

Go Dice

The board is a grid of squares; the "standard barry" board is 5 by 7, the "large" board is 8 by 8.

Each player starts with a "hand" of one die of each type: D4, D6, D8, D10, D12, D20, D30.

The players take turns; dice off with D30s to determine turn order.

On a player's turn, they do one of place, move, capture, or surrender. If they try to capture and fail, that pair can't be attempted for the rest of their turn, but it doesn't use up their turn.

To place, the player places a die from their hand in an empty square.

To move, the player moves one of their dice to an adjacent (inline or diagonal) empty square. Movement can wrap across the sides of the board, but only if going straight through — inline to wrap across a side, diagonal to wrap across a corner.

To try to capture, the player picks one of their dice as attacker, and an adjacent die as defender. The square directly past the defender must be empty, and the attacking die must be able (other than the defender's square not being empty) to cross to it in two moves. Roll the attacker and defender; if the attacker rolls higher, the attacker jumps past the defender, and the defender is captured by the attacking player.

If a player surrenders, they're removed from the turn order, and their dice are removed from the board. The last player left in the turn order wins.