

WARP 6

By Greg Lam, Luke Weisman, and Brian Tivol

The Story

Several fleets of starships from warring worlds receive an urgent communication from another part of the galaxy. A pivotal battle has begun, and the fleets are needed as backup, fast.

The only way to get there, for all of the fleets, is to navigate the treacherous black hole into the wormhole that will instantly transport them to the battle site. The first fleet to get enough ships into the wormhole will win the battle.

Contents

This game contains one board printed on felt. You should also have two black eight-sided dice (D8s), three black six-sided dice (D6s), four black four-sided dice (D4s), two yellow D8s, three yellow D6s, four yellow D4s, one white D8, two white D6s, and three white D4s.

Set-Up

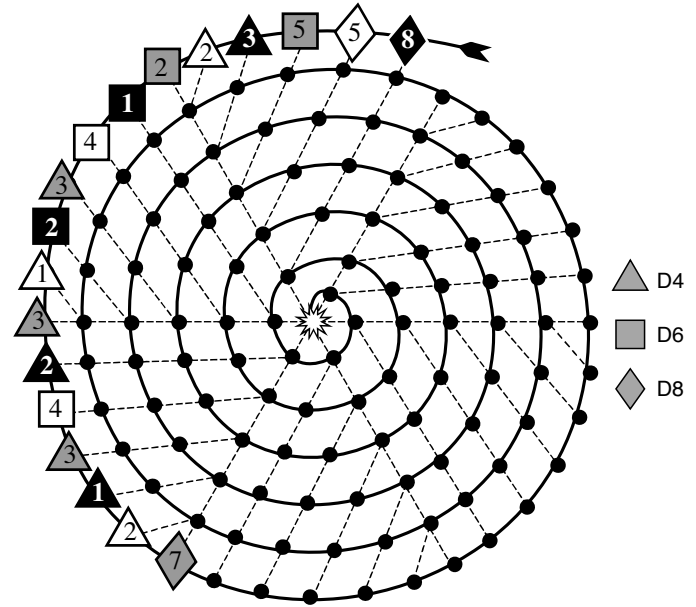
In a three-player game, the players each pick a color and take one D8, two D6, and three D4, for a total of six dice each. Three black dice and three yellow dice are not used.

In a two-player game, the players pick either the black or yellow dice and take all nine dice in those colors. The white dice are not used.

The players roll all of their dice. Whoever rolled the single highest number among their dice goes first, followed by the player on that player's left. If players are tied with the highest number, compare their next highest number, and so on, until the tie is broken. Keeping the numbers of the initial die rolls, the players take turns placing their dice around the outermost ring of the spiral, beginning with the space furthest away from the warp. The player that places first also moves first.

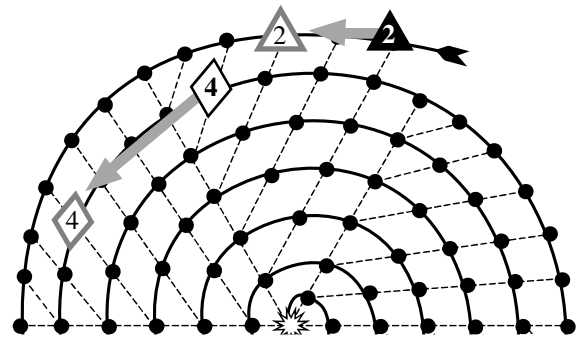
In the diagram below, the black D8 was placed first, followed by the white D8, and so on.

Sample Initial Set-Up For Three Players



Normal Movement

The players take turns moving any one of their dice around the solid line of the spiral in a counterclockwise direction. The number on a die's face is the number of spaces it can move along the spiral. In the example below, the black D4 in the outer ring can move two spaces while the white D8 in the second ring can move four spaces. When you move a die with normal movement, the number on the die does not change.



In any turn, a player can choose not to move and instead use the turn to change the number on any one of their dice by one digit, up or down. (For example, a two can be changed to a one or a three.) There is no wrapping around from the highest to the lowest digit, or vice versa.

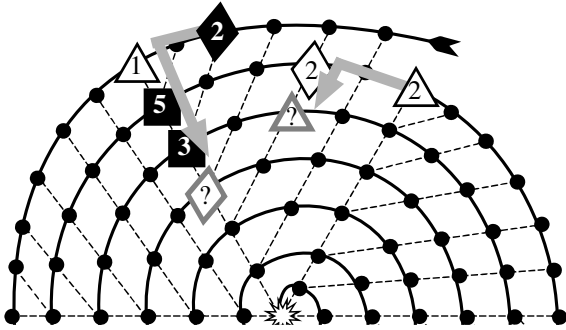


© Copyright 2001 Pair-of-Dice Games
702 Randolph Ave.
Milton, MA 02186
(617) 680-4984
<http://www.pair-of-dice.com>
Email info@pair-of-dice.com

“Warping”

When a die lands on an occupied space at the end of its movement, that die gets bumped down the dotted line one level to the next inner ring. This is called “warping”. If that space is also occupied, the die warps again down the chain until it reaches an empty space. A die that warps is rerolled when it reaches its final resting spot.

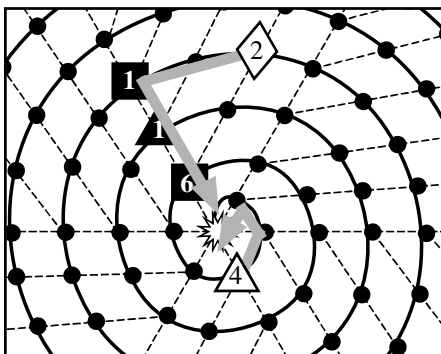
The resulting number then becomes its new movement ability. In the example below, the black D8 moves two spaces, warps down three levels, and is rerolled. The white D4 on the second level moves two spaces, then warps down one level, and is rerolled.



Winning

Any die that lands in the central point is taken off the board. This is true whether it arrives via a warp down the dotted lines or by travelling around the spiral. A die does not have to exactly fall in the center in order to get out of the game.

In a three-player game, the first player to get any four pieces off the board wins. In a two-player game, the first player to get any six dice off the board wins.



White can score with either the D8, which uses a chain to warp three levels, or the D4, which has enough movement to get in on its own.

A short note on strategy

The fastest way to the center is by warping straight down through the dotted lines. Any piece can go from the outermost ring into the center in one move if it latches onto a well-placed warp chain, so look for those opportunities and try to prevent your opponents from doing the same. Keep in mind the number of dice you need in order to win and formulate a strategy to get that many dice off of the game quickly.

Variations:

Instead of rolling to find out everyone’s initial dice distribution, try having each player choose their initial distribution in secret.

Scoring

For a series of games, use the following scoring system which determines the value of a win by how far away from the center the losing players’ dice are.

In the diagram below, Black has won a three player game. Yellow has three ships out of the game (one short of the goal) and White has two (two short of the goal). Count how many rings are between the spiral’s center and Yellow’s closest and White’s two closest remaining ships.

Yellow’s closest ship is on the fourth ring from the center, and so he would receive four points. White’s closest ship is in the first innermost ring (one point), and the second closest is in the third innermost ring (two points), so White receives three points for the game. The player with the lowest score at the end of the series of games wins.

