A generalized die is an ascending list of integers; we think of the integers in the list as labels appearing on the “sides” of the die. A die $X$ is stronger than a die $Y$ if there are fewer pairs $(i, j)$ with $x_i < y_j$ than pairs $(i, j)$ with $x_i > y_j$; if neither of $X$, $Y$ is stronger than the other then $X$ and $Y$ are tied. A dice family $D(n, a, b, s)$ contains all $n$-sided dice whose labels lie between $a$ and $b$ and sum to $s$. We discuss interesting experimental results concerning the overall tie density in a family, and the percentage of dice that tie over half of their “siblings.” Families of four-sided dice have unusually high tie percentages. We also explore theoretical results concerning weakly balanced dice, which have equal numbers of wins and losses, and symmetric dice, which have a palindromic label structure; these two initially very different sounding subsets turn out to be closely related. We also discuss experimental results related to other open questions regarding dice families. (Received September 15, 2008)