

# TENNIDICE

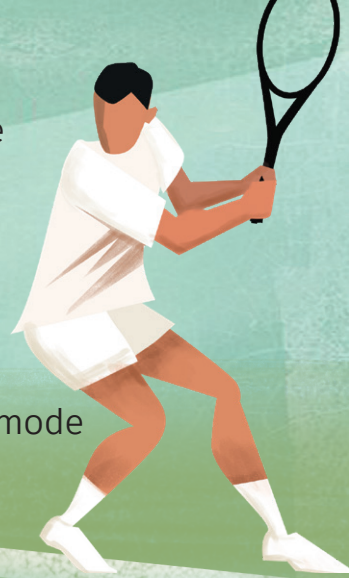
## RuleBook



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## ABOUT TENNIDICE

### Who is the luckiest tennis player in the world?

Tennidice is a 2-or-4-player game that simulates an actual tennis match. Instead of using rackets, you need some dice, and also, you use the strategy cubes to strengthen your abilities to win, but sometimes lucky opponents don't allow you to succeed!

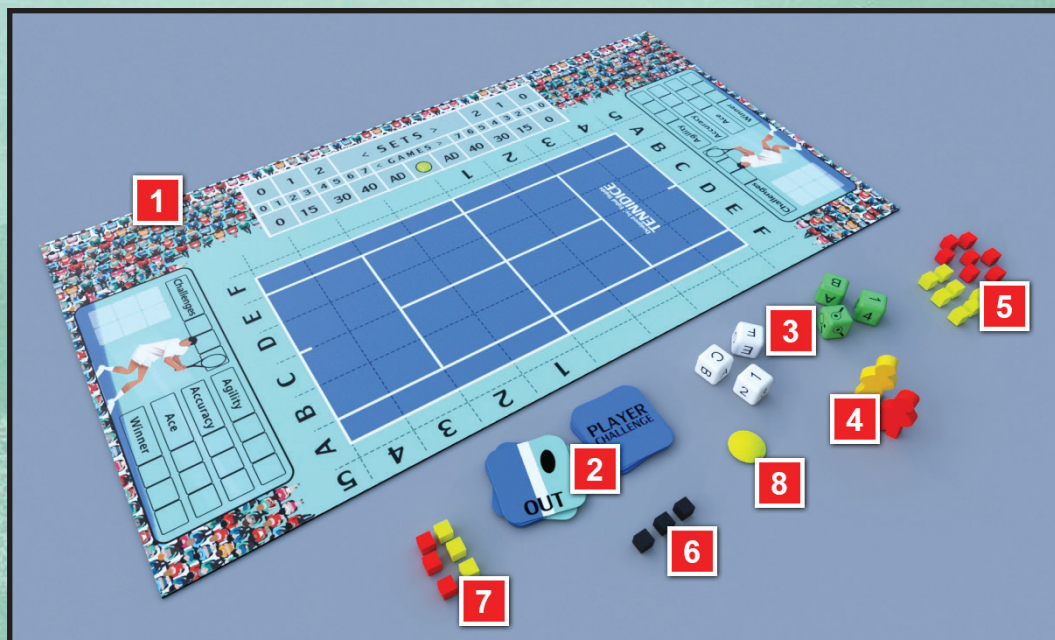
**Note:** In this rule book, you will learn the two-player match.



If you are not familiar with tennis rules, no worries, some of the important rules has explained in green boxes.

