

Strike

Objective: Players compete to be the only player with any dice remaining in their dice pool by the end of the game.

Setup

1. Remove the contents from the box and place the base of the box with the insert into the middle of the table, this forms the arena.
2. Place the foam mat in the bottom of the arena.
3. Each player takes a number of dice based on the number of players in the game to form their dice pool:

2 Players: 8 dice**3 Players:** 7 dice**4 Players:** 6 dice**5 Players:** 5 dice
4. Take one of the unused dice and roll it into the arena.
 - If an 'X' is rolled, reroll it until it no longer shows an 'X'.
 - Any remaining dice, other than one rolled into the arena, will not be used for the game.
5. Randomly select a starting player.

End of Game

The game ends immediately when only one player has any dice remaining in their dice pool, that player wins the game.

General Rules

Player with No Dice: When a player no longer has any remaining dice in their dice pool, they are eliminated from the game.

Moving Dice Away from the Arena Wall (*optional rule*): If all players agree to this rule, players may move dice away from the arena wall before making their roll.

- Dice cannot have their results changed, nor be stacked or rotated when being moved away from the arena wall.

Hidden/Visible Dice: The rules state that all dice in players dice pools can either be hidden or visible, as decided by player agreement.

Turn Order (Single player turns in clockwise order)

1. The player rolls one of their remaining dice from their dice pool into the arena.

All In! If there are no dice in the arena at the start of a player's turn, the player must go 'all in' by rolling all of their dice into the arena and then resolve the dice as per normal.

Rolling Dice: A player may choose whether to cautiously roll their die into the arena or throw it.

- A player may freely rotate the arena to get a better shot.
- Dice that miss the arena or bounce out of or are knocked out of the arena are removed from the game.
- If as a result of rolling a die any dice lean against the arena wall or other dice without lying flat, the player may shift the arena until all dice lie flat.

2. Resolve the dice in the arena in the following order:

i) **'X':** Remove any dice that show an 'X' from the game.

ii) **Matching Dice:** If there are any dice that show matching results (*i.e. 2 or more dice that show the same number*), the player takes all of those dice from the arena and adds them to their dice pool.

- If there are multiple sets of matching dice, the player takes all of those sets and adds them to their dice pool.

No Matching Dice: If there were no matching dice in the arena after the roll, the player may choose to either end their turn or risk throwing another die into the arena, in which case the player repeats steps 1 and 2.

- If after removing dice that show an 'X' from the arena the player continues to get no matches, they can keep choosing to roll another die until they either receive a match or run out of dice.