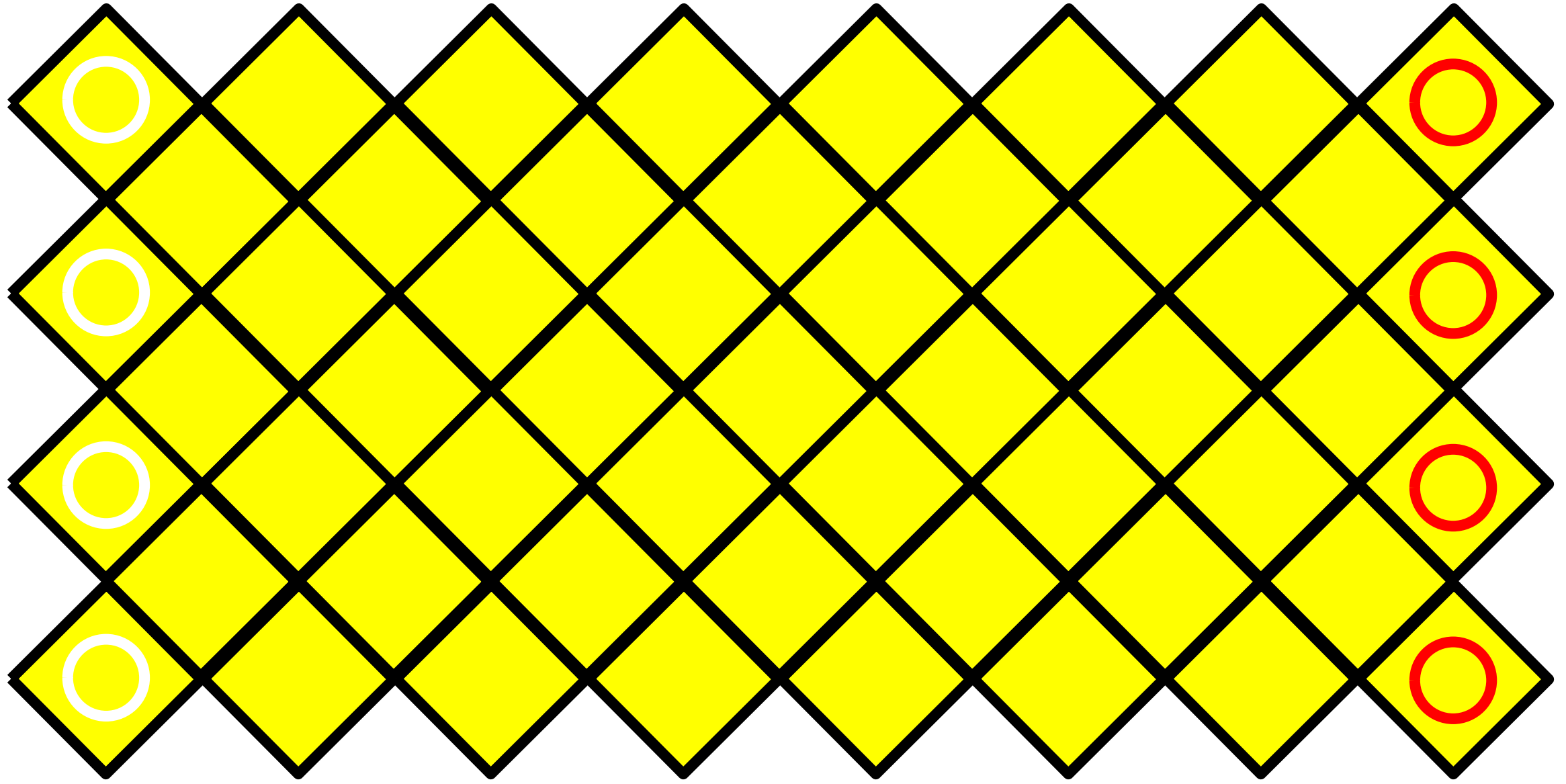


Gameboard



A boardgame by Tucker Family Games

This game is designed to reinforce number value, teach battle strategies, and for fun

Game Equipment:

- The gameboard is a 4x8 diamond pattern with 53 spaces with four hoops on either end.
- 10 matching dice of one color (red)
- 10 matching dice of another color (white)

The Setup:

The dice are placed in a triangle shape at either end of the playing board. At the start of the game, each player is to have all dice showing one dot. (see figure #1)

Object of the Game:

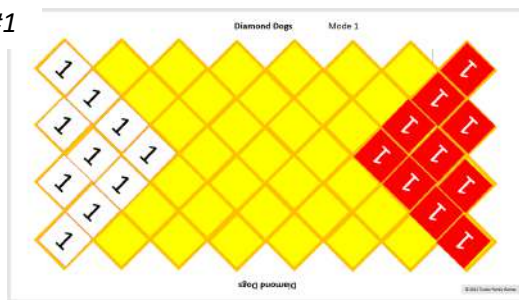
The players are trying to move a piece to the opposite end of the board. On the journey, they may jump over opponents with equal or lesser numbers, and then remove them from the board. After a player has made such a jump, the player is to rotate the winning die to the next higher number, making it stronger and harder to beat. The first player to put a playing piece on the opponents end of the board is the winner.