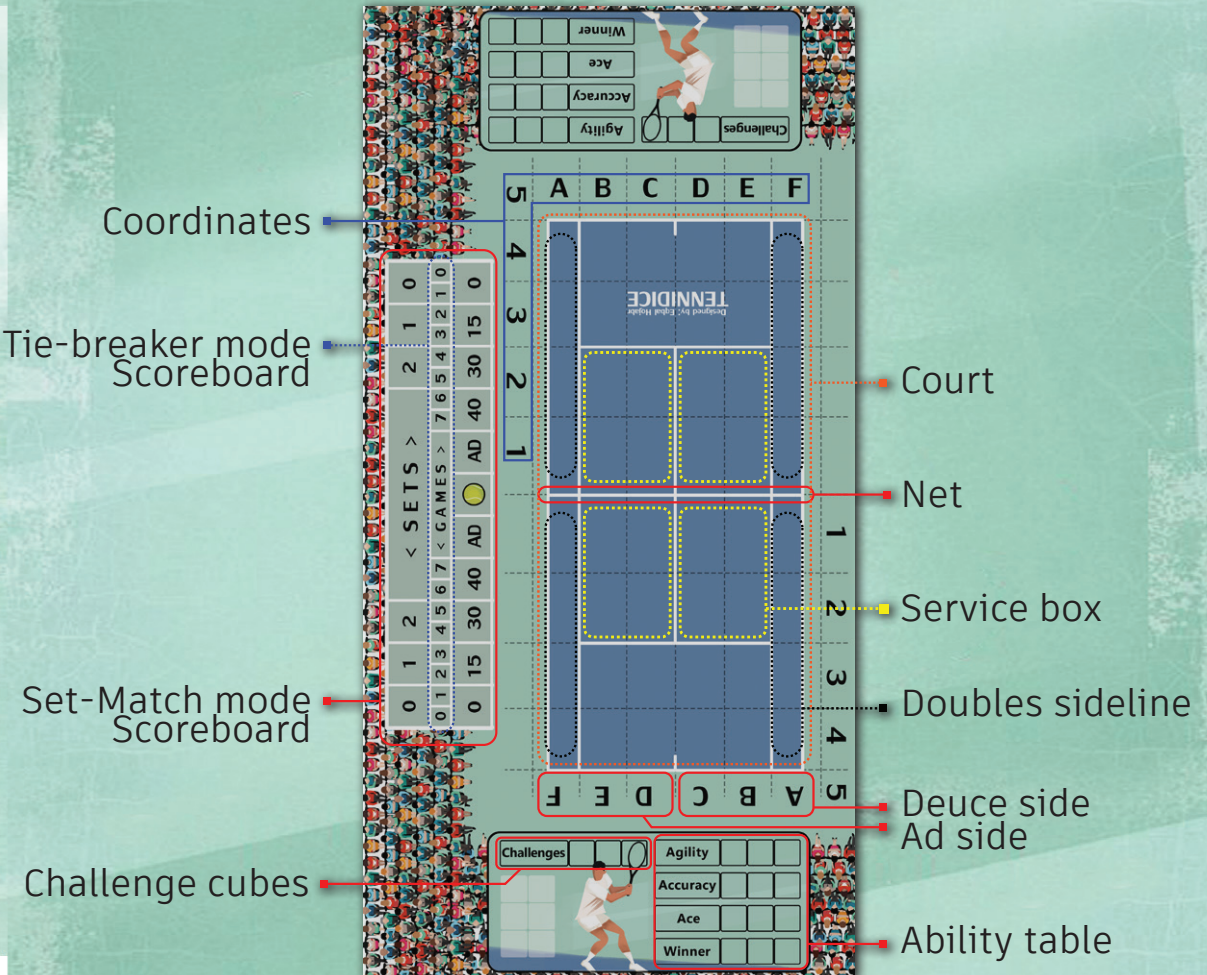
# COMPONENTS

1. Game board (one piece)
2. Challenge cards (24 cards)
3. 6-D Dice: (three service dice, three return dice)
4. Two player-meebles
5. Strategy and challenge cubes in two colors (14 pieces)
6. Spirit cubes (three pieces)
7. Score trackers (six pieces)
8. Ball token (one piece)



# DETAILS OF COMPONENTS

- Game Board



- **Challenge Cards**



The ball is inside the court or service box.



The ball is outside the court or service box.

- **Serve Dice**

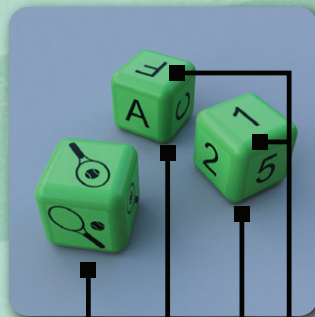


deuce die

ad die

is used in both sides

- **Return Dice**



Hit die

Letter-die

Number-die

coordinate dice

## PLAY MODES

You can play Tennidice in two different modes:

1. Tie-breaker mode (15minutes)
  - This mode simulates a real tennis tie-breaker. The first one who gets the 7th point wins the match.



