

## **A 5Stack Game**

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# **inDICEsion**

**Roll your way into a good time!**



# inDICEsion

Players: 2-6

Playtime: 10-20 minutes

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

## **Contents:**

36 1.5 inch foam dice, 6 of each color (pink and purple are the same color)

Six foam player boards

Six Foam barrels

# Classic Mode - 2-6 Players - For Beginners

## Setup

- Each player starts with 6 dice (color doesn't matter)
- Each player starts with a board.
- The luckiest player decides starting player (roll a die)
- Boards are placed at least six inches apart 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 other player areas
  - 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 rounds 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 on the faceup side
- If any dice are stacked, they form a tower. Only the top die scores.
  - A tower that is 2 dice tall has 2 levels, one that is 3 dice tall has 3 levels, etc.
  - The top die is multiplied by the number of levels to the tower.
- A die with no obvious face up value does not score, and does not control 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.

# **Advanced Rules and Alternate Modes**

## **Central Board 2-6 Players**

- Twist: Each player vies for control of one board, which is placed in the center
- This game is all about securing your dice on the board, while removing your opponents. But since everyone is aiming for the same place, knock-offs and bumps are guaranteed.
- Note: If you want a fun architectural challenge, try out the Barrel variant in the Variant section

### **Setup**

- Each player takes six dice of one color
- The play area can be made of multiple, combined boards, or just a singular player board in the center. Regardless of size, the board should be equally accessible to all players.
- For easier games, make the board larger. For more aggressive games, make it smaller.

### **Playing the Game**

- Starting player is determined as in the classic mode, by rolling a die.
- Turns proceed as in the traditional mode
  - Each player rolls one die
  - Same restrictions on “rolling” dice applies
- Once all dice have been rolled, the scoring begins.

### **Scoring**

- Unless otherwise stated, obey scoring rules of classic mode
- A tower scores points only for the player with the top die.
- Only a player's colored dice score for them.
- Each die is worth the same number of points as pips on the face-up side.
- 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.

## Drafting Mode 2-6 Players

- Twist: The dice have powers! Pick your arsenal, and then attack other players.
- This mode causes more decisions 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).
- Each Player takes a board and places it in front of them.
- Each player then rolls a die, with the winner 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 other variants, 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 slightly differently.
- Powers (Yellow on next page)
  - Green - Poison
    - These dice count as negative points on the board they roll on.
  - Orange - Play the odds
    - Sides 2-5 score 4 points. Sides 1 and 6 score for 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.
  - Pink/Purple - 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.Ex: Rolling a red at an opponent, and then using a pink to roll the red on your own board in one turn.
  - 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 (instead of rolling). 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.

Otherwise, it scores its face value.

- 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: A close orange die with side 4 face up is worth 5. Blues would not replace at the increased value, but would be affected by the yellow.

## 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 landed on more than one board, it scores for all boards it landed 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 supply, and start a new draft. The winner of the last round picks first, and the draft proceeds in a clockwise turn order.

# Barrel Variant

The foam barrels can be used as obstacles.

- **All modes but Central Board**
  - Each player is given an equal number of barrels.
  - Before a round, in turn order, each player can set their barrels upright (or stacked) onto any player board
  - During the dice rolling, any time a player knocks a barrel off of a board, they must take it and place it near their board, out of the line of fire.
  - During scoring, each barrel collected by a player is -1 points.
  - Before the next round, each player gets their barrels back, and another round of setup begins.
- **Central Board Mode**
  - All six barrels and boards are set to the side, regardless of player count,
  - The starting player of each round can construct the target board however they see, using barrels and the other foam boards when desired. Unused materials are set out of the play area, or returned to the box.
  - The construction must not fall over before the round begins.
  - Barrels can be used to hold up boards, but **must** start the round touching one of the boards. No six barrel tall towers balancing a board.
  - If a player causes a barrel to no longer touch a board, they place the barrel near their space.
  - If the construction collapses, each individual board remains a viable target to roll dice onto and score from.
  - Barrels are worth -1 points each when scoring.

# How did you do that?

## Weird situations

- If a die lands on more than one other die, it forms multiple towers.
  - If it lands on top of an opponent's die in a shared board mode, it scores a tower for the person who rolled the die
- If a die is crooked, it does not score
- If a barrel rolls off during someone else's turn, instead of the person who set it in motion, the new player gets the penalty.
  - We encourage waiting for movement to stop before proceeding in turn order. But rapid fire dice can be fun.
- If a die bounces off a wall or ceiling to land, it still scores
- If a die bounces off a nearby nonplayer, it scores but is considered rude