

Six D Six

by Martin Grider

Introduction/Notes:

When I wrote these games, the challenge for myself was to write some dice games that are not at all random. Ideally, I wanted these to be as close to abstract strategy games as possible. I liked the idea of rolling the dice to setup random starting conditions and then playing a game that was not random at all. You can see that most of these games achieved that goal, while one (SIX D "THREE") may still rely on some amount on luck. My hope, however, is that they all involve some serious strategy and logical thinking.

All six of these games use up to 36 dice in six different (non-black) colors, most of them with an additional 36 black dice. I prefer 1-inch dice, but any size will do. (One inch dice can be expensive and hard to source in six different colors. I have not really "shopped this around", but If you are interested in publishing any of these games, individually or as a set, please feel free to contact me on BGG.)

Thanks,
-martin grider

SIX D "ONE"

Overview:

2-6 players.

This is a fun game that allows each player to get creative and "make" a game board to stump the other players. It can be fairly "light", but there is potential for a lot of deep thinking and strategy.

Setup:

Everyone gets six dice of a unique color, (but not black).

The "board" consists of a number of black dice equal to all the other dice in play. (# of players x 6.)

You'll need a method of keeping track of players scores from round to round.

Gameplay:

A round consists of one player rolling and setting up the board, then all players taking turns placing their dice on top of the board.

The player who starts the round rolls all the black dice. Then, without changing the numbers shown, they get to arrange the dice into any shape they like (as long as all the dice are adjacent to at least one other die).

Starting with the player to the left of the one who rolled (and arranged) the board, each player places one of his or her dice on top of one of the black dice in the board, thus marking that number as their own. The number face up on the die that is placed must match the number shown on the black die.

Strategic Note: Try to place your dice next to each other, in as few groups as possible. (See scoring below.)

Play continues clockwise until all the dice are used and the entire board is full. The round is scored and the person to the starting player's left gets to roll the next round. Rounds continue until everyone has rolled the board once. (For a longer game, you can play with two or three rounds each.)

After all the rounds have been played, whoever has the most points wins!

Scoring:

At the end of each round a player scores his color dice as follows: Every "group" of dice that are next to each other (must be orthogonally touching, diagonal doesn't count) have their totals added together and multiplied by the number of die in that group. All of the player's groups are then added together to make up that player's total score for the round.

Add the player's total for that round to their total score.

Example Scoring:

One player has three "groups" of touching dice:

$$[1][3][5] = 9 \times 3 = 27$$

$$[2][6] = 8 \times 2 = 16$$

$$[4] = 4 \times 1 = 4$$

$$\text{Total round score} = 47$$

The next player has two groups:

$$[3][4][3][2] = 12 \times 4 = 48$$

$$[2][6] = 8 \times 2 = 16$$

Total round score = 64

The final player has (all their dice touching):

$$[2][1][5][6][3][3] = 20 \times 6 = 120$$

Total round score = 120

Obviously, the final player won the round, and has a substantial lead. The other two players should gang up on them next round!

Game End:

After all the rounds have been played, whoever has the most points wins!

SIX D "TWO"

Overview:

Any number of different colored die may be used. Any number of players may play.

You'll need a method of keeping track of score. (Pen and paper works best.)

Try different combinations of numbers and colors and see what you like the best. We suggest starting out with the standard set of 7 colors (including black), with six die of each color. (But we think this one is more fun with as many colors of dice as possible!)

Gameplay:

Someone rolls ALL the die onto the playing field, but does not get to move them or arrange them in any way.

Then each player, starting with the player to the left of the person who rolled the dice, selects a pair of dice of the same color from the playing field. The selected dice must have a clear path between them. In other words, you must be able to draw a straight line from one die to the other die on the playing field, without hitting any other die on the way. (Note: You shouldn't need to actually draw the line, you should be able to see the path by just looking straight down on the field. If enough people don't agree that it's a valid pair, you must choose another pair.)

If the majority of players agree that the two dice selected are a valid pair, the player removes the dice from the gameboard, placing them aside without changing the number of pips shown on top of the dice. The pips showing on the top of the dice will count toward his or her total points for the game.

Objective:

When the last of the pairs have been picked up, (or somehow there are no more pairs left to be chosen), the game ends and everyone adds up the pips from the dice they collected. The player with the most points is the winner!

Variant:

You can choose to play this game like SIX D "ONE", where the game is played in a series of rounds during which every player, one after the other, is allowed to set up the board. This player is the "dealer" for that round. You then need to keep track of scores (add them up) between rounds.

You can optionally allow the "dealer" of each round to choose how many dice, and how many colors are being rolled. (Note that the game plays best if there is always at least twice as many dice in play as there are players, and at least two of each color die in play.)

