

Pip•Pip



BY DANIEL SOLIS

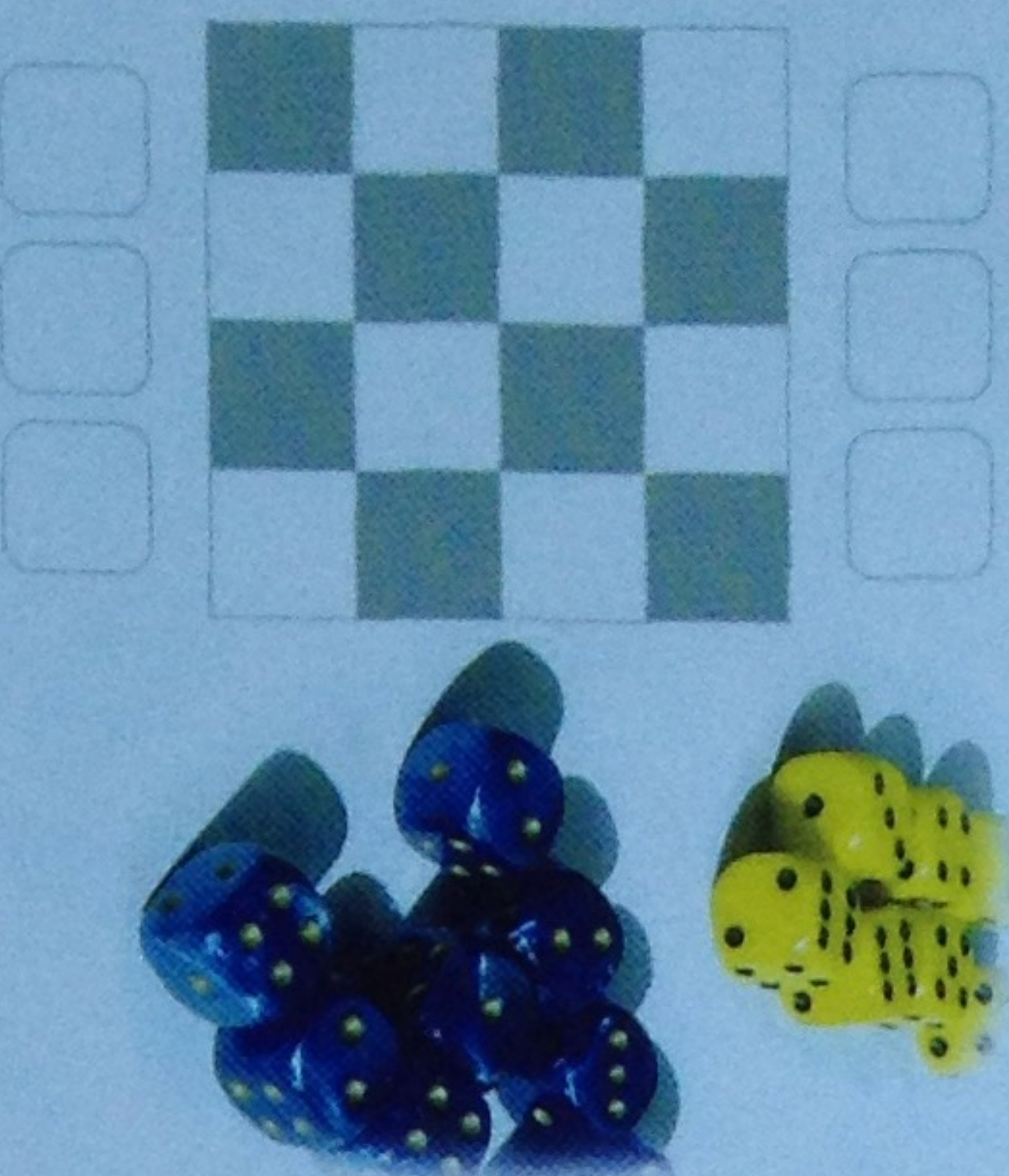
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Pip•Pip is a strategic board game of conversion and compromise. It is inspired in equal parts by Sudoku and Triple Triad. The game usually comes down to the wire, with the winner achieving victory by the skin of his teeth. I hope you enjoy it!

SETUP

There are two players, both with a handful of six-sided dice. One player has light dice, the other has dark dice. Determine randomly who goes first.



