

Three Blind Dice



A dice game for:

- A Sceptical Fatalist
- Three players lost in the Great Casino Of Chance

The object of the game is to defeat Chance as embodied in the figure of the Sceptical Fatalist.

Behaviour

Behaviour is a crucial part of the game.

The Sceptical Fatalist will at all times wear a hat and white gloves and will treat the dice with due reverence.

The players will display a keen desire to beat Chance.

Anyone else present will behave at all times in a manner appropriate to being in a surreal casino.

The Rules Of The Game

Each player is handed a dice by The Sceptical Fatalist who then asks for silence.

And says the words: **"Chance Would Be A Fine Thing."**

I say Chance would be a fine thing. What?!"

He then hands an extract of The Mallarmé Poem *A Throw Of The Dice* to each player. The poem is face down to avoid cheating.

This is the signal for a silence to be held over 30 seconds, during which time, The Players are instructed to consider the profound mystery of Chance and their own absurd fashion sense.

The Sceptical Fatalist then utter the words:

"Three blind dice"

This is the signal for the game to begin and for the players, each in turn to throw their dice.

Dividing the lines with the dice throws

The lines are divided up according to the dice. So:

The Player who throws the lowest number, gets to read every first line.

The Player with the second lowest number, gets to read every second line.

The Player who throws the third lowest number, gets to read every third line.

Should the players throw the same number The Sceptical Fatalist will decide who actually has the lowest number. His or her decision will be final and on no account will there be an explanation to anyone for the decision, no matter how irrational, or wildly inappropriate it may appear to be.

The Object of The Game

The object is for the players to defeat Chance as embodied by The Sceptical Fatalist. This is done by reaching the end of the poem before a six has been thrown by The Sceptical Fatalist. The players read the poem aloud sharing the lines, whilst The Sceptical Fatalist continually throws the dice. Should The SF throw a six, then the Players must go back to the beginning of the poem and start again.

From this you may gather that Chance may decide that the Fatalist will continually throw sixes, in which case the game could in theory last for days or weeks, or in extreme cases, the rest of your life. So with this in mind, the players and those witnessing the game are advised to bring a change of clothes, sandwiches, beverages and perhaps some of their more laughable memories. (*before continuing, the above paragraph should be read aloud again*)

Should a six be thrown too early the Sceptical Fatalist, in a bid to reveal the depth of their character must agree, to throw a double six instead with two dices.

Strategy to Defeat Chance

In order to defeat Chance, the players are advised to read the poem faster and faster, whilst remaining word perfect at all times.

The Sceptical Fatalist has the ability on one occasion only to decide whether or not the reciting of the poem was word perfect. If not, then the poem must be begun again, even if the players have defeated Chance.

The winner of The Game

If the Players have failed to defeat The Sceptical Fatalist after an amount of time negotiated between them and the Sceptical Fatalist then they have lost. Equally if they have read the poem through word perfect without a six or a double six being thrown, then they have won.

The winner(s) must stand and say:

"A Chance would be a fine thing".

One of the players will now become the new Sceptical Fatalist

Anyone who plays this game will receive a warm welcome in the city of Trebdreonna.

Un Coup de Dés Jamais N'Abolira Le Hasard (Poème)

[A Throw of the Dice Will Never Abolish Chance (Poem)] Extract

Stéphane Mallarmé 1842-1898

NOTHING

of the unforgettable crisis
where
the event was accomplished with a view to every human null result
WON'T TAKE PLACE
an ordinary elevation pours absence
THAT THE PLACE
some or other inferior lapping like to dispense the empty action
abruptly except who
by his lie
would have founded
perdition
in these regions
of vague waves
in which all reality is dissolved

EXCEPT

at its height
PERHAPS
as far as a place fuses with beyond
apart from interest
regarding what is signalled
in general
according to such indirectness by such sloping
of fires
towards
what must be
the Pole Star also North
A CONSTELLATION
cold of forgetfulness and obsolescence
not much
that it does not count
on some vacant superior surface
the successive crash
siderealy
of a total accounting in formation
watching
doubting
revolving
shining and meditating
before stopping
at some final point which crowns it
Every Thought emanates a Throw of the Dice.