

Strike - Rules Summary ^(v2)

Setup:

1. Place the empty bottom of the box on the table (the arena).
2. Give each player dice for their dice pool (based on the number of players):
 - 8 dice each for 2 players
 - 7 dice each for 3 players
 - 6 dice each for 4 players
 - 5 dice each for 5 players
3. Roll one of the left over dice into the arena:
 - This is the starter die.
 - If it is an X, reroll it until it is not an X.
4. All remaining dice are not in the game.
5. Oldest player is the first player (*or choose randomly*).

Game Play *(clockwise beginning with first player)*:

- Roll ONE of your dice into the arena
 - **NOTE:** if the arena is EMPTY, then you MUST roll **ALL** your dice into the arena (instead of just one).
 - It is OK to hit and knock over dice already there
 - Actually, that is a FUN part of the game!
 - Any dice that end up OUTSIDE of the arena are removed from the game (*ie, they bounced out onto the table*).
 - If any die is leaning on its side (or on top of another die), softly shake the arena until all the dice are flat on the play area of the arena (*you may shake a bit harder if needed*).
 - Remove from the game any die that has an X at its top.
 - If there are more than 1 of any die value showing, all the matching dice go back to the player and their turn is over.
 - If there are more than 1 of different die values, all go back to the player (*ie, with two 4's and three 6's all 5 dice go back to the player*)
 - If there are NO matches:
 - If the player has no more dice, they are **out of the game!**
 - They may "push their luck" and roll one more die into the arena, OR...
 - They may "pass" and end their turn.
- It is the next players turn whenever:
 - The current player runs out of dice (and they are **out of the game**).
 - The current player passes.
 - The current player had matches and got some of the dice from the arena back into their dice pool.

End of Game

Game ends when only one player still has dice (all the other players are **out of the game**). The remaining player is the **victor!**

Notes:

- Before rolling their die, a player may rotate the arena (to get a "better shot").
- If everyone agrees, any dice that are close to the edge of the arena play area can be slid to be more in the middle.
- Players may decide if they wish to keep their current pool of dice open and visible to all players, or to keep them hidden (*ie, inside of their clenched hand*).

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