### **Tennis rule note:**

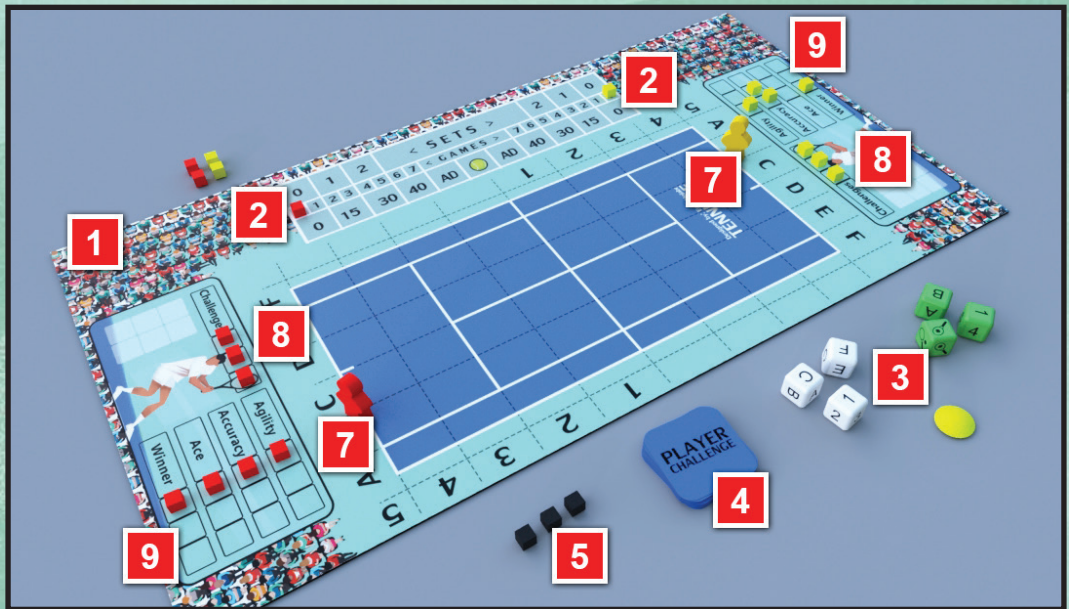
*tie-breaker rules:*

- *7 points earned combined with a 2 point advantage wins the game*
- *the first point is served from the right service court (deuce court)*
- *rotate serves after the 1st point is played*
- *except for the 1st point served, each competitor serves two consecutive points, always serving the first point from the left service court (ad court) then serving the second point from the right service court (deuce court)*

2. A 2-set-match game (90minutes)
  - This mode simulates the whole tennis match of two sets. The player who succeeds in two sets of three wins the match.

## GAME SETUP

1. Put the board on the table.
2. Put score trackers on 0 positions on the scoreboard.
3. Put ball token, serve dice and return dice next to the board
4. Shuffle the challenge cards and put them next to the board face down.
5. Put spirit cubes next to the board.
6. Each player chooses a meeple, and seven cubes in one color
7. Each player puts meeples on the right side of your court.
8. Each player puts three cubes on the challenge box.
9. Each player puts four other cubes on the strategy table based on their strategy. (*read strategy cubes section on page 12*)



## HOW TO PLAY

### TIE-BREAKER MODE

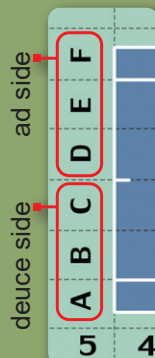
Each round of Tennidice starts with serve and continues in rally until a player wins a point.

Decide who wants to serve first, then put the meeples on the deuce side (the right side when you're facing the net).



#### Tennis rule note:

- *The deuce side is on the right side when you're facing the net. This is the side you start each game.*
- *The ad side is on the left side. After you get the point on the deuce side, you switch and serve from the ad side.*



### SERVE

You should use white dice with numbers and Letters **ABCD** to serve from the right side (deuce side).

These dice show the coordinates of landing the ball in the service box of the opponent's court, so place the ball token on it.

