

How to win at

TENZI

**A (not so) simple
game of dice**

Steve Bacinski

Tim Pennings

Davenport University



How to Play Tenzi

Choose a **target number** before you begin

Roll all 10 dice

Set aside your matches

Roll the rest of your dice

Repeat until all 10 dice match

Yell out “TENZI”!



Questions to Consider

How much time is spent at each stage of the game?

How many rolls does it take (on average) for a player to get Tenzi?

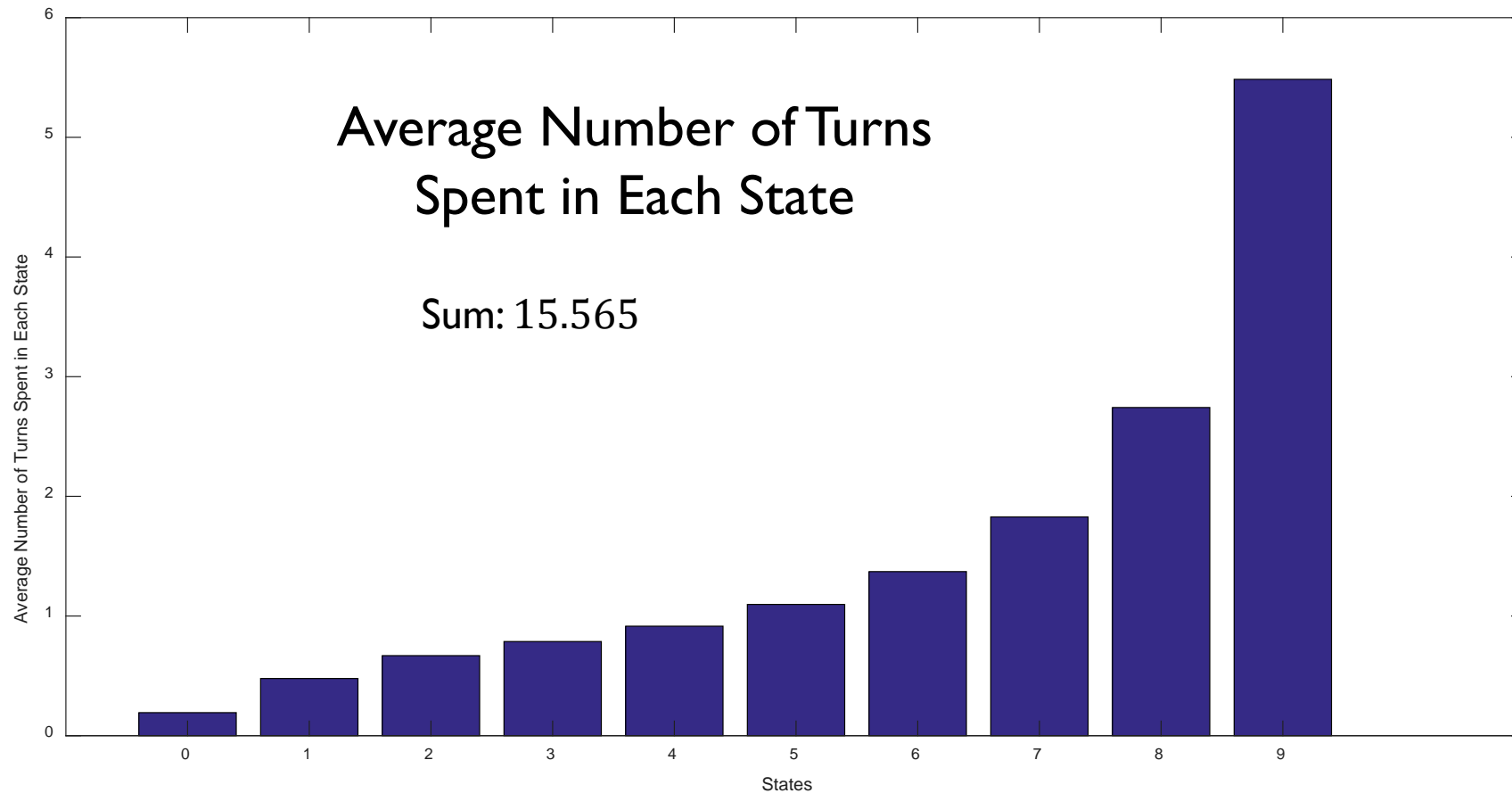
If there are n players, how many rolls would it take (on average) for someone to win?

When one player wins, how many of the remaining players will have just one die left?

If you were to play a relative speed x faster than your opponent, how likely are you to win the game?

