

UPSTAIRS – DOWNSTAIRS DICE GAME

A game of Dietmar Bockelmann. Munich, Germany 2014-02-07

Players: 2-8 players, aged 10 years and up.
Duration: approximately 15 minutes
Contents: 9 dice of different sizes and colors
1 explanation card
1 grid as a game board

Rules: Each player starts by rolling all 9 dice.
At least one die for each roll must be placed on the grid.
At the end of your turn, all dice might be arranged newly on the grid.

Begin to make 3 sets of stairs. (Each stair must contain 3 different sized dice)
The numbers must increase or decrease (strictly) as you go upstairs or downstairs.

Stars can represent any whole number, from 1 to 6, no 0, 7 or non-integer, but they don't score, unless the staircase has 3 stars (then they score a total of 15 points)

Incomplete stairs don't score any points.
Completed stairs in various colors score as many points as the number of dots they show.

Stairs consisting of 3 dice on the same color score twice as much.

Keep track of the scores.

Choose a target to reach (e.g.: 200 points or most points after 3 rounds). As soon as a first player reaches the target, that round must be completed and the player with the highest score is the winner.