**Note:** Use white dice with numbers & letters **CDEF** to serve from the left side (ad side).






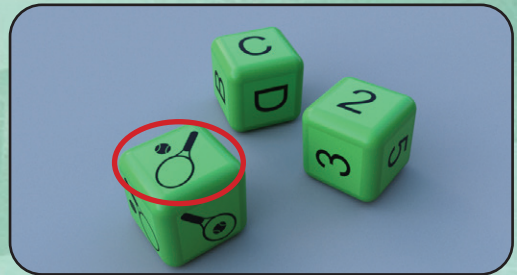
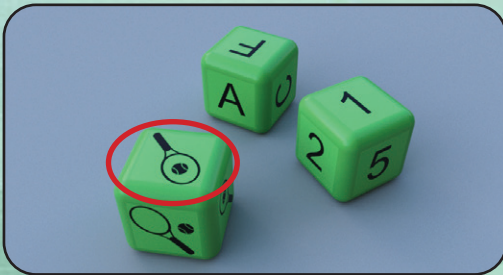


### Tennis rule note:

- *If your serve fails in an actual tennis match, you can serve for the second time, but if it fails again, this is a double fault, and your opponent gets the point. In this game, we play like that.*

## RALLY

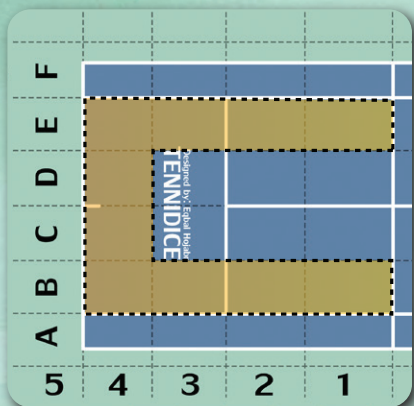
If the serve is successful, the rally starts. The opponent should return the ball using return dice. To do so, roll the return dice (green dice), and first, check the hit die  then coordinate dice.



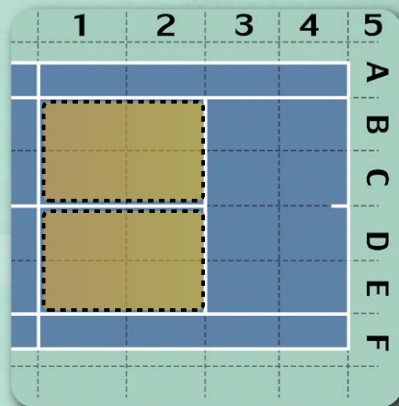
- This means the ball was hit successfully. Then check two other dice and put the ball in the new position. If it was inside the court, the other player goes on until someone gets the point.
- This means the ball was not hit. So the other player gets one point. Then start over with serving.
- Note: You can use “agility” to reroll this die. (*read Strategy cubes section on page 12*)

## PLAYER CHALLENGE

By default, if serve dice or return dice show the ball's position in these areas, we assume it is inside the court unless the other player uses one of their three challenges.



*In return, if ball lands on these areas, we assume it is inside the court unless the other player uses one of their three challenges.*



*In serve, if ball lands on these areas, we assume it is successful unless the other player uses one of their three challenges.*

To use the challenge cards, when the opponent rolls dice, and ball lands in these areas, you can remove one of your challenge cubes then draw a card.



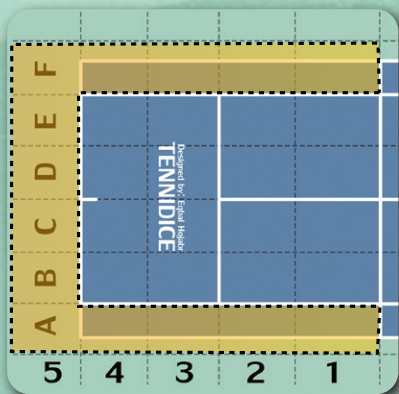


- If the card shows “IN,” it means the ball is inside the court, so you must roll the return dice and go on like before.

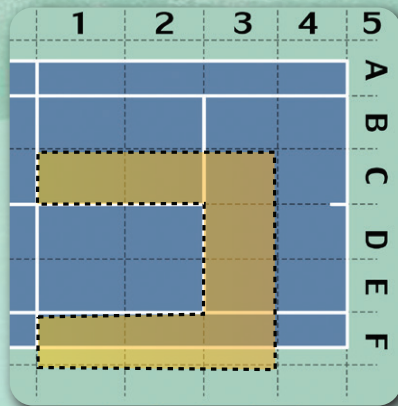


- If the card shows “OUT,” it means the ball is outside the court, so you get the point.

Another way to use challenge cards when your ball’s position is outside the court, so you remove one of the challenge cubes and draw a card. If it is IN, your opponent should roll return dice. If not, your opponent gets the point.



