

inDICEsion

Roll your way into a good time!



inDICEsion

[in - di - ce - siz - uh n]

Players: 2-6

Recommended Ages: 6+

Playtime: 10-20 minutes

Basic Objective: The player with the most points wins the round. The First player to win 2 rounds wins the game. Points are earned through having dice end on a player's board.

Contents:

36 1.5 inch foam dice, 6 of each color:

Orange

Yellow

Red

Blue

Green

Pink

6 foam player boards

Rulesheet

Classic Mode - 2-6 Players - For Beginners

Setup

- Each player starts with 6 dice of one color of their choice.
- Each player starts with a board.
- The oldest player goes first.
- Boards are placed at least six inches from any other board.

Playing the Game

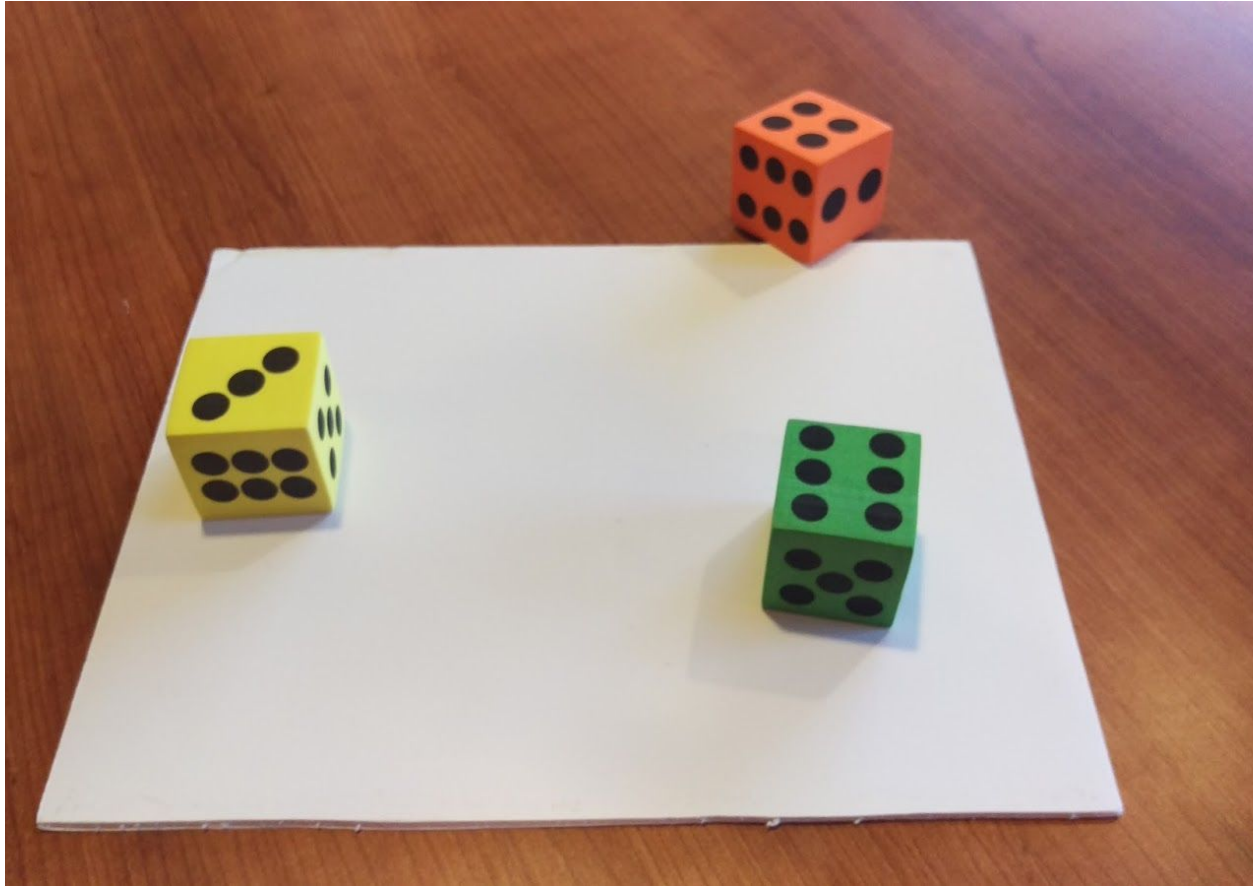
Player turns

- Each turn, a player rolls one die.
 - **Dice can be spun, dropped, or rolled in any manner, but must be released at least six inches (four dice widths) away from the targeted board.**
 - **Each die can only be rolled once.**
 - Dice cannot be thrown at other players, but can be thrown into areas belonging to any other player.
 - Players can get up and move freely to get a better angle to throw their dice.
- If any part of the die is on top of a board at the end of the round, it scores for that board.
- Turns progress clockwise from the starting player.
- The round ends once all players have rolled all their dice.

