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# DiceRun



## Objective

from 2 to 6 players

### Introduction

The KidultGame "DiceRun" is a crazy race where 30 dice-runners compete. There is a winner at the end of each lap. The players use special game cards, trying to reach their secret targets during each lap of the race and obtain the greatest number of Winner Tokens.

In KidultGame "DiceRun" the dice-runners do not belong to any one player; instead, at the end of each lap, each player has his own favorite he hopes will angle into first place.

## Components

- 30 dice in 5 different colors
- 76 special game cards
- 30 Target Cards
- 34 Winner Tokens

# Preparation

- Detach the Winner Tokens and Target Cards from the pre-punched sheet.
- Withdraw the 4 Lap Finish Line Cards from the deck
- Remove the 4 white cards from the deck and set them aside in the box.
- Shuffle the remaining cards and deal 3 to each player.
- Cut the deck into 5 separate stacks of similar, but not equal, height.
- Place the Lap Finish Line cards at the top of second, third, fourth and fifth stacks.
- Then carefully recompose the deck in the same order in which it was cut, from first to last.



- Roll all the dice and place them at the center of the table.
- Shuffle the Target Cards and deal one to each player, face down, so that none of the other players can see it.
- To decide on the sequence of play each player selects two dice from the group and rolls them. The player with the highest score starts the game which then proceeds clockwise.

NOTE: All the dice used to determine who goes first are then returned to the pack with the values rolled by the players.

# How to play the game

When it is his turn, each player must:

- play one of his cards
- do whatever the game card says
- draw another card from the deck

The game continues until one of the players draws the Lap Finish Line Card. At this point the game is interrupted, the Lap Finish Line card is set aside and the interim scores are counted: the players uncover their secret targets, a partial classification is made and Winner Tokens are handed out (see below for indication of how to calculate the scores).

Each player draws a new Target Card and keeps it hidden from the others.

Play is then resumed, starting with the player who drew the Lap Finish Line card. He draws a new card from the deck and the game passes on to the player on his left.

The game continues in this manner until the last Lap Finish Line Card has been drawn. At this point the final score is calculated for the race.

# The Cards

There are 6 types of playing cards in the deck (besides the Target Cards).

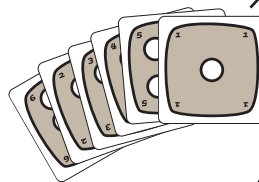
## Color

Playing one of these cards, all the dice of a particular color move forward.



## Number

Playing one of these cards, all the dice of a particular value (the value indicated on the card) move forward.



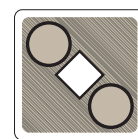
## Choice

This is a sort of jolly. Playing this card you can decide whether to move all the dice of a given color or of a given value.



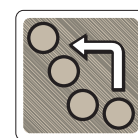
## Outdistance

This is a very special card that lets you create greater distance between the groups. The person that plays this card must place it between one group of dice and another, creating a greater distance between the racers. Obviously, when the distance is filled in by one or more of the dice coming up from behind, the card must be removed.



## Sprint

This card lets the group in last place make a sudden sprint forward into second place.



## Switch

This card lets you switch the position of two entire neighboring groups of dice (for example: the group in 4th position moves up to 3rd position and while the one in 3rd position drops back to 4th). The group in the lead can never be involved in this switch.



# How to move the dice-racers

The dice represent a group of "racers", each identified by a color and a value. There are 6 dice of each color while the values are totally random. When the game begins, the group is compact as shown in figure 1.



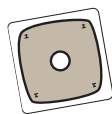
Fig.1

Using their cards, the players move one or more of the dice-racers. Below are a few examples:



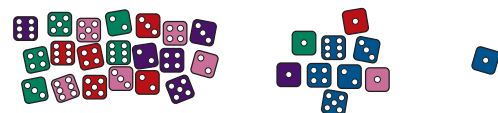
We are at the beginning of the race and the first player decides to play the "move all blue" card. All the blue dice are moved forward, distancing themselves from the group and forming a new group in the lead, all of the same color but with different values.

Fig.2



If the next player plays the "move all 1's" card, all the dice with a value of 1 in the lead group move forward, ahead of the others, to form a new group further in the lead while the dice with a value of 1 in the other group move up to join what has now become the group in second place.

Fig.3



The dice are always moved starting with the lead group, followed by those in second position and so on down the line remembering that the distance between groups does not vary. This is an important concept because if a card is played that requires moving all the dice in a given group, the space left vacant by that group will be filled in by the trailing group which moves up, hot on their heels.

Fig.4

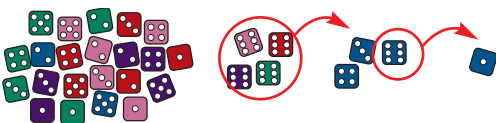
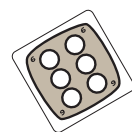


Fig.5



An example should clarify this: imagine that, in the situation illustrated in figure 4, a "move all 6's" card is played. There are no 6's in the first group and so no dice move. The die indicating 6 in the second group moves forward into the lead group, leaving behind the blue dice reading 3 and 4; these are then joined by those 6's moving up from behind. The space in third position, left empty by the 6's that moved forward, is then promptly filled by the group in fourth position. This is shown in figure 5.