Fundamental Matrix

$$T = \begin{bmatrix} Q & R \\ 0 & I \end{bmatrix} \quad F = \sum_{k=0}^{\infty} Q^k = (I - Q)^{-1}$$



Probability of being in each state after k rolls

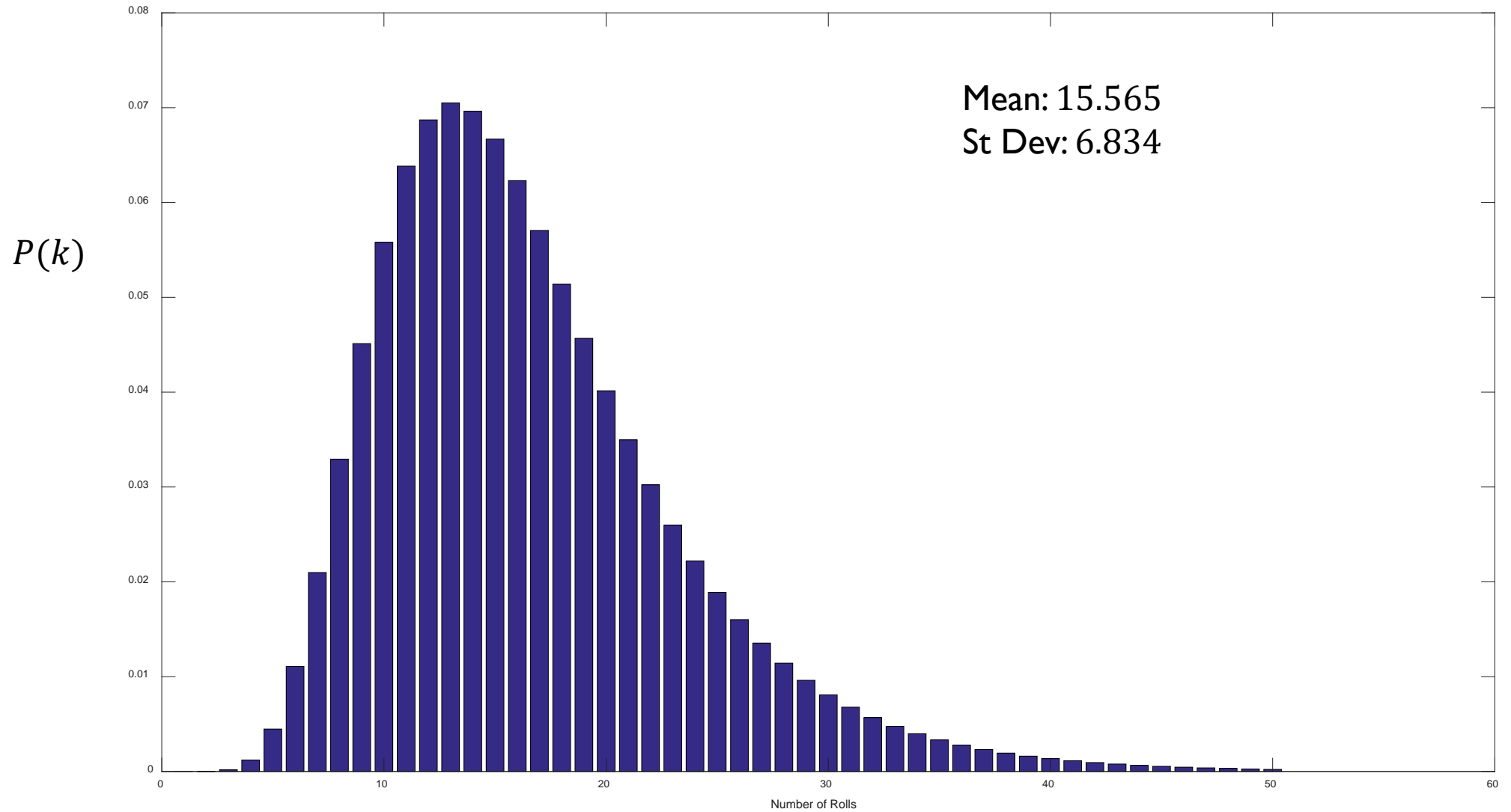


$$S_k = S_0 \times T^k$$

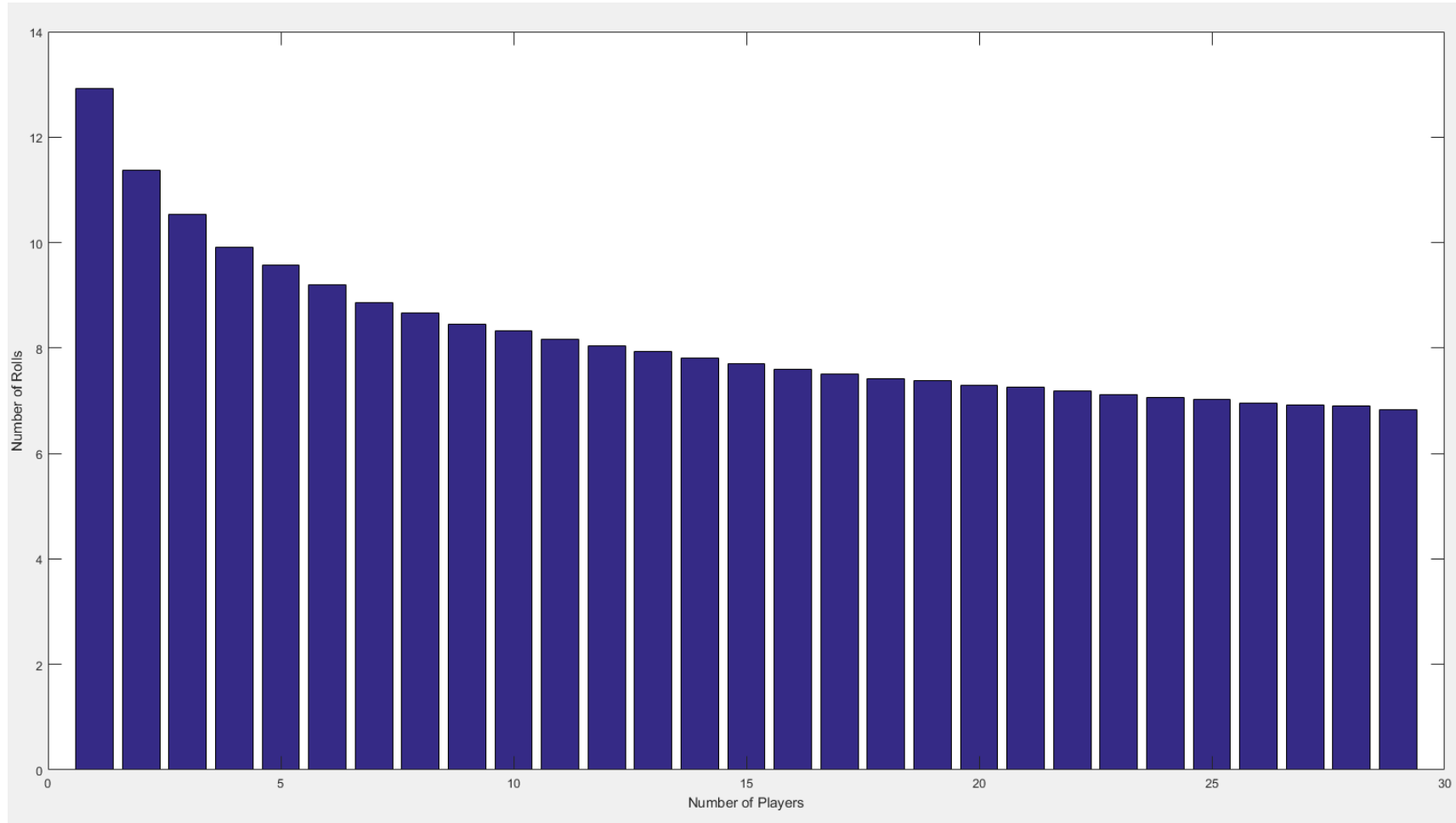
Probability of winning
in exactly k rolls

0 Rolls	$S_0 =$	1	0	0	0	0	0	0	0	0	0		
1 Roll	$S_1 =$	0.1615	0.3230	0.2907	0.1550	0.0543	0.0130	0.0022	0.0002	0.0000	0.0000	0.0000	
	\vdots												
4 Rolls	$S_4 =$	0.0007	0.0073	0.0353	0.1010	0.1898	0.2445	0.2188	0.1342	0.0540	0.0129	0.0014	
5 Rolls	$S_5 =$	0.0001	0.0016	0.0110	0.0435	0.1132	0.2022	0.2508	0.2133	0.1190	0.0394	0.0059	0.0045
	\vdots												
19 Rolls	$S_{19} =$	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000	0.0002	0.0029	0.0342	0.2351	0.7276	
20 Rolls	$S_{20} =$	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000	0.0001	0.0018	0.0248	0.2056	0.7677	0.0401