SIX D "THREE"

Overview:

2-6 players.

Players take turns placing a die on the 6X6 grid and scoring points for that placement.

A method of keeping track of score (could be pen and paper) is required.

A non-transparent bag is also required.

Play with 36 black die, and 36 "other" dice of six colors.

Setup:

The 36 black dice are rolled and pushed together to set up a 6X6 grid. The rest of the dice are put in a bag to draw from randomly. In a 4 player game, remove two die from the bag and put them back in the box. They will not be used. In a 5 player game, remove 1 die from the bag. Everyone should be allowed to see which die were removed.

Each player draws one die from the bag and rolls it. The player who rolled the highest number goes first. That player takes two more die from the bag, rolls them, and places them in front of him or her. Then each other player (in clockwise, or turn-order) takes two additional die from the bag, rolling them before placing them in front of him or her. These three dice are referred to as your "hand", and are the die you may choose from to play on your turn. You may not change the number shown on your die except once per turn.

When all players have 3 dice in front of them, the starting player takes the first turn.

Gameplay:

A turn consists of the following:

- 1) You MAY re-roll ONE die from your hand (potentially changing its number of pips).
- 2) You MUST place ONE die from your hand onto the board. You can play the die onto any of the remaining (visible from above) black dice.
- 3) You score the die you placed. (See "Scoring" below.)
- 4) You MUST draw one die randomly from the bag, roll it, and place it in front of you, replenishing your "hand" back up to 3.

Scoring:

You start with a score matching the number of pips on the die you placed.

If you placed onto a black die that matches the number of pips on your die, you add that number to your score.

Then you add up all the pips on any dice next to your die that are matching the pip count or color of the die you placed. So, for each of the four sides of the die, if there is a die already placed on the board (not counting the

black dice), and the number of pips OR color on that die matches the die you just placed, then add that die's pip count to your score. Then, if THAT die is next to another dice with either the same color OR pip count (based on how that die matched your original die), add THAT number to your score, and so on. You never score for the same die twice.

Game End:

When all the dice have been drawn from the bag, play continues until everyone has played all their die onto the game board.

Whoever has the most points wins!

SIX D "FOUR"

Overview:

A "pure" abstract strategy game for 2-6 players. The pips are not used in this game, and the dice are simply referred to as "pieces".

The goal is to capture as many black pieces as possible, but to do so, you will first have to capture your own pieces!

A chess board is needed. (With two players, use a 6x6 portion of the chess board.)

Setup:

Each player takes one set of six non-black colored die. The black dice are set next to the gameboard within reach of all players. The other colors are not needed, and will not be used. Choose a player to go first.

Gameplay:

On your turn, place a piece of your color in one of the squares on the board. When you run out of pieces, you place the black pieces. When you place a piece, you capture any adjacent pieces if they are a different color, and already have a piece of a different color next to them. (Only the 4 adjacent sides count toward this total.)

When one of your pieces is captured, it comes back to you to place again. You must continue to place all of your colored pieces before you may place any black pieces! When you capture a black piece, set it on your side of the board, (apart from the pool of black pieces that have not yet been placed).

Game End:

When the last of the black pieces are captured, the game is over. Whoever captured the most black pieces wins.

Strategy:

There is no advantage to capturing your opponents pieces.

You will want to "set up" your own pieces in such a way that you can capture them with black pieces. This is so that you get them back so you can capture black pieces. At the same time, you will want to play the black pieces in such a way so that they are "set up" to be captured by your pieces when you have them. Your opponent will of course be doing the same thing!

SIX D "FIVE"

Overview:

2-4 players (Best with 3 or 4, in a 2 player game, the first player has a distinct advantage.)

This simple game is about stacking dice strategically. You may play with any number of dice, but we recommend the 36 different colored dice. Bigger dice are better for this game, as they are easier to place.

Setup:

Place all the die within easy reach of the players. Make sure the play area has a flat & level surface. Choose a player to go first.

Gameplay:

When it is your turn, you must place a single die onto the "stack". All pieces in the stack must touch another die on at least one side. Play so that each player faces one side of the stack. At the end of the game, the sum of all the pips shown on that side of the dice will be that player's score.

When a die is placed, each of its sides must match the pip count of any die that side touches.

Game End:

Play until all the dice have been added to the stack. Whoever has the most pips (points) showing on their side of the stack is the winner!

SIX D "SIX"

Overview:

2-4 players

Inspired by Qwirkle, this game was originally, a variant of that great abstract strategy game. If you know how the scoring works in Qwirkle, it will help you understand the scoring for this game. Unlike Qwirkle, this game involves identifying patterns on the gameboard consisting of colors and number of pips.

