

Battling Beasties

Aim of the Game

Knock out other players' dice and be the last one standing

Components

3 Dice per player showing these images on their faces.



Rock



Paper



Scissors



Splat!

Each player's dice set should be a different colour.

Play area can be any table or floor space that the players decide and can include any number of blocking obstacles.

How to play

Each player rolls all their dice into the play space. Re-roll any of your dice showing a 'Splat!' until they are all showing a Paper, Scissor, or Rock beastie. The youngest player will start.

On your turn, choose any of your dice and flick into another player's dice. If you hit any opponents' dice this is an attack. Look at both dice involved in the attack and, using their current die faces, see which won. If both dice show the same face, neither is eliminated. If one is stronger, it wins, and the weaker die is eliminated. Rock beats Scissors, Paper beats Rock, and Scissors beats Paper.

If you hit multiple opponents' dice, each is an attack and all should be resolved at the same time.

If you failed to hit any opponents' dice, you must re-roll the die you flicked. You may re-roll it anywhere into the play space and can even hit other dice in the process.

! If at any point you roll the Splat! side, or a die is knocked onto this side, it is eliminated and immediately removed from play.

If a die falls off the table during play (or leaves the agreed play space), then it is removed from play. If a player has any part of their body in the play space and a die hits it, the player hit must choose and eliminate one of their dice.

If a die ever flips to another side because of a flip or being hit by a rolling die – this is valid and play continues with the new side.

After you have finished taking your flick and resolved any rolls it caused, it is the next player's turn.

Winning the game

When there is only 1 player with dice remaining, they win the game. If both players are knocked out on the same turn, the game is a tie.