

## HELLO AND WELCOME!

PRINT & PAPER: best on white paper, size A4 or Letter, portrait format.

Color only necessary for 4 pieces (page 5) – or use your own pieces.

### CHECKLIST 'DICEMASTER' : (contents for 4 players)

- checklist & game rules (2 pages)
- large game board (2 pages)
- small game board, 4 pieces, 1 coin (1 page)

### Game contents:

you need



- **13 identical dice:** spot dice or poker dice or color spot dice (6 different colors on each side) or craft them: pattern on [www.kidsweb.de/spiele/wuerfel\\_basteln/wuerfel\\_leer\\_vorlage.pdf](http://www.kidsweb.de/spiele/wuerfel_basteln/wuerfel_leer_vorlage.pdf) cut, paint or stick (spots: 1-6 or 6 different colors) and glue
- **4 spot dice:** take your own dice or craft them:  
[www.kidsweb.de/spiele/wuerfel\\_basteln/wuerfel\\_punkte\\_vorlage.pdf](http://www.kidsweb.de/spiele/wuerfel_basteln/wuerfel_punkte_vorlage.pdf)
- **4 pieces:** cut out or take your own pieces (4 different colors)
- **1 coin:** cut out or use any coin
- **Game board:** large: for handcrafted large dice. Cut out and stick parts together.  
small: for your own small dice. Cut out. Best playing if you put/stick it on thicker paper or cardboard.
- *Paper and pen: for playing the MASTER-Version*

## DICEMASTER object of the game

With the indicator die you plan which face of the dice on the game board you want to reach – but then you have to wait for another game round to get your die!

You will tip over dice so the whole game board changes and try to capture opponent's pieces.

Players score points for each die they could get, for the last die and the last one at the finish.

The player with the most points is DICEMASTER!

## DICEMASTER preparing the game

- **Coin:** place it next to a game board space outside the game board (=Start and Finish)
- Each player receives a **piece** and a **spot die**. Place pieces on the Start.
- **12 playing dice:** each player gets the same number of dice. Place them in turns on any empty space on the game board. Make sure that there are 2 of the same symbols on the upper faces of the dice! (2x6: 6 dice with 6 different faces on the upper surface, 6 dice with 6 different faces)
- Choose a start-player (youngest, eldest, smallest, tallest...)
- The start-player gets the **indicator** (the 13<sup>th</sup> of the playing dice).

### MASTER-Version:

- Choose a player who writes the scores for everyone.
- Each face of a playing die has a certain value:  
*Spot dice:* 1=1, 2=2,... *Poker dice:* 9=1, 10=2, Jack=3, Queen=4, King=5, Ace=6 points  
*Color spot dice:* e.g. red=1, blue=2, green=3 points..... (agree on colors and points, then write it down)

## DICEMASTER course of the game

- 1) Indicator:** decide which face you want to reach on the dice on the game board.  
Place the indicator on the table so the chosen face is on the upper surface.
- 2) Tip over:** any free die on the game board with an empty space next to it. Don't lift or rotate!  
Tip over once: forwards, backwards, left or right onto an adjoining empty space.
- 3) Roll your spot die:** it shows how many spaces your piece moves on the game board.
- 4) Move your piece:** horizontally and vertically, on and over dice and empty spaces.  
Don't move on the same spaces in your turn. Don't jump over other pieces.

### Reaching your die:

if your piece lands on a die with the same face as chosen with the indicator -  
your piece stays there for another round!

### Getting your die:

when it's your turn again and your piece hasn't been captured by another player – the die is yours!!!  
Place it beside you. The die is out of the game.

For each die you score 1 point.

*MASTER-Version: write down the scored points. (see 'preparing the game')*

### Capturing opponent's pieces:

Attention: if you want to capture a piece placed on a die –

you have to choose the face on which the piece is placed with your indicator!

If you land on the opponent's piece – place it on any empty space.

You have now reached a die – and may get it in the next round!

If you can't reach your die or capture a piece – move to any empty space.

Players proceed clockwise:

- 1) Get your die** if you've reached it in the previous round and your piece hasn't been captured in the meantime.
- 2) Indicator:** choose face you want to reach
- 3) Tip over** any free die onto an adjoining empty space
- 4) Roll your spot die** and **move your piece**

.....

## DICEMASTER end of the game

The game is over when there are no more dice on the game board and a player reaches the Finish (coin).

- Get 2 points for the LAST DIE.

*MASTER-Version: double points for the last die.*

- The Finish (coin) has to be reached with the exact number of moves!

First player in the Finish: 3 points

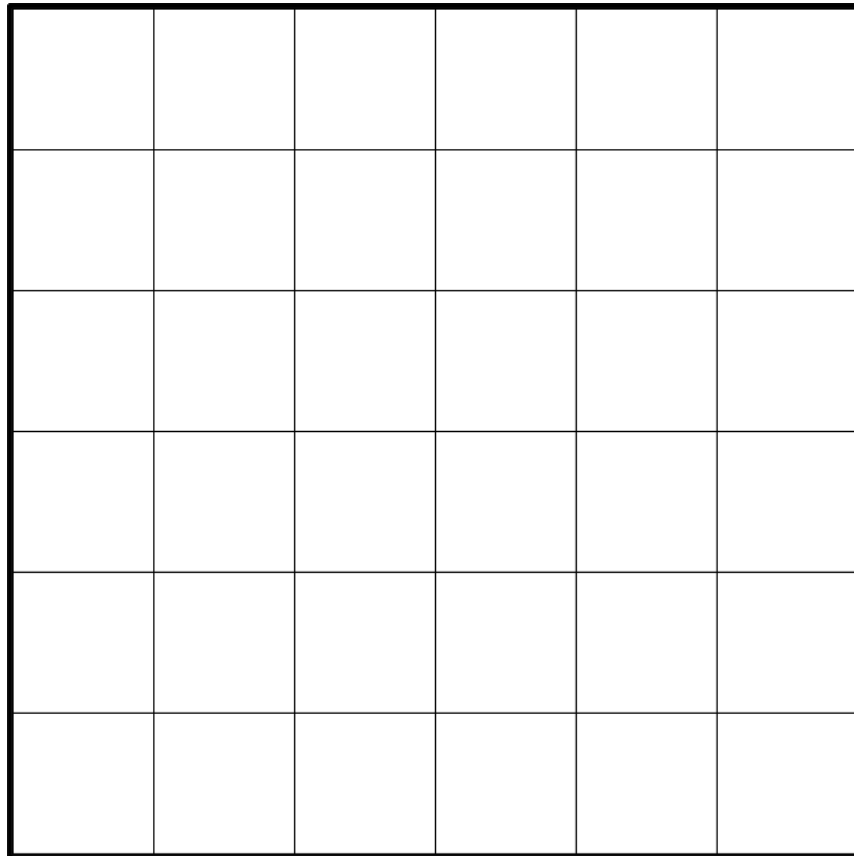
*MASTER-Version: 6 points*

The player with the most points is DICEMASTER!

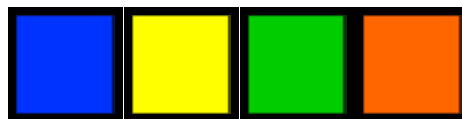
**large game board – part 1 (for handcrafted large dice)**


**large game board – part 2 (for handcrafted large dice)**

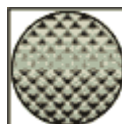

**small game board (for your own small dice)**



**pieces:**



**coin:**



**FINISHED! Thank you for using our services. HAVE FUN!**