

Dice Pool

Designed by Ellie Dix & Jeffrey D Allers

1-4 players | 30 minutes | Age 8+

Overview:

It's summer and the local swimming pool is full of children. But every 2 hours, the lifeguards need a break and have to get the kids out of the pool. There are bonus snacks for those who get out quick. But there are always a few stragglers who cause problems. After the break is over, all the children jump back in for another 2 hours of fun...until the next break. Keep up your lifeguard's strength in order to get the children out of the pool by closing time and win the game!

The players take on the roles of the lifeguards who are trying to get the children (dice) out of the swimming pool during each of the 3 breaks, as well as closing time (4 rounds). They work together by playing lifeguard cards, each of which has a goal value and a mathematical operation (addition, subtraction, multiplication, division). Each card is able to remove 2 or more dice, but if none of your team's cards can be used on a turn, then a card must be sacrificed to remove a single die. There are a limited number of cards, however, so players need to use their cards efficiently, or they will run out of "strength" before the end of the game!

Removed dice are placed on the deck chair spaces around the pool. Filling up one color of deck chairs awards that player with a bonus "treat" card that can help them get more children out of the pool.

If the players are able to get all the dice out of the pool during the last round before the pool closes, then the players win the game!

Dice Pool is a fun game that helps kids practice their maths skills and teaches them to cooperate and communicate with each other.

COMPONENTS:

- 1 Dice Pool with deck and deck chair spaces (inside the box)
- 10 six-sided Dice
- 29 Lifeguard cards
- 1 Lifeguard Chair
- 8 Treat cards
- 1 Snack Bar
- 1 Clock with hour hand

Setup:

- Place the **Dice Pool** box in the middle.

- Select a starting player and give that player all **10 dice**.
- Assemble the **Snack Bar** and **Lifeguard Chair**.
- Shuffle the **Treat Cards** and place in a face-down deck in the Snack Bar.
- Shuffle the **Lifeguard Cards** and place 20 cards on top of the Lifeguard Chair, and the rest below the Lifeguard Chair.
- Each player draws 1 card as their starting hand. (Cards are always drawn from on top of the Lifeguard Chair.)

Note: players are never allowed to reveal which operation and which goal value is on their current hand card!

How to play:

The game is played in 4 rounds.

On each round:

- Roll all 10 dice into the pool.
- Move the hour hand on the clock 2 hours ahead (to 12:00 in the first round). It's time for the lifeguard and the children to take a break!
- Each player compares their hand card with the values of the dice in the pool. Then each player says how many dice they can remove with their card. They can also say which dice they can remove (for example: "I can remove 2 red dice and a neutral one"). To remove dice, you must reach the goal on the Lifeguard card using all the dice and the mathematical operation on the card (and later, using a Treat card you have in your hand).
- Once every player has "bid" the number of dice they could remove, the players **decide together whose card to use**. The chosen player places their card in front of them face-up and removes dice using that card's operation to reach the goal on the card. The player playing the card may also use one or more of their Treat cards to help them, if they have any in their hand.

***Note:** for multiplication and division cards, you may use a maximum of one value-1 card to remove a die! For example: to reach a value of 6, you may use a 3, a 2, and a 1 die, but not a second 1 die!*

- If no dice can be removed using any of the players' hand cards, then one player must **sacrifice** one of their Lifeguard cards to remove a die of their

choice from the pool.

- Lifeguard cards are placed in a discard pile and are out of the game. The player who played their Lifeguard card draws a new hand card from the top of the Lifeguard Chair.
- Removed dice are placed on the deck chairs around the pool. Dice must match the deck chairs colours in order to be placed there, but the 3 neutral dice may be placed with any colour group. If a group of chairs is completely occupied by dice, the player who placed the last die draws a Treat Card from the Snack Bar and adds it to their hand.

Note: a single die that is removed by sacrificing a Lifeguard card is not placed on a colored deck chair, but instead placed on one of the grey deck chairs. No treats are awarded if the grey deck chair area is filled with dice!

- A player with a Treat may use the bonus action on that card one time on a future turn, then discard the card (see Treat Card Summary). The special action only applies to the player with that card.
- If there are still dice in the pool, the player who played the last card picks up the remaining dice in the pool and rolls them again in the pool.

Round End:

When there are no more dice in the pool the round ends. The last player to play a card rolls the 10 dice to begin the next round.

End Game

The game ends during the 4th round (6 p.m. closing time). It can end in one of two ways:

- 1) There are still dice in the pool and one player has no Lifeguard card (there are none left in the draw pile). All lifeguards are not at full strength and lose the game.
- 2) The last dice are removed from the pool before this happens (the player to do this does not try to draw a new card). In this case, the players win the game!

Longer or More Difficult Game:

You can make the game longer by opening the pool at 8 a.m. and having the first break at 10 (first round). In that case, use 25 Lifeguard cards.

You can also make it more difficult by using only 18 Lifeguard cards (or 22 cards in the long game).