Setup:

Play with thirty-six die, six each of six different colors. Roll all the die and push them together into a 6x6 square. You will need some method to keep track of everyone's scores. Choose a player to go first.

Gameplay:

On your turn, play consists of the following elements:

- choose and remove a "set" from the gameboard
- place the set in your own personal play area
- score any sets that were created or modified in your play area
- re-organize the gameboard to fill any "holes"

When no more sets are present in the gameboard, the game is over, and the player with the most points wins.

Choosing A Set:

On your turn, (although ideally before it), you first choose a "set" of pieces to remove from the gameboard. Carefully remove the set from the gameboard without changing any of the pip counts, or the order of the dice or how they are connected to each other. Make sure to re-position any pieces you had to move in order to remove the set you've chosen.

You must make sure every other player agrees this is a valid set before you continue to the next part of your turn.

A valid set consists of one or more rows and columns that are connected vertically or horizontally. Each row and column must consist of dice that are either:

- a) all the same color, but different pip counts, OR
- b) all the same pip count, but different colors.

Placing a Set into your Personal Play Area:

After you've chosen a set, you need to place that set on the table in front of you, into your personal gameboard or "play area". If this is your first turn, it's easy, there are no rules to follow, but if you already have existing pieces in your play area, you'll need to connect your set to the existing pieces there, while following the same rules you used to find a set in the first place.

If you cannot play the set you've chosen into your play area because it does not connect with your existing pieces, YOU MAY NOT CHOOSE THAT SET! You'll have to put it back, and choose another.

You may rotate the set you've chosen in order to get it to match up with

your existing pieces. Be careful not to change the order or pip values of the pieces as you rotate them or move them around. (The other players will probably be watching and making sure you perform this step correctly!)

Scoring Your Play Area:

Once you've placed your pieces into your play area, you'll want to score them. The pip counts are not used to score the pieces. Instead, you score one point for each piece in each row or column you've just placed. (This includes any new rows or columns created by placing your set's pieces next to the already existing pieces in your play area.)

Each row and column scores individually, so pieces can potentially score twice. Here are some examples:

[2] [2] [2] = 3 points

[1] [2] [5]
[1] = 5 points

[2]
[2] [4] = 3 points

[3] [3]
[2] [2] [2] = 7 points

[1] [5] [2]
[1] [5] [5]
[1] = 10 points

[Remember that, in all sets, rows or columns with different numbers must be the same color, and rows or columns with the same numbers must be different colors.]

Additionally, when scoring any row or column that reaches 6 pieces (the maximum length, following the two rules) scores an additional six points! So if, in the following example, you just placed the [5][5][5], you would score 15 points!

[6] [2] [1] [4] [3] [5]
[5]
[5] = 15 points (6 + 6 points for the same-colored row,
and 3 for the column with different colored 5s)

Reorganizing the Gameboard:

After your score has been recorded, you'll almost always need to slide some of the die on the gameboard, repositioning them before the next player takes their turn. Here's how you'll know if you need to slide some dice: Any time there is a gap between two dice on the board, you'll need to slide some.

Here is an example:

[1] [2] [5]
[1] [1] [5] [4]

When there is a gap, always figure out which direction would require sliding the least number of pieces, and slide in that direction. In this example,

only sliding from the right makes sense.

```
[1][2] [5] <-- You'll slide this way.
[1][1][5][4]
```

And afterwards, the pieces will look like the following:

```
[1][2][5]
[1][1][5][4]
```

This can mean that sometimes (often) you'll need to slide the dice twice. Take the following gameboard example, from early in the game, for instance:

```
  | |
  v v
```

You could slide 2 pieces from the top down...

```
[1][2][1][6][3][2]
[5][2][3] [1] <--
[2][1][2][1] [2] <--
[1][1][2][1] [1] <-- ...or three pieces to the left.
[2][5][4][5][2][6]
[2][1][4][5][2][1]
```

So you would end up with:

```
[1][2][1] [2] <--
[5][2][3][6] [1] <--
[2][1][2][1] [2] <-- ...at which point, you would move these.
[1][1][2][1][3][1]
[2][5][4][5][2][6]
[2][1][4][5][2][1]
```

For a final gameboard that looks like this:

```
[1][2][1][2]
[5][2][3][6][1]
[2][1][2][1][2]
[1][1][2][1][3][1]
[2][5][4][5][2][6]
[2][1][4][5][2][1]
```

If there are two directions that consist of the same number of dice that need to be moved, the player moving them (whose turn it is), gets to choose which direction the dice should move.

Game End:

When, at the end of a player's turn, there are no more sets on the gameboard, the game ends immediately. Whoever has the most points wins!