In the same manner, if the card played involves moving all the lead dice, for the purpose of the game the group really does not move at all.

In the example in fig. 5, the player plays the "Move all 1's" card. The two dice with 1 in the lead group do not actually move. The dice reading 1 in the second place group move up into first place, as shown in fig. 7.

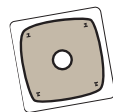


Fig.6

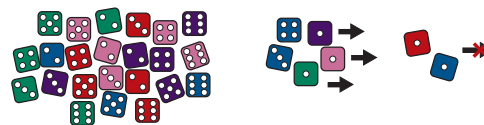


Fig.7



## Reroll

**The dice in the field do not always meet our needs. In this case, we can play the Reroll rule.**

In this case, when it is his turn, instead of normally playing a card, the player can:

- play a card turning it face down in front of him and calling "Reroll"
- chose a group of dice, not including the lead group, and then reroll them all.
- return the group to its previous position on the table.
- draw a new card; the game then moves on to the next player.

The card played, turned face down in front of the player, indicates that this player was the last person to play a Reroll. The player cannot call another Reroll as long as this card is still in front of him. When another player decides to call a Reroll, the player can put this card away.

# Calculating the score

**When a Lap Finish Line card is drawn, the partial classification must be calculated.** All players show their Secret Target Cards showing a die with a value. Then, considering the dice in the lead group, each player receives one point for each die of the same color and one for each die of the same value. For example: if my Secret Target Card is a red die showing a value of 3, I would receive one point for each red die in the lead group plus one for each die with a value of 3 in that group. In case of a tie, the tied players calculate their score on the basis of the dice in the second group. If they are still tied, they calculate using the third group, and so on until the tie is broken. The player with the highest score receives 3 Winner Tokens, the player in second place receives 2 and the player in third place receives 1. In the unlikely situation where two or more players are tied, even after having considered the last group of dice, each receives the same number of Winner Tokens.

## Last Lap

The player that wins the last Lap receives 5 points instead of 3.

## End of the game

After the last Lap Finish Line has been passed, the player with the most Winner Tokens wins the race. In case of a tie, the tied players continue the game with the cards left in the deck. They draw a new Target Card and continue playing until the last card in the deck has been drawn. At this point the targets are shown and the score is calculated.

## Special rules

### Variable objectives

Instead of dealing out only one Target Card at the beginning of the game and one after each Lap, each player receives all 4 Target Cards at the beginning of the game. Before beginning the game, each player must choose one of these targets and place it, face down, before him and set the others aside. When it is his turn, the player can change his secret Target with one of the others. The player cannot make any changes unless it is his turn. After the first Lap Finish Line has been passed, the players are left with three targets, then two and finally just one.

### Target Bonus

When a Lap Finish Line is reached, the dice that match a player's target exactly are worth 3 points instead of 2.

## FAQ

Q: We have crossed a Lap Finish Line and calculation of the dice in the first group leads to a tie. The rule says that we must consider the dice in the second group. Does this hold for all players?

A: No, calculating the second group (and then the others, if this proves necessary) only serves to break a tie. For example, players A and B have both totaled 5 points while player C has 4. Players A and B must see how many points they have totaled in the second group of dice to determine which of them has won the lap. Player C remains in 3rd place.

Q: At the end of my turn I forgot to draw a card. What should I do?

A: If a player forgets to draw a card from the deck at the end of his turn, he must wait until it is his turn again and then, when he has completed his turn, he must draw two cards.

Q: When we cross a Lap Finish Line, should we start from the beginning?

A: No, the game continues with the dice in the same position they were in at the end of the last turn.

Q: I used the Reroll rule option and we have crossed a Lap Finish Line. Can I replace the card I left face down in front of me?

A: No, the Lap Finish Line does not "void" the game conditions; therefore you will have to wait until another player decides to apply this rule before you are "released".

## Dice Run on the Web



The screenshot shows a web browser window with the title "KIDULTGAME". The address bar contains "www.kidultgame.com/". Below the address bar are navigation buttons: "Indietro", "Avanti", "Interrompi", "Aggiorna", and "Pagina iniziale". To the right is a "KIDULT GAME" logo. The main content area contains the following text:

If you have enjoyed Kidultgame Dice Run, visit our web site, [www.kidultgame.com](http://www.kidultgame.com) to find a great deal of information on this game and new variations that game-lovers around the world have sent in.

At [www.kidultgame.com](http://www.kidultgame.com) you will also find suggestions for strategies, curiosities and new rules for using the dice that come with Dice Run. You will also find a series of columns dedicated to the world of games. Kidultgame.com is the site for all those who, like yourself, consider themselves a Kidult.

### CREDITS

Thanks goes to all those who participated in testing this game:  
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