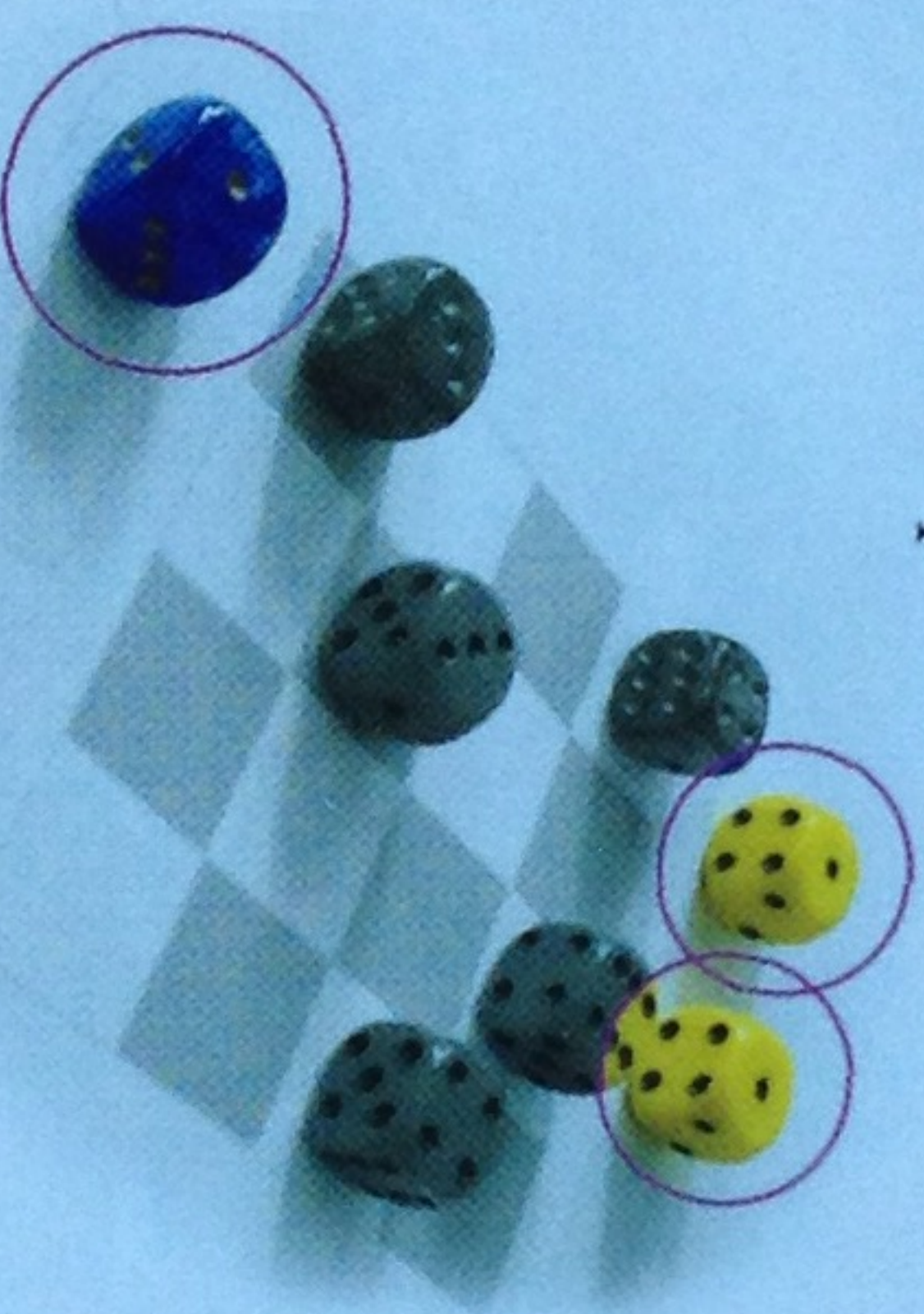
PLAY

On your turn, roll a die and place it on a space on the board, making sure that the result you rolled is still facing up as you put it in place. Also make sure that the die is squared with the grid of the board, not diagonal or anything crazy like that.

THE STORE

After you roll, if you don't like the result, you can set that die aside and keep it in your store. Then you must take another turn.

When you have dice in your store, you may either roll a die on your turn as normal or instead pull a die from the store and place it on the board.