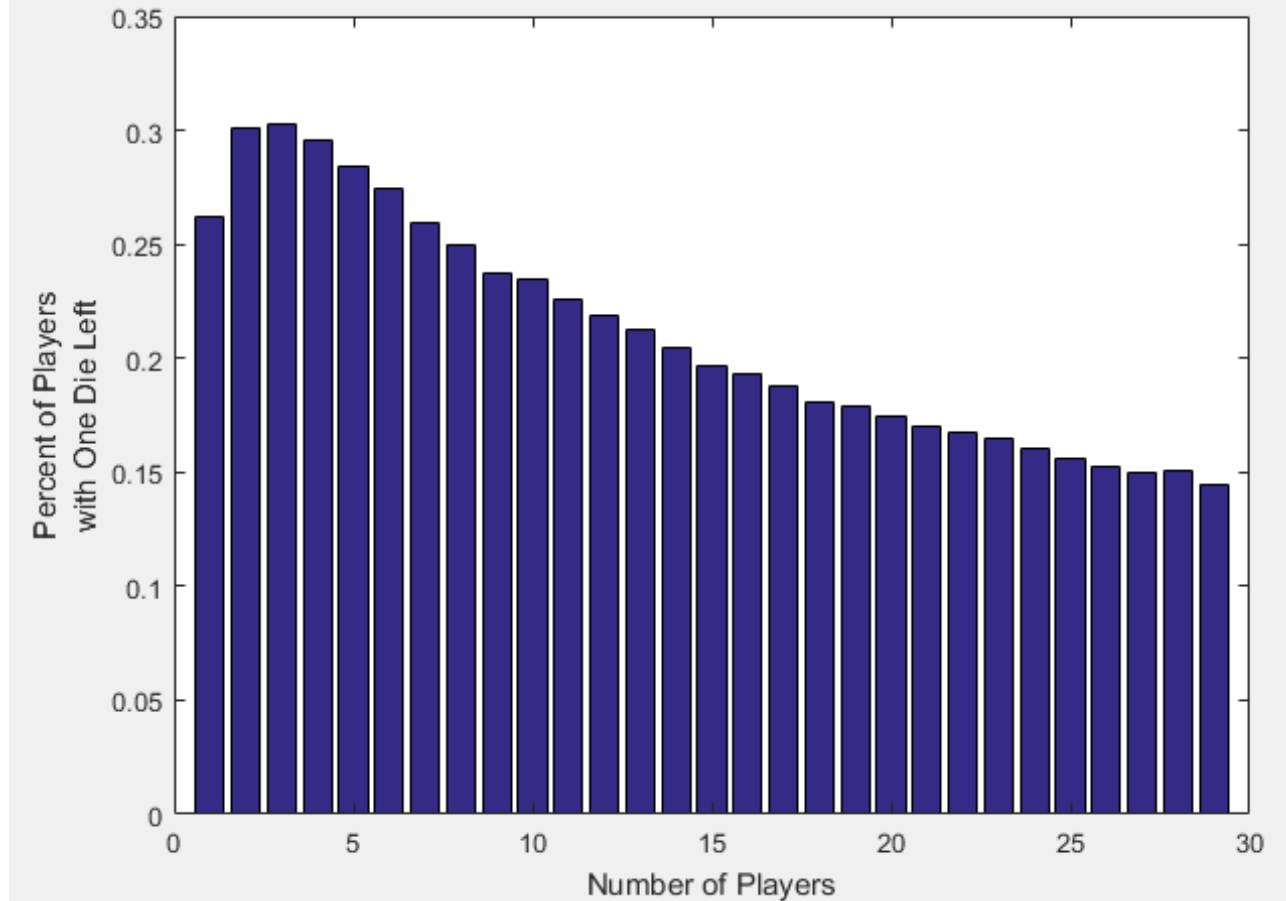
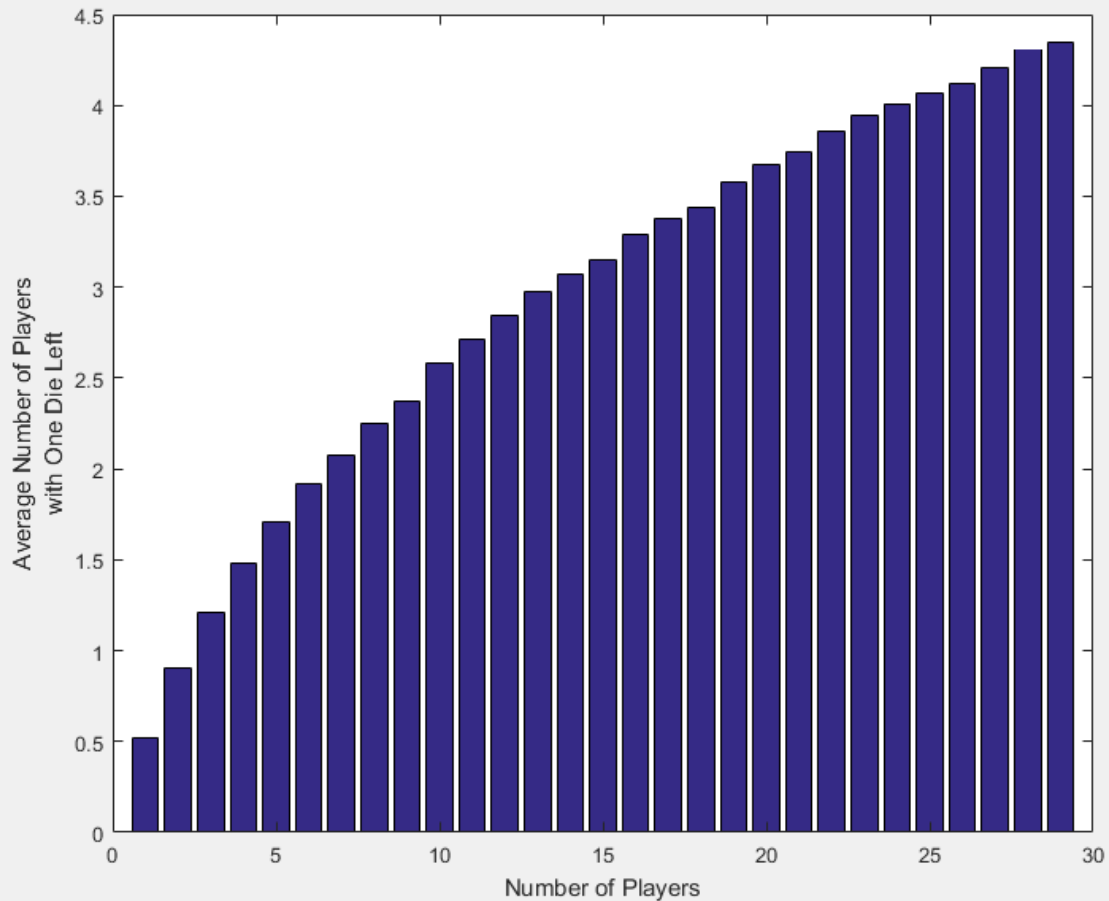
Probability of Winning in Exactly k Rolls