Scoring

- Once all dice have been rolled, each player then scores their board.
- Dice are only valid if they are on a board.
 - Dice do not have to be fully on a board, but do have to have some part on top of the board. Just touching the side doesn't count.
- Who rolled the die doesn't matter - any die on your board scores.
- Each valid die scores one point for each pip (dot) on the faceup side.
- If any dice are stacked, they form a tower. Only the top die scores.
 - The top die is multiplied by the number of levels to the tower.
 - A tower that is 2 dice tall has 2 levels, one that is 3 dice tall has 3 levels, etc.
- A crooked die with no obvious face up value does not score, and does not affect or form a tower.
- The player with the most points wins the round, and starts the next round.
- If no player has won 2 rounds, the winner of the last round starts the next.
- If someone **has** won 2 rounds, the game ends.
- If the round ends in a tie, no one wins the round.

Scoring Example - Basic Mode



In this example, the player was using yellow dice to roll.
At the end of the round, the players scores their board.

This player scores:
3 from their Yellow die.
6 from the Green die, as the roller doesn't matter.
4 from the tilted Orange die, as it still touches the top of their board.

The player scores a total of 14 points for the round.

Drafting Mode 2-6 Players

- Twist: The dice have powers! Pick your foam arsenal and get ready to roll!
- This mode causes more DICEsions to be made, and makes individual dice more important. Be careful, as your picks will define what you can do for the round.

Setup

- Place a die of each color in the center, one per player (so 4 players will have 4 of each die to choose from).
- Each player takes a board and places it in front of them.
- Each player then rolls a die, with the highest roll deciding starting player.
- Then, in turn order, each player picks a die from the center pile.
 - This continues until each player has 6 dice.

Playing the Game

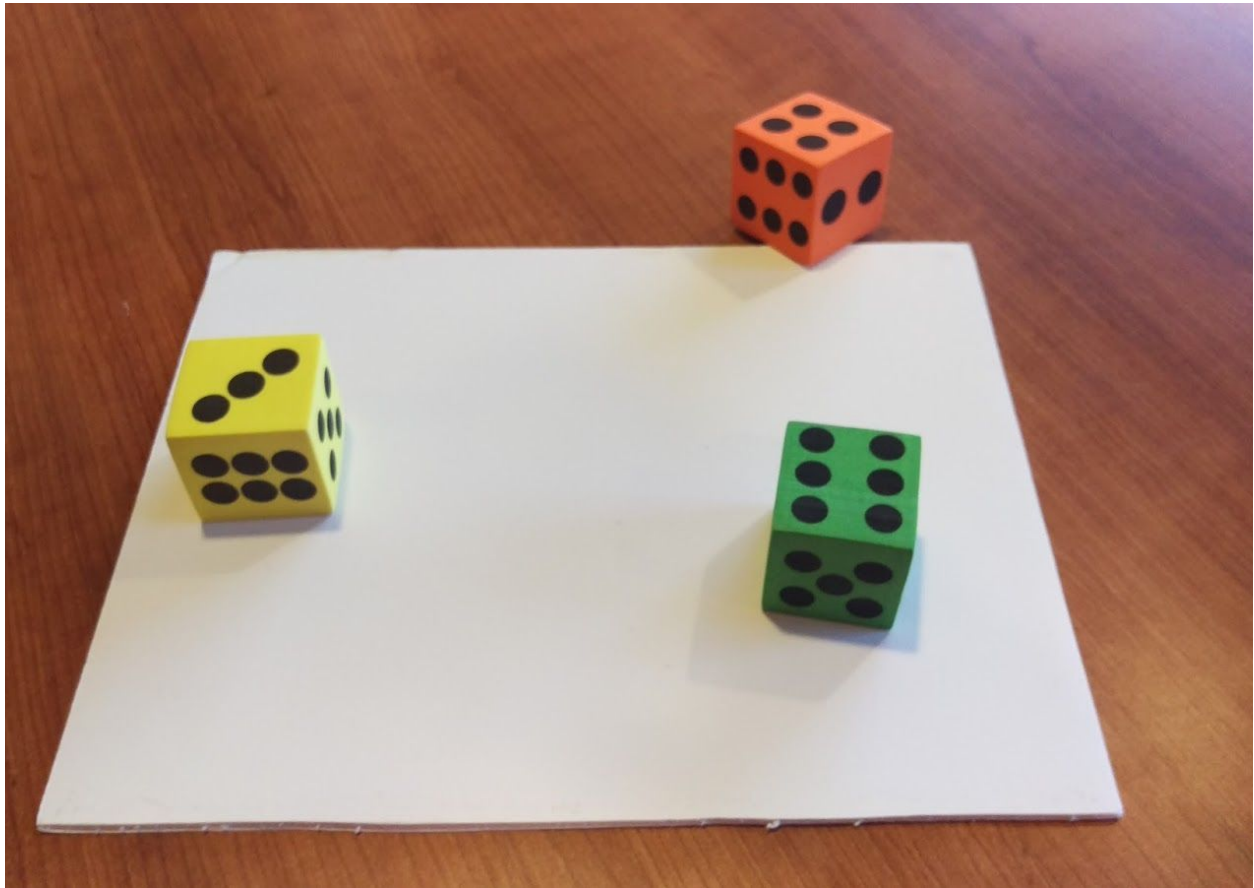
- Play proceeds as in the basic mode, with players trying to earn the most points on their board. The round continues until all players have rolled or used all their dice.
- However, each die behaves differently.
- Powers (continues to next page)
 - Green - Poison
 - These dice subtract points from the score of the board they end on.
 - Orange - Play the odds
 - Sides 2-5 score 4 points. Sides 1 and 6 score 0 points.
 - Red - Burn
 - Any die that touches a red die (during and after rolling) is immediately removed from play. They cannot be replaced with blue or pink dice. Yes, it will burn friendly dice that bounce off as well!
 - Yellow - Lightning
 - Adds 1 point to the value of all dice on your board (poison increases to a higher negative value). Does not adjust the side the die lands on. Ex: An orange die on the same board with side 4 face up is worth 5. Blues would not replace at the increased value, but would be affected by the yellow.