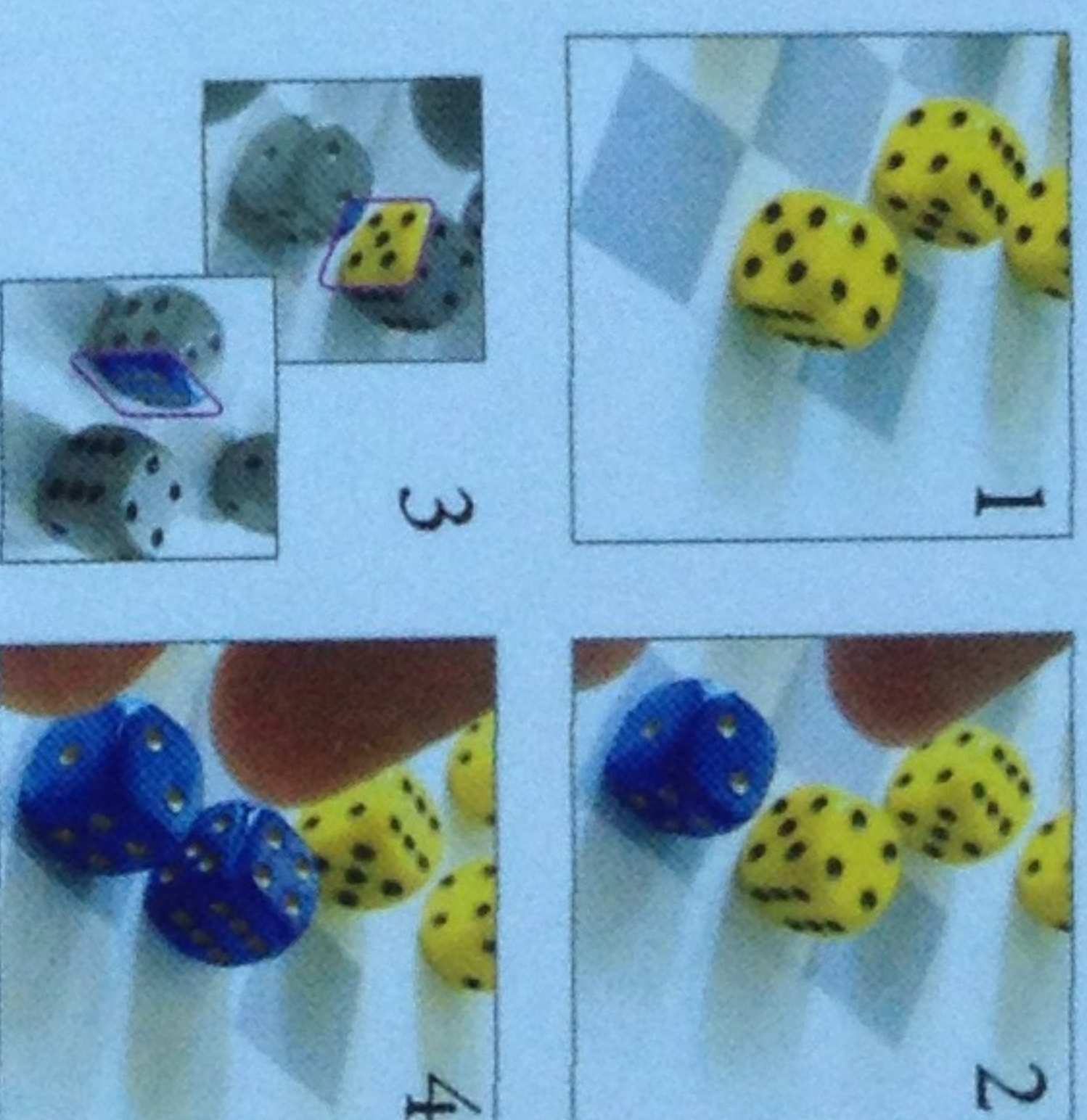
The store must be empty by the end of the game, so that means if you have three dice in the store, your last three moves must be spent using dice that you have previously discarded and which your opponent has expected you to use eventually. The number of turns remaining is the number of empty spaces remaining on the board.

CONVERSION

If you place the die in a space horizontally or vertically adjacent to an opponent's die, check the numbers on the two dice that are facing each other. Not the numbers on top of the dice, but rather the numbers on the sides of the dice that are adjacent to each other.

If your number is equal to or lower than your opponent's number, nothing happens. If the number on your die is greater, your opponent's die is converted to your color. Conversion only occurs between dice that are horizontally or vertically adjacent to one another, not diagonal.

When an opponent's die is converted, replace it with a die of your color, making sure that it has the same number facing up and the same orientation that your opponent's die had.



In the example above, the blue die is placed next to a yellow die. The blue die has a 6 facing the yellow's 5, meaning the yellow die is converted to blue.

VICTORY

Continue placing dice and converting die colors in this manner until all the spaces in the 4x4 area are filled. Once this occurs, the game is over and the players tally their scores.

The light player counts numbers on top of the light dice that are on the light spaces and adds them up for their final score.

The dark player counts numbers on top of the dark dice that are on the dark spaces and adds them up for their final score.

Whoever has the highest total wins.



Pip-Pip

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Setup

There are two players, both with a handful of six-sided dice. One player has light dice, the other has dark dice. Determine randomly who goes first.

Play

On your turn, take a die from your store, or roll a die and place it on a space on the board, making sure that the result you rolled is still facing up as you put it in place. Also make sure that the die is squared with the grid.

Conversion

If you place the die in a space horizontally or vertically adjacent to an opponent's die, check the numbers on the two sides of the dice that are facing each other.

If your number is equal to or lower than your opponent's number, nothing happens. If the number on your die is greater, your opponent's die is converted to your color.

When an opponent's die is converted, replace it with a die of your color, making sure that it has the same number facing up and the same orientation that your opponent's die had.

Victory

Continue placing dice and converting die colors in this manner until all the spaces in the 4x4 area are filled. Once this occurs, the game is over and the players tally their scores.

Dark Totals up Dark numbers on dark spaces

Light totals up Light numbers on light spaces

(Full Illustrated rules on back)

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