2-6 players Ages 8+up

Dodge Dice™

Avoid the Points!

Rules of Play

Contents
18 skip chips
10 dice (8 Dodge, 1 Penalty, 1 Action)

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.

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 (x1) **Dodge Dice** (x8) **Action Die** (x1)

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:

Icon	Action
	Immediately ends the round. Collect the points on the Penalty die.
	Collect one Skip chip from the center of the playing area (if any are there).
Important! *The above icons take effect immediately when they're rolled.* *The below icons apply only when they are rolled at the same time as the last matching Dodge die during a round.*	
x2	Collect **double** the points shown on the Penalty die.
x3	Collect **triple** the points shown on the Penalty die.
—	**Subtract** the points shown on the Penalty die from your current total. (Note: It's possible to have less than 0 points as a result.)
→	**Give the points** shown on the Penalty die to a player of your choice.

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 side 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.

Example after one roll:

Put these dice off to the side.

Pass these to the next player to roll.

Skip Chips
Skip chips are used strategically throughout the game. You may use them in one of two ways:

• Spend 1 Skip chip *BEFORE* you roll to skip your turn and pass the dice to the player to your left.

-Or-

• Spend 2 Skip chips *AFTER* you roll to simply ignore the result, **even if it would otherwise end a round.** Pass the dice you just rolled to the player on your left.

In either case, place any used Skip chips in the center of play.

Note: Once you use your Skip chips, you may not get them back for the remainder of the game unless you are lucky enough to roll the Skip chip icon on the Action die on your turn. Be sure to spend them wisely!

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.

Example:

A player rolls the stop icon in the middle of a round. This ends the round immediately and the player collects 20 points.

-OR-

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.)

Example:

The round ends with all eight Dodge dice matching the Penalty die. After checking the icon on the Action die, whoever just rolled collects 20 points (10 x 2).

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!

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