Question:

Why doesn't the diamond array have 32 spaces like a square array?

(Because it is not a true array.)

figure #1



For players age 6 and up

The Play:

Red goes first. The player moves one die two spaces in any direction, or moves two dice one space in any direction. The player may not land on an occupied space.

Jumping:

The player may jump over an opponents playing piece only if the piece being jumped over has an equal or lesser value. Jumping can be done in any direction. After a playing piece has been jumped over, it is to be removed from the board, and the jumper die gains strength by being rotated to show the next higher number.

Winning:

- The first player to move his or her playing piece to the opponents end of the board is the winner.
- If all of the opponents pieces have been removed from the board, the survivor is the defacto winner.

What About the Sixes?

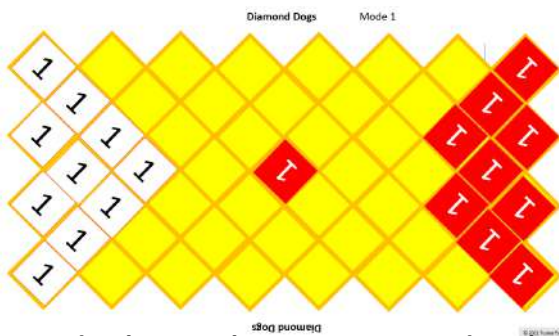
If a 6 jumps a playing piece, it gets to move one more space, and does not change its number.

What if I can't move?

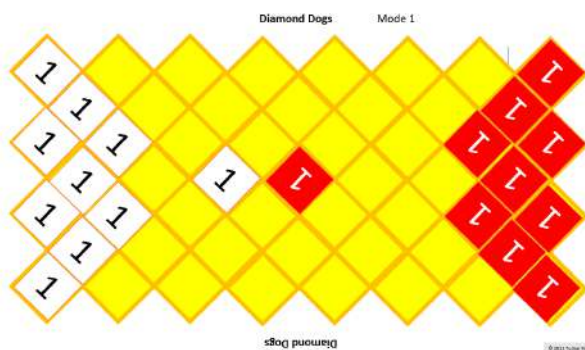
If a player cannot make a move because it is totally surrounded, but can't jump, that piece is removed from the board, and it becomes the other player's turn.

Can I jump my own piece without losing him?

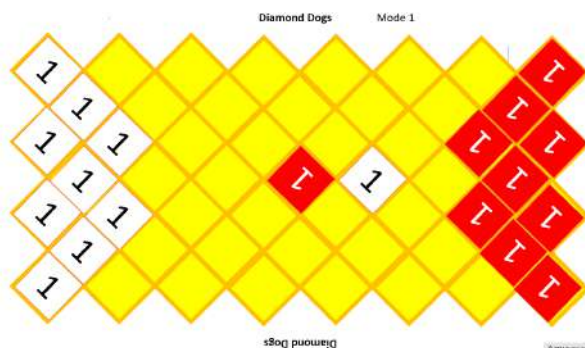
Yes, but you will lose power. Rotate die to show the next lesser number.



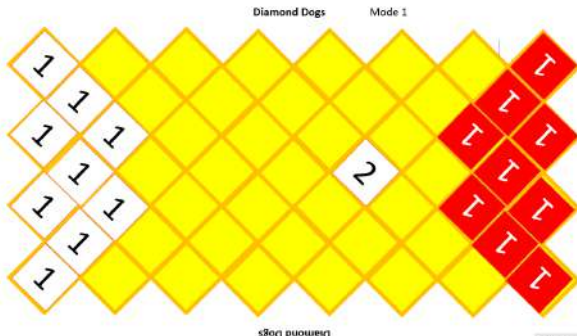
2. Red player has just made the first move.



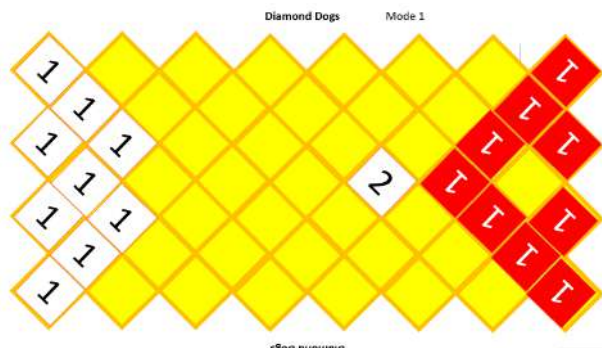
3. White player has just moved one of its two spaces.