How many rolls would it take (on average) for someone to win in a game with n players?



When one player wins,
how many of the remaining players will have just one die left?

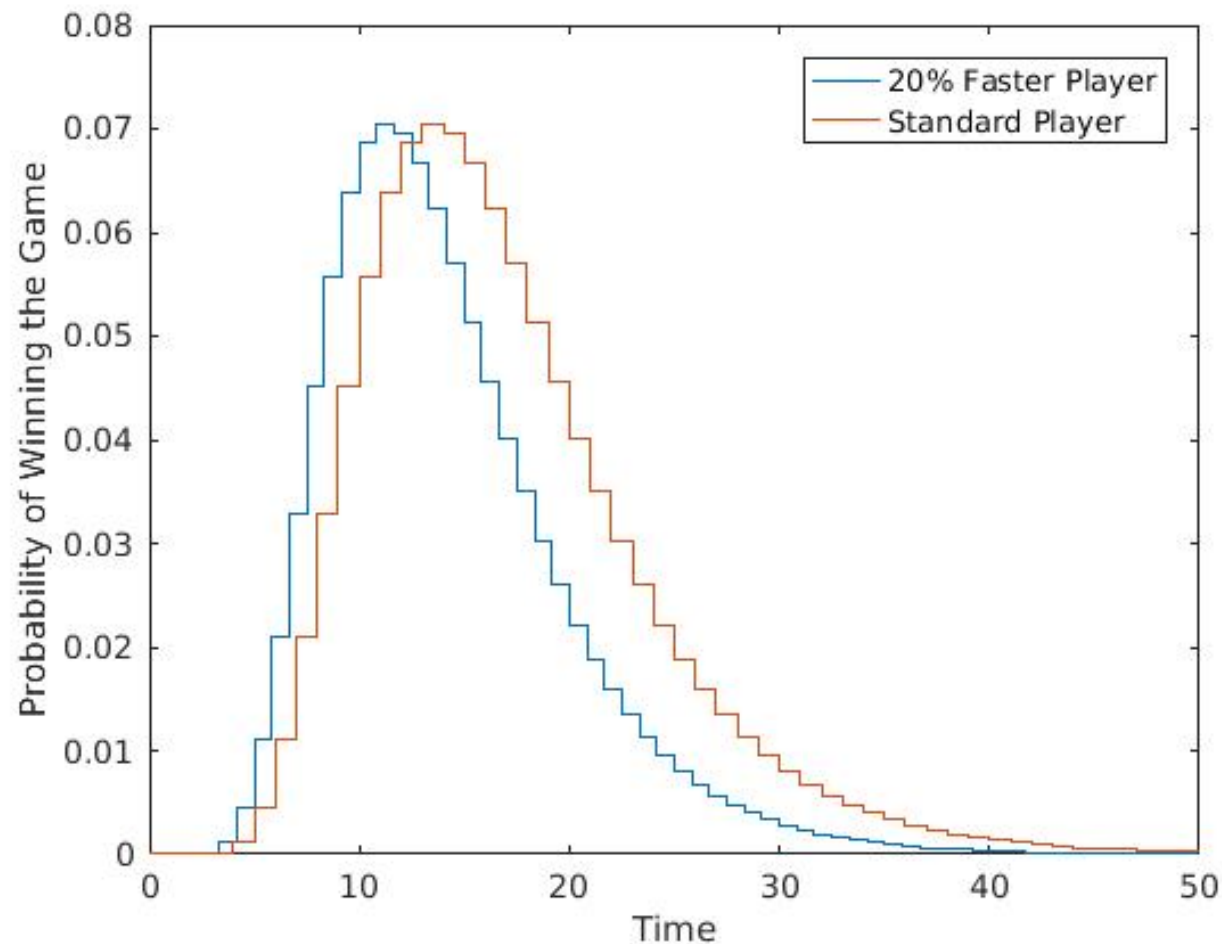


So... how do you win at Tenzi?

