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Dice Battle

Abstract

"Dice Battle" is a dynamic and strategic dice game designed for players seeking a balance of luck and skill. In this game, participants engage in a thrilling competition to be the first to reach a target number of the players choosing. Equipped with a pair of six-sided dice, players exercise their wits and strategy and unveiling their choices. Success in Dice battle hinges on the art of making selections that differ from those of their opponents, as players accumulate points and make decisions. This game offers an exciting blend of chance and cunning decision-making, providing an engaging experience for players.

Material

- Six sided dice
- Pen and paper

Rules:

Setup: game is a 1v1 game, and both players must determine a target score (e.x., 50 points) to win the game. The first player to reach the score first wins or if there is a turn limit the player with the closet number wins.

Initial Roll: To start the game, all players roll a standard six-sided die simultaneously.

Scoring: Each player's initial roll determines their starting score. For example, if a player rolls a 4, their starting score is 4 points.

Turns: The game proceeds in turns, and during each turn, players have the following choices:

a. **Roll the Die:** Roll the die to accumulate more points. The number rolled on the die is added to their current score. However, there's a risk involved:

If a player rolls a 1, they lose all their points gained during that turn, and their turn ends.

b. **Bank Points:** Instead of rolling, a player can choose to "bank" their current points. These points are safe and cannot be lost. Their turn ends, and the player can add the points to their current total score anytime they want at the end of their turn. However, players can only bank one at a time. Adding your bank and current points will take a turn.

c. **Stay:** Players will have the option to stay and keep the current points they have rolled in total and this will skip their turn.

Interaction: The game becomes more interactive as players can choose to challenge each other during their turns:

A player can challenge another player to roll the die. If the challenged player rolls a 1, they lose all their points for that turn. If not, they continue as usual.

Winning: The first player to reach or exceed the target score (e.g., 50 points) wins the game.

Tie Breaker Rule:

When two or more players reach the amount of points at the same time, a tie breaker round is initiated. During this tie breaker round, only the tied players participate. Here are the steps for the tie breaker:

Secret Number Selection: Each tied player secretly selects one number from the range of numbers they can choose (typically 1 to 6, depending on the rules of your game). These selections are kept hidden from the other players.

Simultaneous Reveal: After all tied players have made their selections in secret, they simultaneously reveal their chosen numbers.

Dice Roll: A single die is rolled, and the number rolled determines the winner of the tie breaker. The player whose chosen number matches the roll wins the tiebreaker and the game.

Repeat if Necessary: If no player's chosen number matches the roll, the tie breaker round is repeated until a winner is determined.

Exceeding Points Rule:

Automatic Subtraction: If a player's score surpasses the target points during their turn, they must automatically subtract the target points from their total score. This brings their score back below the target score.

Example if the target is 25: The player retains the remaining points they have after subtracting 25. For example, if a player had 28 points, they would subtract 25, leaving them with 3 points.

Next Turn: The player's turn ends after this subtraction, and they can resume playing in subsequent turns with their adjusted score.

This rule prevents players from winning the game by merely accumulating points beyond the target score and adds strategic depth to the game. Players need to manage their score carefully to reach exactly the target points while avoiding overshooting the target. It also introduces the possibility of intentionally exceeding the target points to gain advantages in future rounds.

Turn limit rule:

If the players decide that they don't want the game to go on for too long they can add a turn limit. For example players can set it that the game will only go up to ten turns. At the end of ten turns the players will do one final dice roll to be added to their number. The player with the closest number will win. If it's a tie they will do the tie breaking rule.

Design Process

1. Identifying the Ideal Player

- The ideal player for Dice Duel is envisioned as a mix of elementary school students and older audiences who seek an engaging, strategic, and interactive dice-rolling game.

2. Initial Game Assessment

- The original Dice Game lacked player agency and interaction, making it less enjoyable for older audiences.
- Primary issues: Passive gameplay, lack of player-to-player interaction, pure reliance on chance.

3. Modifications for Improved Gameplay

- Simultaneous Rolling: Players now roll dice simultaneously to increase engagement.
- Double Dice: Each player rolls two dice, doubling the possible scoring outcomes for more variability.
- Dynamic Scoring: Players are penalized for getting a certain number and adding player-to-player interaction.
- Limited Group Size: The dynamic scoring system necessitates smaller groups (ideally 1v1) for a more engaging experience.

4. Playtesting and Refinement

- Initial modifications increased player interaction and engagement.
- However, the game still lacked meaningful player choice and strategy.

5. Adding Player Control and Strategy

- Players now choose numbers in secret and reveal them simultaneously, introducing an element of strategy.

- Stay: Rules prevent excessive score maximization and promote competitive balance.
- Target score can be anything the players decide, allowing the game to be any length they want.
- Winning condition: Players must score exactly the required target points, creating strategic challenges.
- Automatic subtraction of excess points if a player exceeds the target point, offering strategic possibilities.

6. Final Playtesting and Balancing

- These additional changes elevated Dice Duel into a nuanced, strategic game with creative approaches to winning.
- Raising the target score and making it exact served as effective deterrents to excessive score-maximizing strategies.

7. Tie Breaker Mechanism

- Added a tie breaker rule to resolve potential ties during gameplay, even though it didn't occur during playtesting.

8. Conclusion

- Dice Duel has evolved from a basic dice game into an engaging, strategic, and interactive experience.
- Players now have meaningful choices and opportunities for strategy, making it enjoyable.
- The tie breaker rule ensures a fair resolution in case of ties.
- This design process highlights the iterative development of Dice Duel, from identifying the target audience to addressing design issues and refining gameplay through playtesting and rule adjustments. It concludes with a more engaging and strategic game that retains the core elements of dice rolling while introducing meaningful player choices and interactions.

