

# DICE WAR

## 2 PLAYERS FACE OFF IN AN EPIC DICE BATTLE!

20

**THIS IS YOUR KEEP**  
IT STARTS AT 20

6

**THESE ARE YOUR PAWNS**  
ROLL FOR ATTACK & MOVE NUMBER



**THIS IS A DEFENSE**  
UNMOVED PAWNS GO HERE



**THIS IS AN ADVANTAGE**  
PAWNS ALSO ATTACK LEFT & RIGHT



Each player starts the game as either **red** or **blue**. Each player has one KEEP (20 sided die) and 5 PAWNS (6 sided dice). The KEEP should display 20 at the beginning. The PAWNS attack each other and the opposing player's KEEP. The goal is to reduce the opposing player's KEEP to 0. The game is played in rounds of 3 phases. Every round the players alternative who goes first, starting with **red**.

**POSITION PHASE:** Each player rolls an available PAWN. **Red** player places it in one of the two **red zones** at the bottom of the board, displaying the PAWN number. **Blue** player does likewise, placing his PAWNS at the top of the board. Repeat until both players have no available PAWNS.

**MOVE PHASE:** **Red** player may position a PAWN in one of two ways: move it or put it in the DEFENSE slot of its zone. However, if the PAWN is in the middle grey zone then it must move. A PAWN moves towards the opposing player the exact number of zones as indicated by that PAWN's number.

**Blue** player does likewise for one of his PAWNS. Repeat until both players have positioned all PAWNS. Only one PAWN may be in a zone's DEFENSE. Only two PAWNS of the same color may be in the same zone (unless a third is in DEFENSE). If a PAWN moves off of the board, it is removed for this round without penalty.

**ATTACK PHASE:**

1) If a PAWN on an ADVANTAGE zone has a lower number than an opposing PAWN in the zone to its left or right, the opposing player removes his PAWN. This is done for each PAWN on an ADVANTAGE zone. A PAWN in DEFENSE cannot be the target of an ADVANTAGE PAWN. A PAWN does not have ADVANTAGE in the opposing color zone.

2) If opposing PAWNS are in the same zone, the PAWN with the highest number is removed. If opposing PAWNS both have the highest number, remove both of them.

3) Next, if the player that removed his PAWN has a remaining PAWN in the zone, the opposing player removes one of his PAWNS from the zone.

4) If there are opposing PAWNS still in the same zone, repeat step 2 and 3.

For each PAWN a player loses during the attack phase, he decreases his KEEP counter by 1. Lost PAWNS inside their own color zone do not decrease the KEEP counter.

If a player's PAWN remains in the opposing color zone that PAWN is removed and the opposing player decreases his KEEP by 5.

Players may remove any of their remaining PAWNS from the board, and the next round begins. All removed PAWNS count as available PAWNS for the next round. A PAWN that remains on a DEFENSE slot must move next round.

The first player to reduce the opposing player's KEEP to 0 wins.

