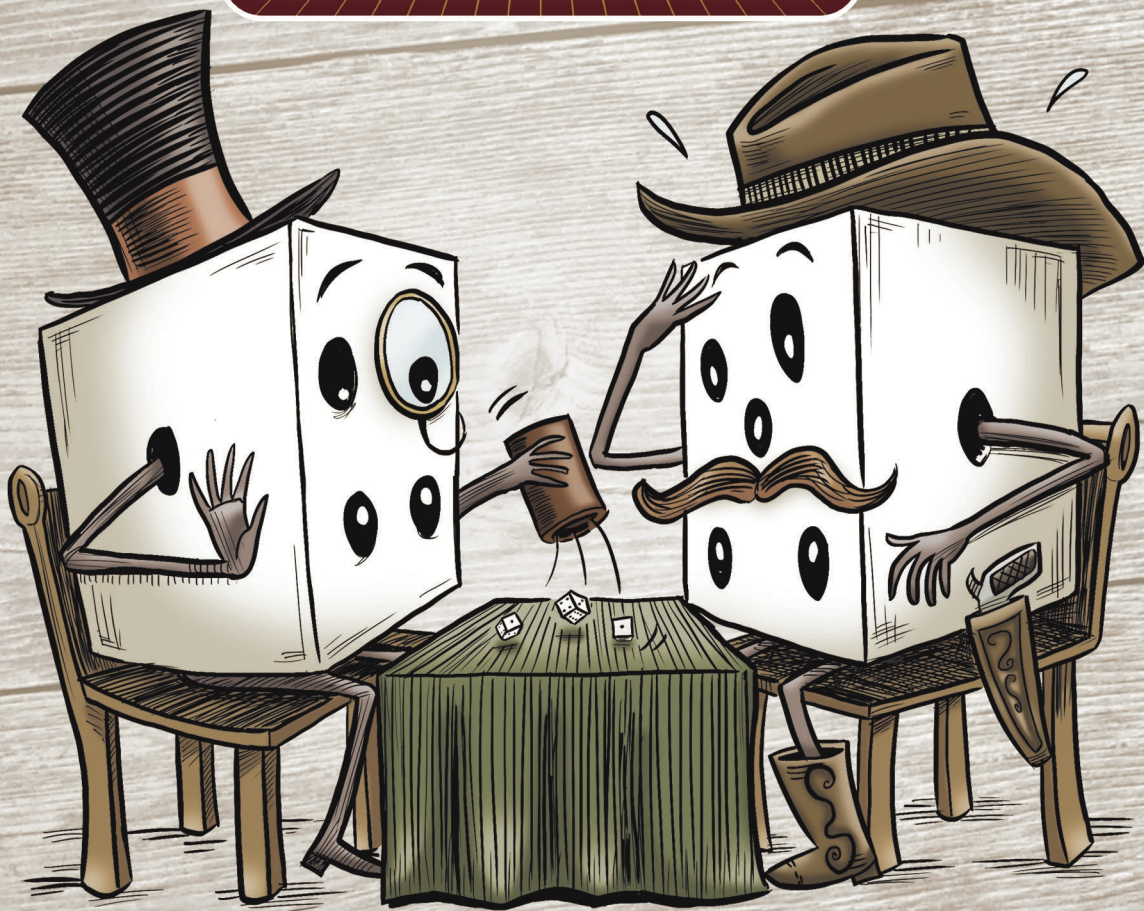


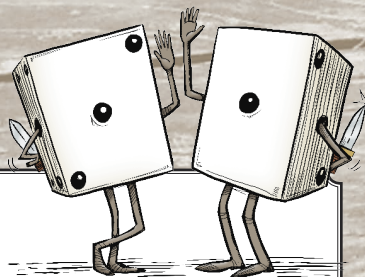
RANDOM
FUN
GENERATOR™



A Collection of 21 Dice Games for the Whole Family
by Sam Mitschke and Randy Scheunemann
Illustrated by Len Peralta

STEVE JACKSON GAMES

RANDOM FUN GENERATOR™



Looking for dice games that are...a little different?

The 21 games in this collection were designed by two board gamers who wanted fast-playing dice games with choices that actually *matter*.

There's something here for groups of all sizes, ages, and gaming experience. You only need a handful of six-sided dice, plus paper and pencil for keeping score.

Pick a page and get rolling!