Be luckier than your opponents,

or

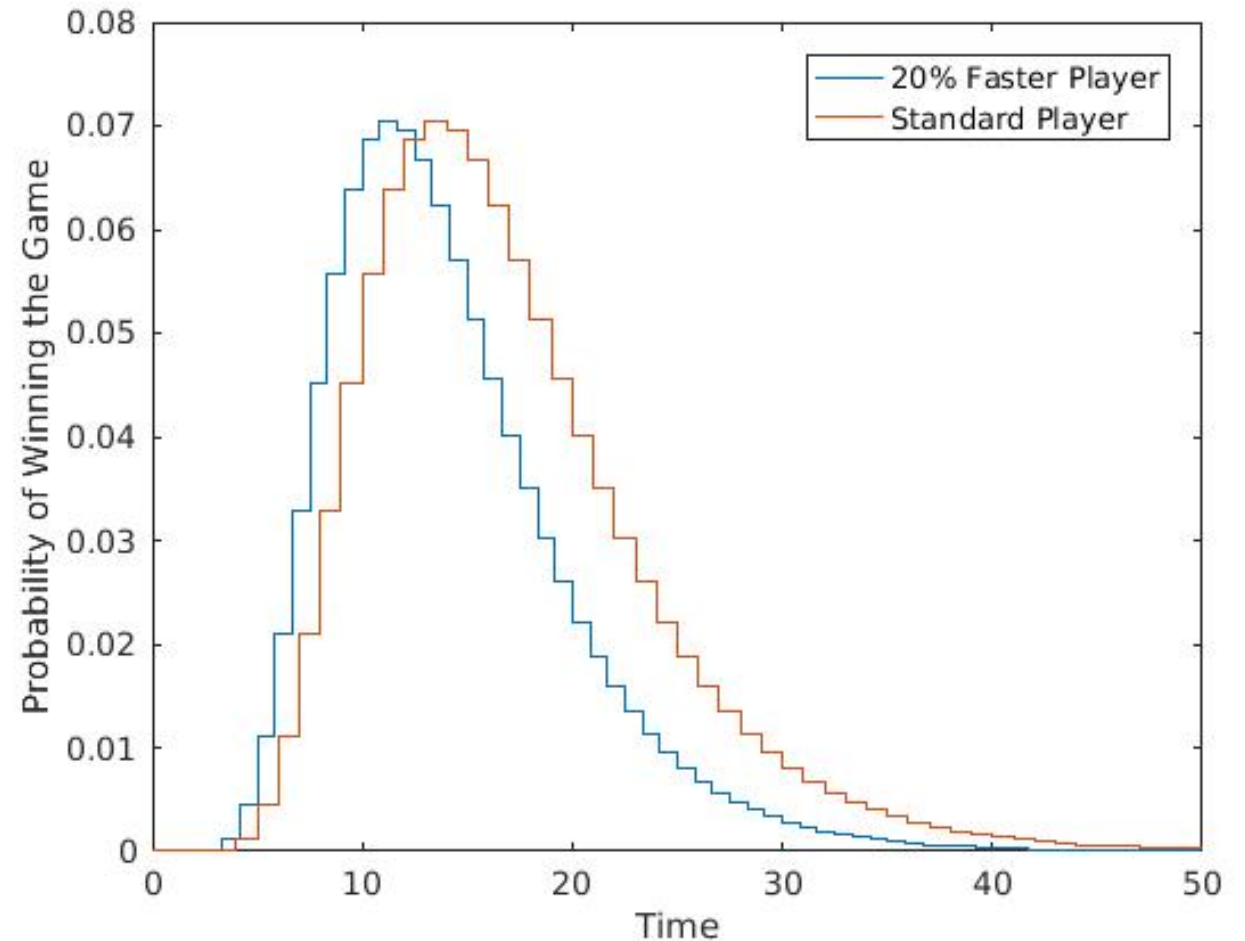
play **FASTER** than your opponents.



What is your advantage when playing speed x faster than your opponent?

