

DOCTOR WHO DALEK DICE

A dice game by Marco Maggi
and Francesco Nepitello

COMPONENTS

Dalek Dice contains a set of ten custom dice, and a dice cup.

Each of the dice has a number of symbols on it:



The Doctor

Humans 2

Humans 4



Daleks 2

Daleks 3

Exterminate!

INTRODUCTION

Dalek Dice is a game for 2 or more players, making use of a set of ten custom dice. The aim of the game is to exterminate the highest number of humans, in your race to conquer the universe.

The game is played over a number of rounds. During your round, you roll the dice and look for a favourable set of icons: you want Humans to score points, but you need Daleks to exterminate them. But beware! The Doctor, Time Lord nemesis of the Daleks, is always ready to thwart your plans for galactic domination!

SETTING UP

Before the game begins, choose a suitable playing area. The part of the playing area in front of each player is considered to be divided into sections, based on where the different die results will be placed after each roll:

- **Top:** place any Doctor and Exterminate! dice results here.
- **Top Left:** place all 'keepers' dice showing Humans here.
- **Top Right:** place all 'keepers' dice showing Daleks here.
- **Right:** place all dice that the player will roll again here.

Leave the **centre** area free, so that you can roll your dice comfortably and inspect their results.

HOW TO PLAY

The game is played over a number of rounds. When it is your round, take all the dice and roll them. Then, inspect the results you got – your aim is to get a lot of Humans, but enough Daleks to match or beat their number.

After every roll, you may set aside some dice as 'keepers', meaning that you will use those results to score at the end of your round. Any dice you don't select as 'keepers' may be rolled again.

For every roll, you must always keep at least one die result as a 'keeper'. (This includes a die set aside as **The Doctor** or **Exterminate!** See below).

ROUND SEQUENCE

Roll the dice. Then, first check if you got any **Doctor** or **Exterminate!** results:

- **The Doctor.** If the roll produced one or more of the **Doctor** icons, then 1 Doctor result (only 1) must be kept. Move that die to the top section of the playing area.
- **Exterminate!** If the roll produced one or more of the **Exterminate!** icons, then 1 Exterminate! result (only 1) must be kept. Move the die to the top section of the playing area.

Any **Doctor** or **Exterminate!** results in excess (if any) are placed to the right (to be eventually rolled again). Then, check all the remaining results, separating **Humans** from **Daleks**.

'KEEPERS'

Set any 'keepers' aside – those die results you want to score. Move to your right all the dice you want to roll again.

- Keep any **Humans** die result, moving it to the top left.
- Keep any **Daleks** die result, moving it to the top right.

End of Round

When you are done making your choices, choose whether you want to continue or end your round (if there are no dice available to roll, your round is over in any case).

- You continue by picking up all the dice you moved to the right and by rolling them again (the dice you chose not to keep and all the Doctor and Exterminate! results in excess of 1).

THE DOCTOR INTERVENES

If the number of Doctor die results at the top of the playing area ever reaches 3, the Doctor intervenes to thwart the plans of the Daleks:

- Your round is over immediately and you score 0 points.

EXTERMINATE!

If the number of Exterminate! die results at the top of the playing area reaches 3, you get to shout "EXTERMINATE!" with your best Dalek voice! Allocate your die results normally, then your round is over.

- You are victorious, regardless of the number of Dalek die results. Your final score is doubled (see Scoring, below).

Doctor Who vs. Exterminate!

If your roll results in both the **Doctor Intervenes** and **Exterminate!** the Doctor takes precedence, and you lose!

END OF ROUND SCORING

Your round ends whenever you are left with no dice to roll, when you choose to stop even if you had some dice left, or in the case of **The Doctor Intervenes** or **Exterminate!** result (as explained previously).

No Dice Left

Compare the number of Humans to the number of Daleks. If the Daleks match or beat the Humans, you score a number of points equal to the number of Humans, plus a bonus of 5 points. If the Daleks do not match or beat the Humans, you score 0 points.

You Choose to Stop

Compare the number of Humans to the number of Daleks. If the Daleks match or beat the Humans, you score a number of points equal to the number of Humans (but you don't get the bonus 5 points for using all your dice up). If the Daleks do not match or beat the Humans, you score 0 points.

The Doctor Intervenes

If you got to 3 Doctor results, you lose and score 0 points!

Exterminate!

If you got 3 Exterminate! results, you score double points! Count up all your Human results (do not compare them to your Dalek results): you score a number of points equal to the number of Humans multiplied by x2 (if you are left with no dice, you also get the bonus 5 points, applied after you doubled your Human results).

FINAL SCORING

Each player should keep a tally of their score between rounds. If a player's score reaches 60 in the course of a round, the game ends at the end of that round. The winner is the player with the highest total.

EXAMPLE OF PLAY

Peter and Jenna are playing a game. The game will end when one of their scores reaches 60.

Jenna starts, picks up the 10 dice and rolls them. These are her results:

Humans: 4, 4, 4, 2, 2
Daleks: 3, 3, 3, 2
1 Doctor

The only Doctor result is moved to the top section of the playing area. Then, Jenna makes her choice

— she decides to keep three 4 Humans results, all three 3 Daleks results, and roll the remaining three dice. This means that Jenna has more Humans (a total of 12) than Daleks (9).

The second roll produces:

Daleks: 3, 2
1 Exterminate!

The Exterminate! result is moved to the top section of the playing area. Jenna is left with two Daleks results, a 3 and a 2. She decides to keep them both and end her round.

Jenna's score reads as follows: 12 Humans vs. 14 Daleks. Jenna scores 12 points, plus the 5 point bonus for having used all the dice.

Now it is Peter's turn.

Peter picks up the 10 dice and rolls them. These are his results:

Humans: 4, 2, 2
Daleks: 3, 3, 3, 3, 2
2 Doctors

One Doctor result is immediately moved to the top section of the playing area, while the other is moved to the right (and will eventually be rolled again). Peter then makes his choice: he chooses to keep two dice that resulted in Humans (a 4 and a 2), and two 3 Daleks. This means that Peter keeps a total of 6 Humans versus 6 Daleks.

He rolls the remaining five dice (the four he didn't choose, and the Doctor result in excess).

The second roll produces:

Humans: 4, 4
Daleks: 3, 2
1 Doctor

Peter is up to two Doctor results — a dangerous spot to be in! He decides to keep one of the 4 Humans result, the 3 Daleks result and roll the remaining 2 dice again.

The third roll produces:

Humans: 4
Daleks: 2

Peter must now score one die, and chooses to keep the 2 Daleks result. Then, he might stop, or roll the remaining die. He chooses to continue.

The last roll produces an Exterminate! result. Peter shouts "EXTERMINATE" and his round is over.

Peter's score reads as follows: 10 Humans vs 11 Daleks. He scores 10 points, plus the 5 point bonus for having used all the dice.

At the end of the first round, Jenna has scored 17 and Peter has scored 15. They carry on playing a second round...