*In return, if ball lands on these areas, you can use one of your challenges to prove the ball is inside.*



*In serve, if ball lands on these areas, you can use one of your challenges to prove the serve is successful.*

## STRATEGY CUBES



Each player has four strategy cubes to increase four specific abilities:


1- Agility 2- Accuracy 3- Ace 4- Winner

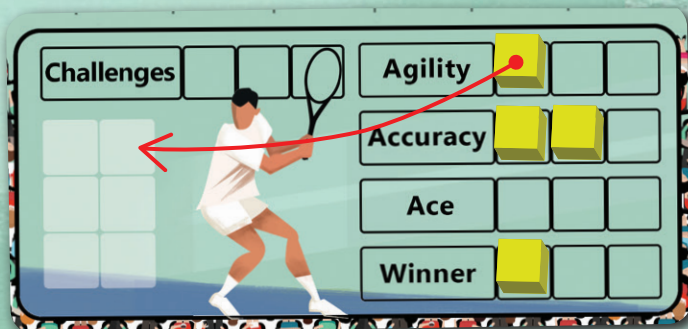
- Before starting the tie-breaker mode, players put their strategy cubes on the strategy table. They can put more than one cube in each ability.
- They are not allowed to change the position of their cubes during the match.
- Players should remove a cube to use an ability. Each strategy cube is used once during the tie-breaker mode.

### Agility:

Remove one cube from the agility row to reroll the return die.

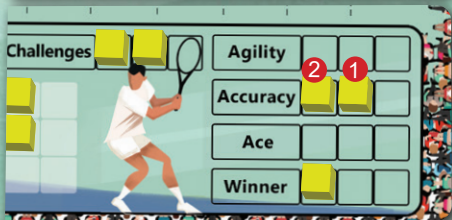
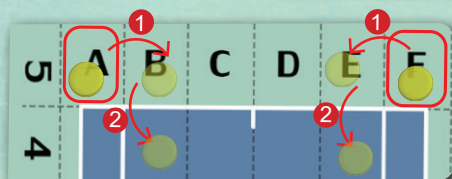
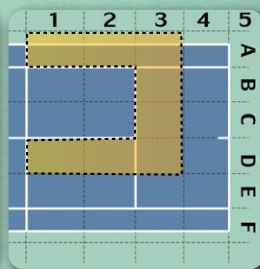
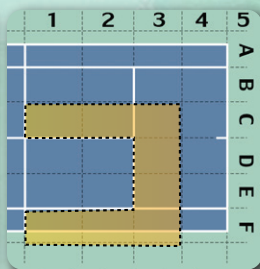
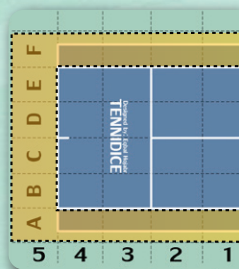
### Example:

Sarah returns a ball, she rolls . She removes an agility cube and rerolls the die.



## Accuracy:

If your ball lands outside the court, remove a cube from the accuracy row to move the ball one space left/right or up/down.

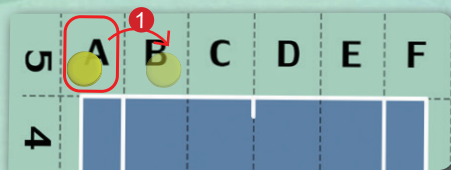


## Note:

If the ball lands in the corner spaces of the court (A,5 or F,5), you can use two accuracy cubes to move the ball to (B,4 or E,4)

## Note:

In this situation, you also can remove one accuracy cube to move ball one space, then use one of your challenge cubes to draw a challenge card.



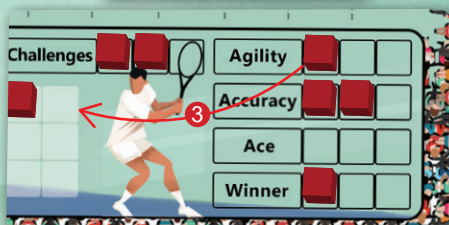
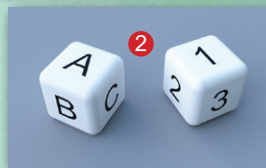
## Ace:

To serve an ace, you should remove a cube from the ace row then roll the serve dice. If the serve is inside the service box, you will get the point unless your opponent uses an agility cube, then he or she is allowed to roll return dice.