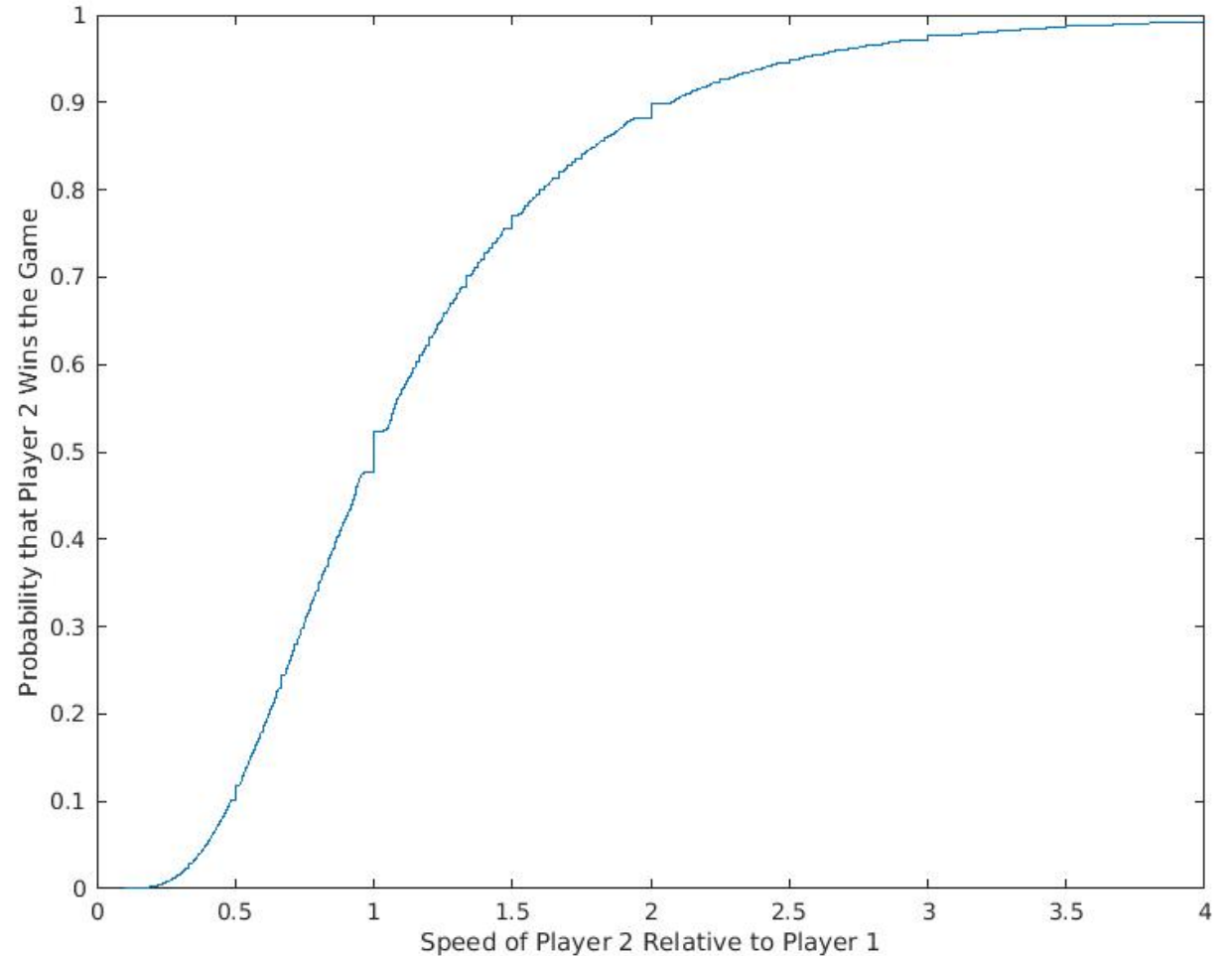
The probability that you finish on roll k , and your opponent hasn't already won

