

BattleDice

- **High Concept:** Players use a large set of dice and their ordering skills in order to battle for the largest or smallest number.
- **Player Experience Goals:** Players should have fun by playing this unpredictable game using their number ordering skills to win. With how relatively quickly rounds should go, players shouldn't feel too discouraged from losing, and players that win should be satisfied from using a combination of strategy and luck to beat the other opponent.
- **Game play:**
 1. At the start of a round, roll a d4 dice to decide what type of number will win the round.
 2. If the number at the top of the d4 is 1 or 2, the smallest number a player can make with their dice wins. If the number at the top of the d4 is a 3 or 4, the largest number a player can make with their dice wins.
 3. After the round is set, players roll all of their dice provided and try to make the smallest or largest number in order to win a round (i.e. if the largest number is required to win a round, and a player rolls 10, 1, 2, 1, 1, 4 for their dice, the largest number they could make is 4,210,111).
 4. If a tie occurs, players reroll again.
 5. Repeat steps 1 – 4 until a player wins 2 out of 3 rounds.
 6. Once a player wins 2 out of 3 rounds, they win.
- **Resources needed to play:** 2 – 3 players are required to play the game. There must also be a number of DnD dice sets equal to the number of players to play this game.
- **Play time:** 1 – 5 minutes.

- **Strategies:** Given the simple nature of the game, the strategies shouldn't be too complex. Players would generally try to put their largest numbers in the front in order to make the biggest number possible. I would also expect players to do the opposite for when the round switches to smallest numbers.