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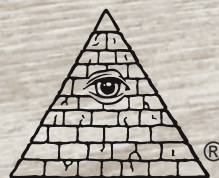


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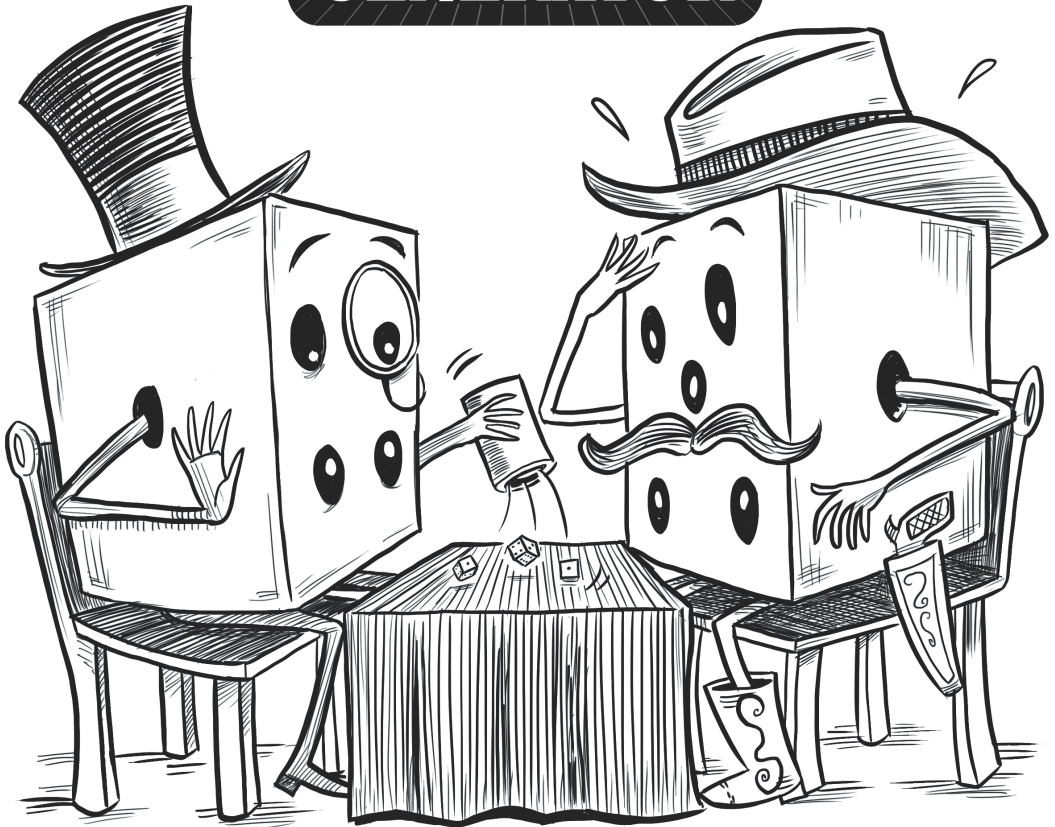
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Illustrated by Len Peralta

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FOREWORD

RNG, short for *random number generator*, refers to any algorithm that generates a random numerical result. Dice are one of the most common mechanical methods of random number generation, and they are the centerpiece of many games for this reason.

Dice games are often content letting you roll the dice and simply watch what happens, similar to how a slot machine simply tells you whether you win or lose after pulling the lever. We set out to design games that offer interesting choices and give you some control over how the game plays out.

The 21 games in this book are our favorites, and we hope that you find favorites of your own to play with your friends and family for years to come.

– Sam

This entire project was created from self-isolation during the coronavirus pandemic of 2020. This book is dedicated to all of the medical staff, emergency crews, grocery workers, delivery drivers, and every other essential worker. You have saved countless lives, and you have enabled many more to push forward, always with a light at the end of the tunnel. We have been lucky enough to remain relatively safe and continue working because you have been on the front line, helping the world keep turning.

Thank you, with all of our love and deepest appreciation.

Written by Sam Mitschke and Randy Scheunemann

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ABOUT THE AUTHORS

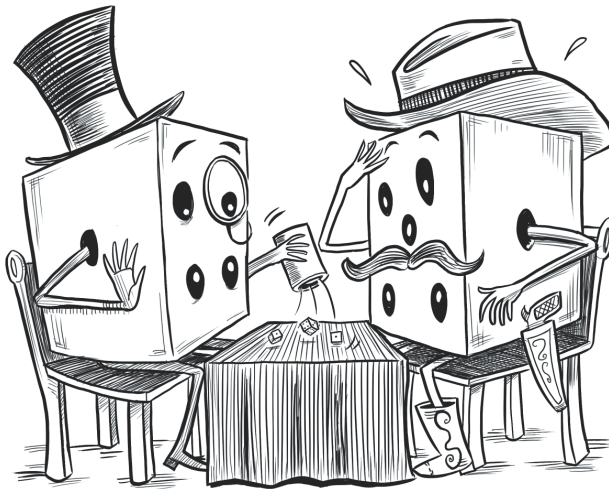
Randy and I have been working together for nearly a decade at this point. We have wildly different professional and gaming backgrounds, and we bring very different concepts and suggestions to one another to be tested, dismantled, and reassembled in new ways. Randy tackles most of the math and game balance while I focus on the presentation and writing.

We argue a *lot*.

We're close friends, though, and we care deeply about making a better experience. So we try to argue productively, usually emerging with creative new ways to hide complex interactions behind seemingly straightforward gameplay. We insist on making games that are fun for everyone at the table, rather than just the winning player.

I hope we've succeeded, and we genuinely appreciate that you play our games.

– Sam



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