In either case, record the points, gather all ten dice, and pass them to the player on the left to start a new round.

**Ending the Game**

Play rounds until one player reaches 100 points. When this happens, whoever has the lowest score is the winner. In case of a tie, all tied players continue playing rounds until there is a clear winner.

**A Word from Gamewright**

Dodge Dice is a great game for learning about the principles of probability and risk. Not only are the dice arranged in such a fashion that there’s a smaller probability of collecting higher points, but the game has been crafted so that the probability of collecting points escalates as a round continues. Keep this in mind as you weigh how to spend your Skip chips. Of course, as with any dice game there’s a certain element of luck involved. Some games you’ll play your instincts right, others you may not be so lucky. In either case, we’re hoping that there’s a high probability you’ll want to play again!

Game by Eric Messersmith
Design by Mike Mandolese

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The above icons take effect immediately if they’re rolled.

How to Play

Dodge Dice is played over a number of rounds. Whoever last played dodge ball starts the first round by rolling all ten dice. After the first roll, find the Penalty die and place it off to the side. This determines the penalty points for the round. Next check the Action die. If the action die shows the Stop icon, this immediately ends the round. (See “Ending a Round”, to the right.) Otherwise, look at all of the Dodge dice and place any whose face up matches the color of the Penalty die out of play along with it. Then pass any remaining dice along with the Action die to the player on your left.

**Ending a Round**

As the round progresses, there will be fewer and fewer dice left in play. Continue taking turns rolling any remaining Dodge dice along with the Action die until one of the following happens:

1. A player rolls the Stop icon on the Action die. In this case, the round ends immediately and whoever just rolled collects the points on the Penalty die.

2. All of the Dodge dice match the Penalty die. In this case, now check the icon on the Action die and apply it to whoever just rolled the dice. (See “Action Die” icons.)

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**Object of the Game**

Collect the fewest points by rolling dice and not having the Action die land on the Stop icon or by not rolling the final matching Dodge die to end a round. Whoever has the lowest score when one player reaches 100 points wins.

**Contents**

- 18 Skip chips
- 10 dice (8 Dodge, 1 Penalty, 1 Action)

**Set Up**

Give each player three Skip chips. Place any remaining in the center of the playing area along with the 10 dice. Grab a piece of paper and pencil to keep score.

Before playing, note the three different kinds of dice:

- **Penalty Die**: The Penalty die has three sides worth 10 points, two sides worth 20 points and one side worth 40 points. This die is rolled only once at the start of every round.

- **Dodge Dice**: The eight Dodge dice match the colors of the Penalty die. Take turns rolling the remaining Dodge dice and putting aside any that land on the same color as the Penalty die.

- **Action Die**: The Action die is rolled on every turn along with any remaining Dodge dice. The action die has six different icons: