

DEVIL'S DICE

RULES OF PLAY

NUMBER OF PLAYERS

Devil's Dice is a game that can be played by two, three, four or more players up to eight. When playing with a low number of players, it is also possible to play the game where each player uses more than one set of counters.

OBJECT OF THE GAME

The object of the game is to be the last player standing. This is achieved by moving the counters across the board in order to land on a square occupied by another player. When this happens the other player's counter is removed from the board.

GAME SET UP

Unroll the game board. Each player decides which colour(s) they will play with and takes the four flat counters and the four pawn counters in their chosen colour(s). The flat counters are placed on the corresponding-coloured home squares on the perimeter of the board. The four pawn counters are kept to the side to be used later in the game. Each player rolls one dice to determine the order of play. The player with the highest roll goes first and then play continues in a clockwise direction. During play both dice are rolled on each turn.

TO PLAY

Only 1 counter may be moved per roll of the dice. The counter (flat or pawn) must be moved in two directions on each roll of the dice, corresponding to the numbers on each dice. So, if a player rolls a 3 and a 4, they must move a single counter 3 spaces in one direction and 4 spaces in another direction. The possible moves are shown below.

			4	
			3	
			2	
			1	
●	1	2	3	

4	1	2	3	
3				
2				
1				
●				

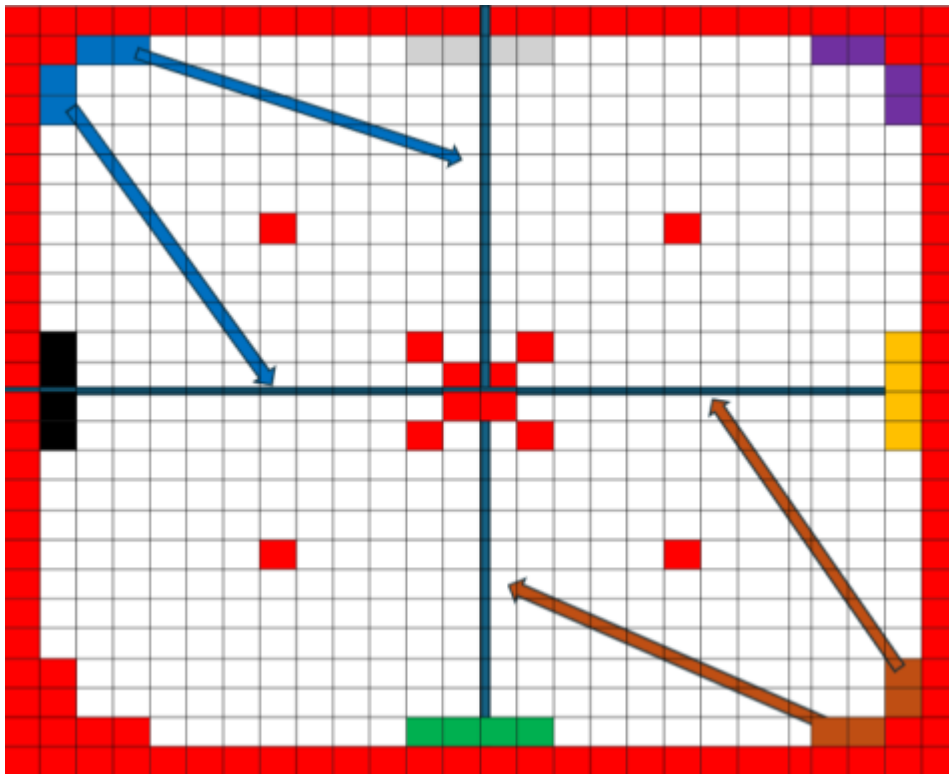
				3
				2
				1
●	1	2	3	4

3	1	2	3	4
2				
1				
●				

The flat counters must always be moved forwards. They can never be moved backwards towards their home base. When a flat counter crosses one of the thick dividing lines it is taken out of play and exchanged for a pawn counter (see below). A pawn counter can be moved forward or backward (but not in one roll of the dice).

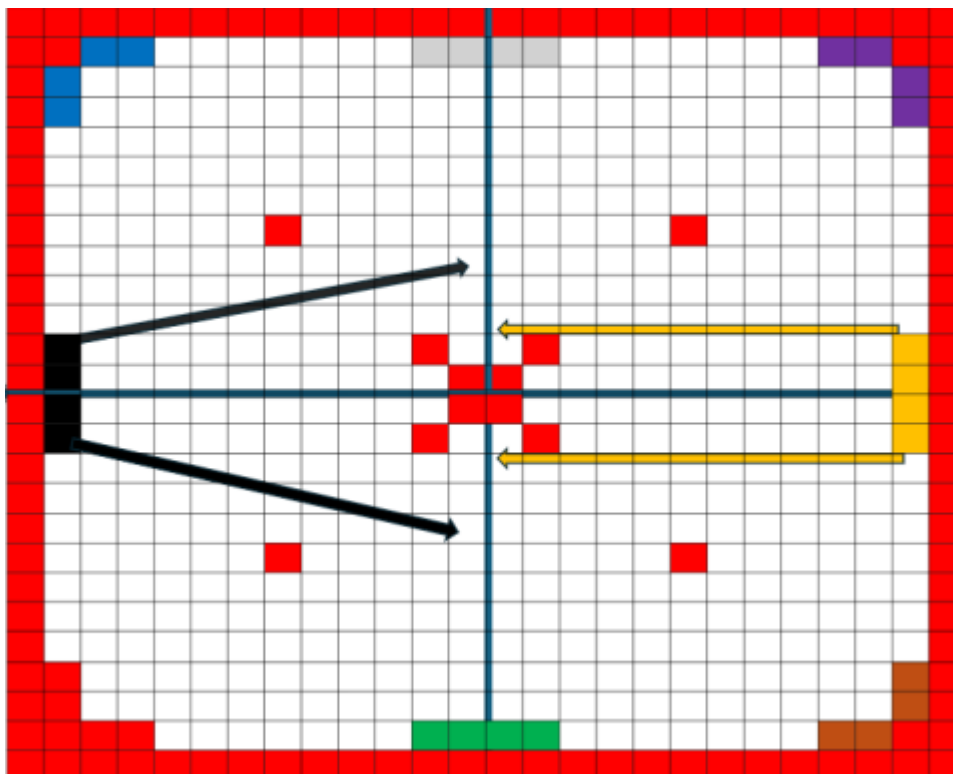
Players who start in one of the four corners (orange, red, blue, purple)

In order to change a flat counter to a pawn counter, they can cross either of the two thick dividing lines that mark their quarter of the board as shown in the diagram below.



Players who start in one of the four middle sections (green, black, white, yellow)

In order to change their flat counter to a pawn counter, they must cross the dividing line directly opposite their home base as shown in the diagram below.



Any counter (flat or pawn) can land on a square occupied by another player's counter (flat or pawn) and take that counter out of the game. Once a counter is taken out of the game it remains out of the game. Each player can bring all their counters into play at once but can only move one counter per roll of the dice.

SAFE SQUARES

The board contains 12 safe squares coloured in red. When a counter is on a safe square, another player cannot land on that same square. A counter can only remain on a safe square for one turn. If a player does not move their counter off the safe square on their next turn, their counter is removed from the game.

HOME SQUARES

Once a counter has been moved from its home square it cannot be moved back to the home square. One player cannot land on the home square of another player.