

Diceopolis

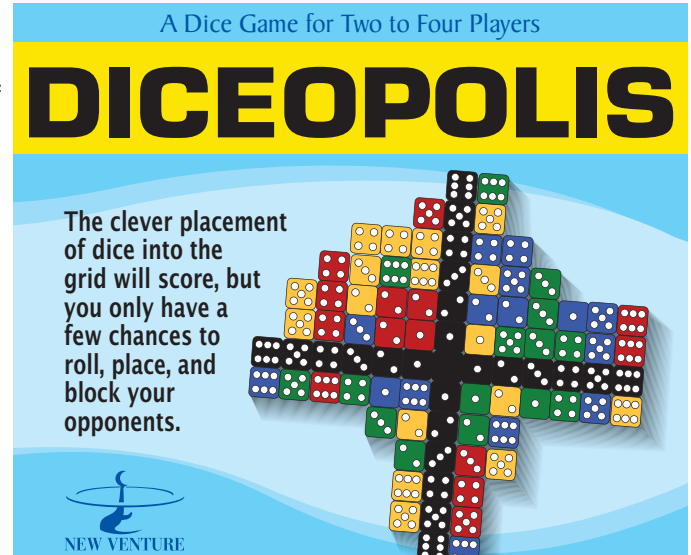
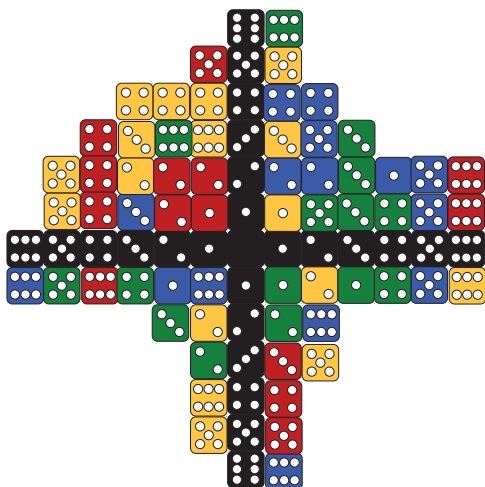
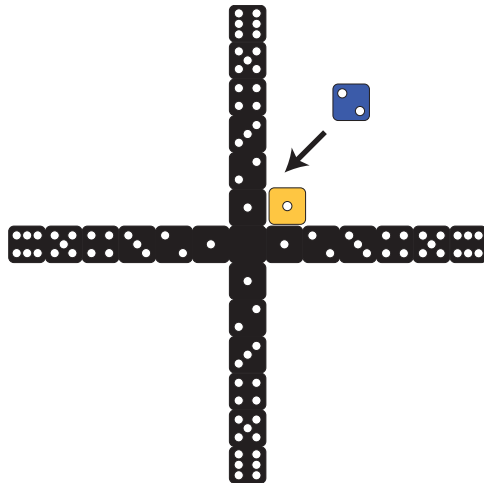
A Balance of Chance and Strategic Choice.

Type: Abstract Strategy
Ages: 10+

Players: Two to four
Duration: 15 - 30 minutes

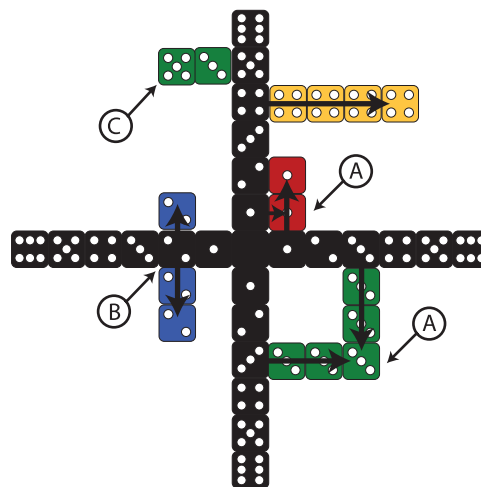
Synopsis:

Through careful placement of your dice from a “hand” of five, you’re trying to match the pips to neighboring dice to score - and if you can’t score, maybe you’ll have to sacrifice a die to block your opponent’s next placement.



Equipment & Features:

Two intersecting “walls” of dice form a permanent cross against which each player’s dice are placed. Each of the players gets 25 dice. There is no “board” per se - the playing surface between the “arms” of the cross are the playing surface.





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The Rules:

A game of abstract strategy for 2, 3, or 4 players.

The basis of the game is played around a cross of black dice, numbered from 1 to 6 outward, with dice placed tightly into an imaginary grid (the blue dashed lines in the diagram).

Through careful placement of one's dice in the four quadrants defined by the cross of black dice, each player is trying for the highest score once all 100 dice have been placed..

Each player starts with 25 dice of a given color as a cache or "draw pile." Each begins by rolling 5 of their dice. The result of this roll is the player's "hand" from which they may play. Taking turns to place dice against the wall, or against any dice already played. Dice **MUST** touch at least two other dice when played.

Dice score if they touch a die of the same value on the cross of black dice, or another die of their own color in a straight line perpendicular to the wall of dice.

In the illustration below, the "1" die scores, being adjacent to 2 of the "1" dice in the black cross. The "2" die will be placed next to it, and will score due to its position next to the "2" die in the black cross.

To begin each turn after the first, each player will roll one additional die from their cache to replace the die they played in the previous turn, bringing their "hand" back up to five.

Occasionally a player will not have any dice that will score. Dice may then be placed to block another player's next move to foil their scoring chances.

Once all players have exhausted their cache, and are only playing from the final five dice, they can then re-roll any one of their remaining dice at the beginning of the turn. Players may not pass - each must play some die to the field on each turn.

Once all dice have been placed, scoring is done. (See illustration.) Players may use any method they like to add their score. Practice has shown that following the arms of the black cross outward looking for scoring dice on either side and writing the totals on a scratch pad works well. Another method is to inspect each quadrant of the playing field for scoring rows.

In the illustration below, the rows radiating perpendicularly from the cross score, *including* the die in the cross that's part of the row. In this illustration, the "A" dice will score twice, because they are members of two different rows radiating from the black cross. The "B" die (a 2) will score twice, being part of two rows. The "C" die will NOT score, because the five is not touching the cross.

The winner is the player with the higher score total.