

Army Men Dice War

by Philip Reed

STEVE JACKSON GAMES

Your dice are going to war! Using the **Army Men d6 Dice Set** (or any twelve standard six-sided dice), two players go head-to-head in this simple dice game. Perfect for children of all ages, especially those younger ones looking for something to do on a rainy day.

Components: You need six dice for each player and a pencil and paper to keep score. No other components are required, though you may wish to use a dice cup for the players with small hands who have difficulty rolling several dice at once.

Starting the Game: Each player antes one die. To ante a die, a player selects one of their six dice and places it in the middle of the table.

Playing the Game: The youngest player goes first. On a player's turn, that player rolls their remaining dice (five at the start of the game). Soldiers (the one spot on traditional dice) count as 0. Other sides of the die count as the number of pips showing.

After the roll, you must select one or two of your rolled dice to score, setting them aside for the end of the round. You then roll your remaining dice, again setting aside one or two dice to score. You may continue rolling and scoring as long as you have dice left to roll.

Once the first player has taken their turn and written down their score, the second player now takes a turn, following the rules as described above.

End of the Round: The player with the lowest total score

this round takes back their ante die. The other die is removed from the game. In the event of a tie, both players lose their ante die.

Later Rounds: Continue playing rounds – with each player putting an ante die in the middle of the table – and scoring as described above. Alternate starting player each round. (The second player in the first round of the game will be the first player in the second round, and so on.)

Ending the Game: At the start of a round when a player has no dice left to roll, the game automatically ends. The winner is the player with the lowest total score (add up the scores from each round).

Playing a Campaign: The battle has ended, but the war is not over! After calculating final scores, both players reclaim all of their dice and go again. After three games, the player with the *lowest* total score (from all three games) is the winner.

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Inspired by the **Tripps** classic dice game

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