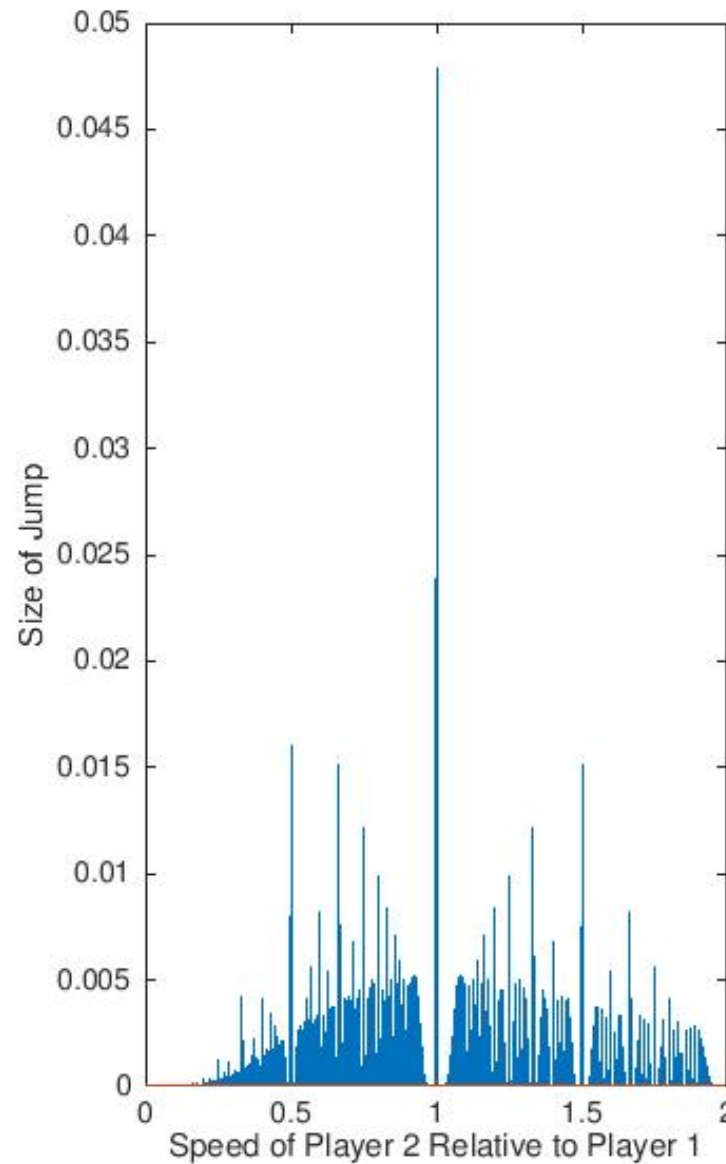
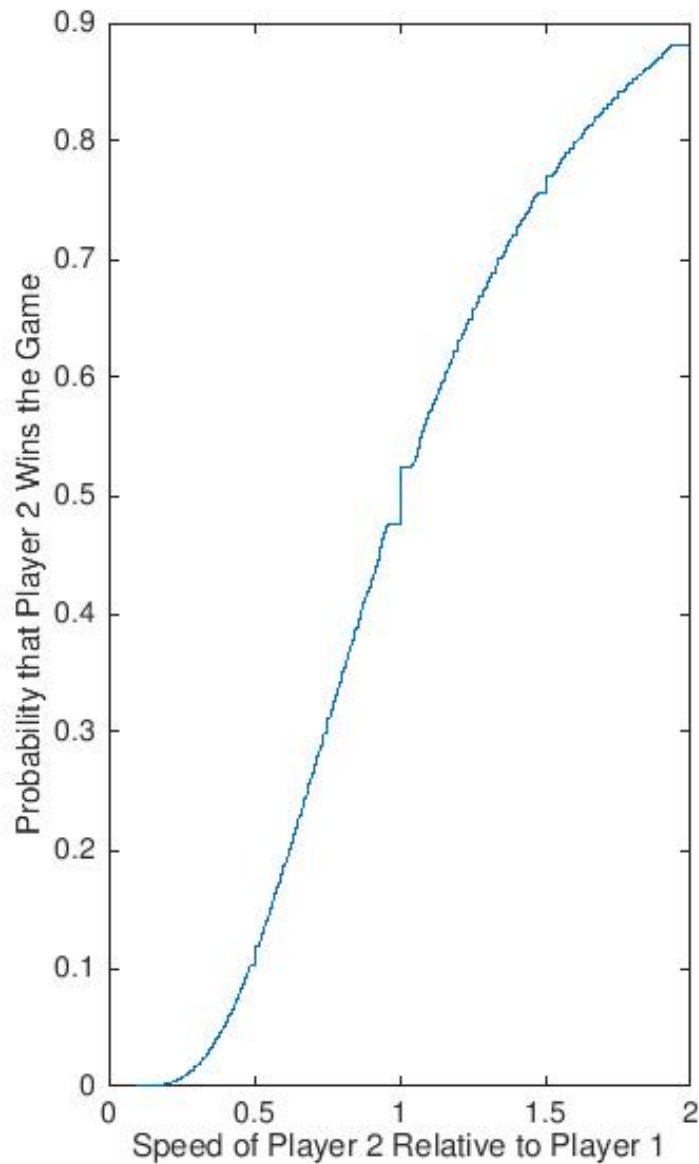
$$P(x) = \sum_{k=1}^{\infty} \left(\underbrace{P(k)}_{\text{You finish on roll } k} \cdot \left(1 - \underbrace{\sum_{h=1}^{\lfloor \frac{k}{x} \rfloor} P(h)}_{\text{Your opponent hasn't already won}} \right) \right)$$



Advantage when playing speed x faster than your opponent

$$P(x) = \sum_{k=1}^{\infty} \left(P(k) \cdot \left(1 - \sum_{h=1}^{\lfloor \frac{k}{x} \rfloor} P(h) \right) \right)$$





The size of the jump at x is equal to the probability of a **TIE** playing at speed x .

Jumps occur at every **rational** value of x .

The function $P(x)$ is **discontinuous** at the rationals and **continuous** at the irrationals.

A top-down view of a collection of colorful dice scattered on a white surface. In the center, a yellow box with the brand name 'KOPRN' is visible. The box is open, showing two rows of dice: the top row consists of orange dice with blue pips, and the bottom row consists of purple dice with yellow pips. The dice are scattered in various orientations and colors, including blue, black, red, green, pink, and light blue, all featuring different pip patterns.

Questions/Comments?

Steve Bacinski
Davenport University
sbacinski@davenport.edu