## Example:

Sarah decides to serve an ace.


1. she removes a cube from ace row in her ability table.
  2. then she rolls serve dice.
- Now she can get the point.
3. But, Sam removes an agility cube.
  4. So he rolls the return dice.

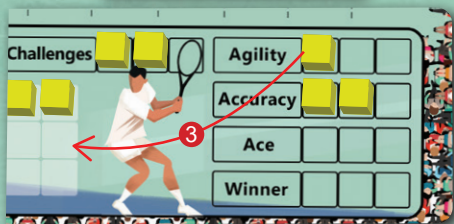
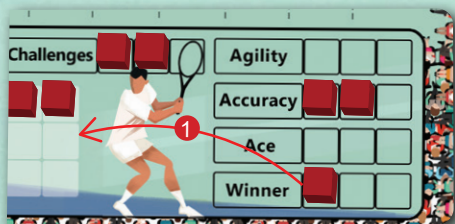


## Note:

If Sam didn't have any cube in his agility row, Sarah would get the point.

## Winner:

To hit the ball as a winner shot, before rolling the return dice, remove a cube from the winner row, then roll the return dice with letters and numbers. (You do not need to roll the hit die ) If the ball lands inside the court, you will get the point unless your opponent uses an agility cube and they are allowed to roll return dice.



## Example:

Sam decides to hit the ball as a winner shot.

1. He removes a cube from winner row in his ability table.
2. then he rolls return dice without “Hit die”. If the ball is inside the court he will get the point.
3. But, Sarah removes an agility cube.
4. So she is allowed to roll the return dice.

## Note:

If Sarah didn't have any cube in his agility row, Sam would get the point.

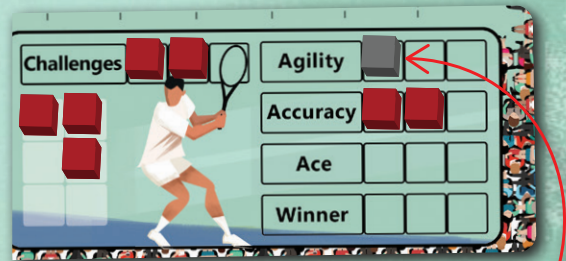
## SPIRIT CUBES

During the match, if you get a point, your spirit will rise, and you can use your abilities better than before!

- In tie-breaker mode, after each point, the winner gets a spirit cube and can put it in one of the ability rows to use them during the match.
- If you want to use a spirit cube, you should remove it from the strategy table, and this cube can be used in the next point by the winner of the point.
- If there is no available spirit cube, you can get them from your opponent (if there is any.)

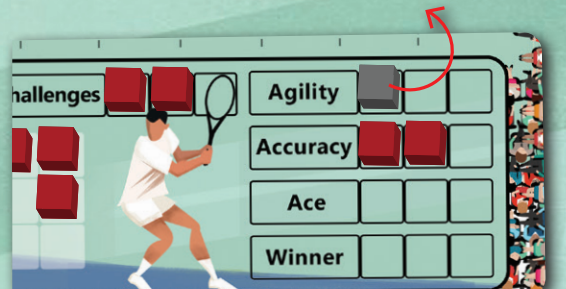
### Example:

Sam wins a point in tie breaker mode. He gets a spirit cube and puts it in one of his ability rows.



### Example:

Sarah has get a point, but there is no available spirit cube. so she gets a spirit cube from Sam's ability table.





## TWO-SET-MATCH MODE

Playing in two-set-match mode is similar to tie-breaker mode except for some actual tennis rules and some Tenndice rules.



### Tennis rule note:

- *A game is played until a player scores four points.*
- *0 points= Love*
- *1 point = 15*
- *2 points= 30*
- *3 points= 40*
- *4 points= Game*
- *A set is a collection of games, played until a player wins six games (or more).*
- *A match is played to a best-of-three or five .*

### Note:

- in Tenndice, you play a best-of-three match (succeed in two sets of three sets to win the match).
- Beginning of each game, players can rearrange their ability table and reuse their used strategy cubes in the previous game.
- In this mode, the winner of each game gets a spirit cube.
- The spirit cubes remain at the player's table in the following games unless the opponent wins a game and there is no more available cube to get.