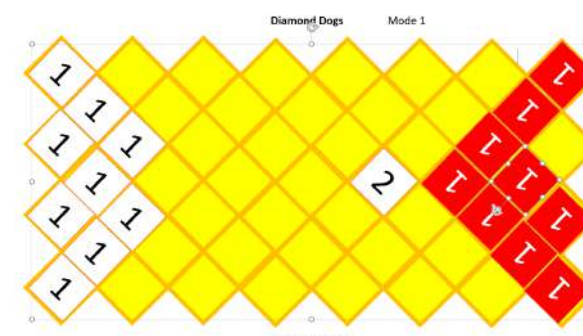
4. For the white player's second space, it jumps over the red player.



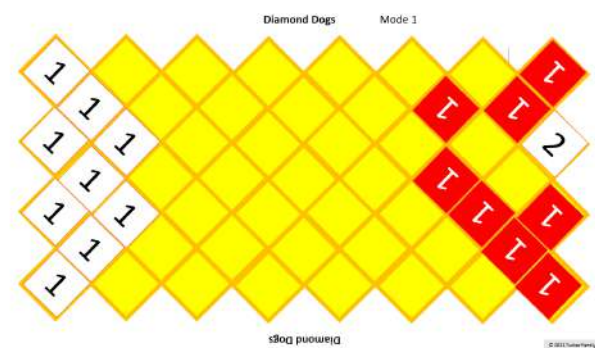
5. The red die is removed from the board and the white die is advanced to the next greater number.



6. Red player has moved a die from the center of the triangle to the point of the triangle, but the red die can't jump the white die, because the white die has a greater number showing on top.



7. Red player still has one more move to make and decides to block the white player from jumping again.



8. In order to win, a player must get one of their pieces into one of the 4 spaces with hoops at the opponents side of the board.

Diamond Dogs

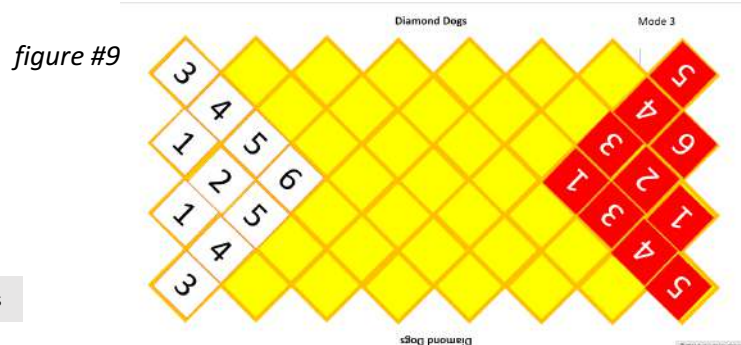
Variations of the Game

Mode 2

The basic rules are the same except the player with the most pieces on the opponents side wins.

Mode 3 For players age 10 and up

The basic rules are the same but in the setup, the dice are given different values to start off with. At the start of the game, each player is to show one-6, two-5s, two-4s, two-3s, one-2, and two-1s. They can be arranged any way the player chooses within that triangle shape. *(see figure #9)*



Mode 4

To make this game for your class, this is what you will need :

- print out slide #1 for the game board *(8.5 x 14 paper legal, color or black and white)*
- print out slides 2 & 3 for the rules *(8.5 x 14 paper legal, color or black and white)*
- 10 white dice *($\frac{1}{2}$ " or $\frac{3}{4}$ ")*
- 10 red dice *($\frac{1}{2}$ " or $\frac{3}{4}$ ")*

I wanted a fastmoving boardgame where the pieces were dynamic or could change value. I wanted it to allow stratagem to be discovered. I also wanted the playing pieces to be easily replaced if lost. The gameboard concept came to me as I was contemplating repurposing the yellow lids to some plastic totes I had bought, but as a playing board they were not as long as I would have liked. I call the game Diamond Dogs, because of the diamond pattern of the board, and because it is a competitive war game, like chess and checkers. Why the license? Because the only people I want to profit from this game are the kids who play it.

(Please print and cut out this license and tape it to the underside of your teacher's desk or bookshelf -- just to mess with people trying to find secret information.)

Diamond Dogs Boardgame License

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Bradley T. Tucker / **Tucker Family Games**

Diamond Dogs Boardgame is not affiliated in any way with David Bowie, Diamond Dogs RPG, Diamond Dogs Grooming, or Diamond Dogs Rescue.

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