

# Color Dice Rules

## GOAL

Each player has 1 die, 9 pawns and a home area of the same color. Win by placing all 9 of your pawns in the area of another player.

## SETUP

The starting player begins with 2 pawns in their home area, and the remaining 7 pawns are placed outside the colored areas on the board. Each following player begins with 1 pawn more inside their home area than the previous player.

For 2 player games, add 2 dummy players (1 dummy for 3 players) that start with all 9 pawns inside. The dummy players do not roll the dice, and are passive except for when they counterattack.

## ATTACKS AND COUNTERATTACKS

On your turn, roll the dice up to 3 times each. If your die shows a higher value than the die of an opponent, you may attack their color with a group of one or more of your pawns.

The number of pawns in the group must equal the difference between the values of your own die and the opponent's die.

You may attack once for each opponent, if your die roll is higher. You must attack at least once, if you have legal moves.

Opponent(s) with higher values on their di(c)e may counterattack. A counterattack allows an opponent to carry out a move or strike as if it was their own turn. You can choose whether to carry out (all of) your moves and/or strikes before or after such counterattack(s).

## MOVES AND STRIKES

Pawns inside any area may attack (move or strike) freely. Pawns outside must be moved inside before they can strike. You cannot move to your home area, nor strike any pawns there.

You can move a group of pawns to any area (except your home area) that has at least one empty position for each pawn you move.

Strike an opponent's pawn(s) by replacing them with your own. Struck pawns are placed outside the colored areas on the board.

All pawns in a group either move or strike together, from one area to another area. The only time different pawns from the same group may move or strike at the same time is when you attack the home area of an opponent that still has starting pawns left (of the same color as the empty positions).

## ENDGAME

When you have 7 or 8 pawns in an area of another color, they are locked, and can neither be moved nor struck. When you place your 9th and last pawn in that area, you win immediately.