- Blue - Respawns
 - When a die is knocked off your board (on any turn), **immediately** replace it with an unused blue die, rotated to the same face-up side as the die knocked off (instead of rolling). The blue die does not have the same powers as the replaced die. Skip your next turn. (Can be used to replace poison). Can be repeated - but you will have to skip as many turns as blue dice used. Ex: Bouncing a green die off your board with a yellow, and then replacing the green with a blue, gaining points and removing the poison. However, you skip your next roll.
 - Can be rolled normally, but would only score using its face up value.
- Pink - Re-rolls
 - Remove an unused pink die from play to re-roll a die **immediately after rolling it** on your turn. Skip your next turn. Can be repeated - but you will have to skip as many turns as pinks used this way. Otherwise, it scores its face value. Example: Rolling a red at an opponent, and then using a pink to roll the red onto your own board in one turn. However, you would skip your next roll.
 - Can be rolled normally, but would only score using its face up value.

Scoring

- Unless otherwise stated, obey scoring rules of classic mode
- Players score dice only on their board at the end of the round
- Each die scores differently - see the key above.
 - If not otherwise stated, each die earns a point for each pip on the face-up side.
 - If a die ends on more than one board, it scores for all boards it ends on.
- The player with the most points wins the round.
- If there is a tie, no one wins the round. Play until someone has won 2 rounds.
- After scoring, players return their dice to the center pile, and start a new draft. The winner of the last round picks first, and the draft proceeds in a clockwise turn order. If there is no winner from the previous round, each player then rolls a die, with the highest roll deciding starting player.

Scoring Example - Drafting Mode



In this example, the players have just finished the round.
At the end of the round, the players score their board.

This player gets:

3 from the Yellow lightning die, and it adds 1 to the other dice values.
-7 from the Green poison die that someone rolled on their board.
5 from the tilted Orange die, as it scores 4 points from its ability, and 1 from the Yellow die's upgrade.

The player scores a total of 1 point for the round

How did you do that?

Weird situations

- If a die lands on more than one other die, it forms multiple towers.
- If a die is crooked (pinned sideways between two other dice) it does not score, and does not form a tower.
- If a die bounces off a wall or ceiling to land on a board, it still scores
- If a die bounces off a nearby nonplayer and onto a board, it scores but is considered rude.

Credits

Created by:

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Special Thanks:

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And our family and friends who have supported us and helped us create this.