

DomiDice

A puzzle challenge by David McCord

Domi-Dice A Race Maze Game

This is an extremely light roll-and-write game which involves no logic puzzles or maths. Players simply roll two dice and decide where to write the two numbers, attempting to complete a connected path of dominoes from the "start" space to the "finish" space.

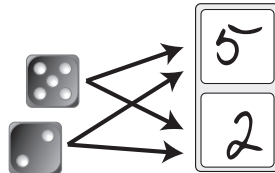
DomiDice can be played solo, the player attempting to complete the route from start to finish in as few turns as possible, or cooperatively to achieve the same end.

DomiDice can be played competitively in several ways. If players wish to race, they can play on two separate pages using the same layout (or a mirrored layout), or they can use the same page and write in their numbers in a unique color.

Another variation would be to play competitively on a single layout, but each player would lose a point (?) each time they connect through a domino of the opponent's color.

On each turn, you roll the dice, then write the two numbers in the two halves of any domino in the maze.

The two numbers must go onto just one domino, but can be on either side of the domino.



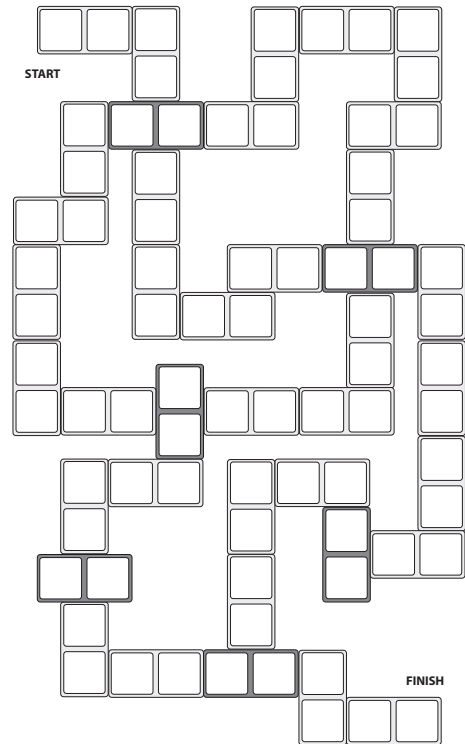
The numbers can be written on any domino on the page - they don't have to connect to a previously claimed domino.

BUT just like a real domino game, the numbers on two adjacent dominoes MUST match!

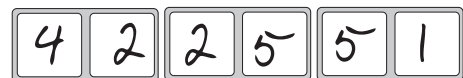
The domino symbols with the heavy outlines represent **DOUBLES**, and only doubles can be written in those spaces. (See the "doubles intersection" diagram.)

Ultimately, though, to win, a continuous, legally connected line of dominoes must be completed from the "start" to the "finish" without gaps or mis-matched numbers.

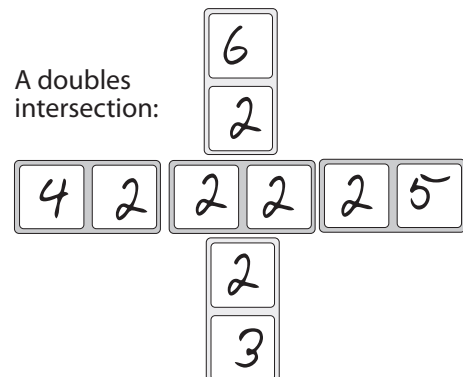
When a rolled pair cannot be used because it would cause a mis-matched connection, the player must pass their turn, but this gains that player the use of a zero (blank) on the next roll, and they can use either number from their roll plus a "zero" to fill in a domino. If this still can't be used, the next turn will be a double-zero. (Subsequent passes are just passes if the zeros can't be played.)



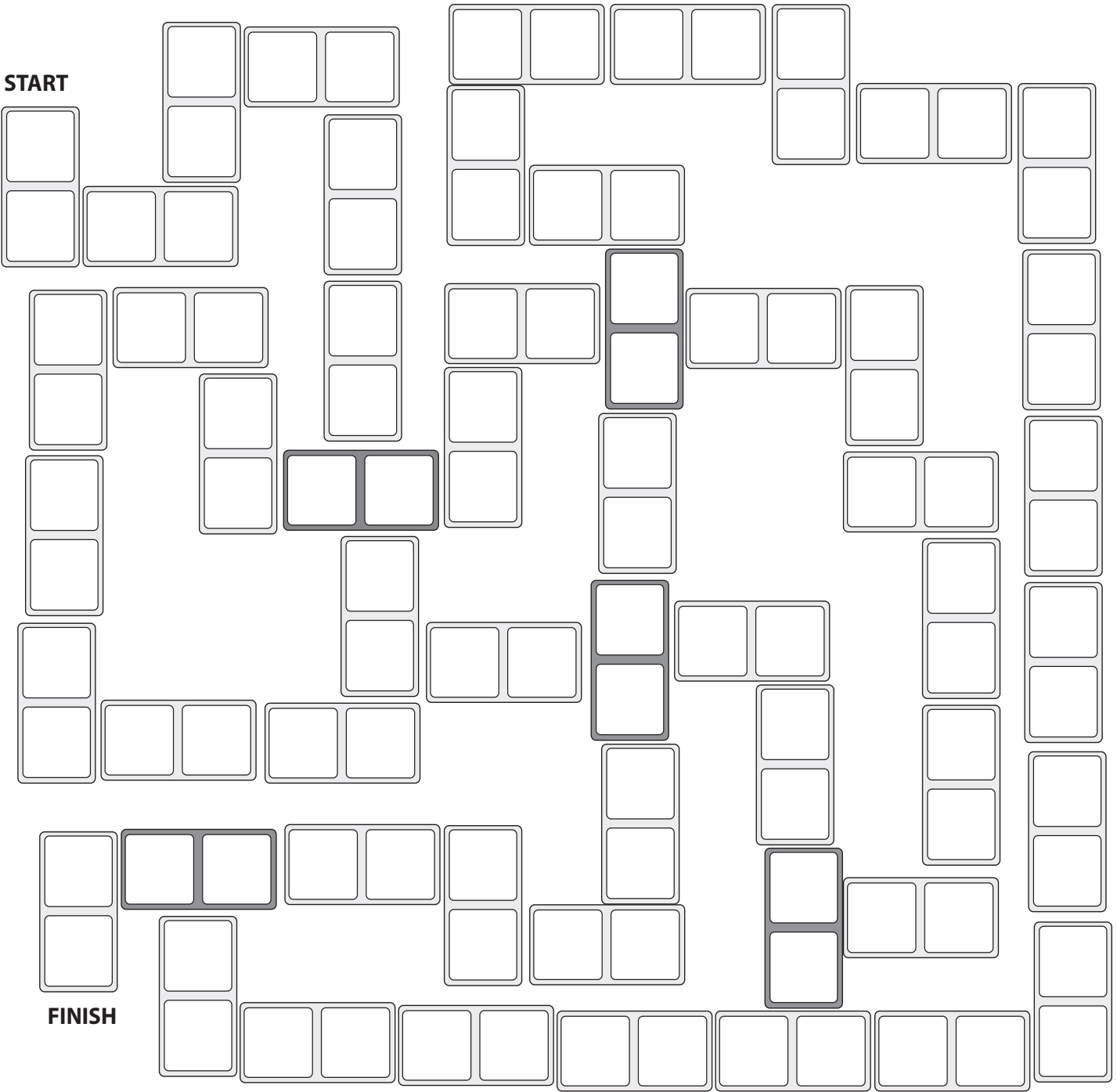
The simple straight-line:



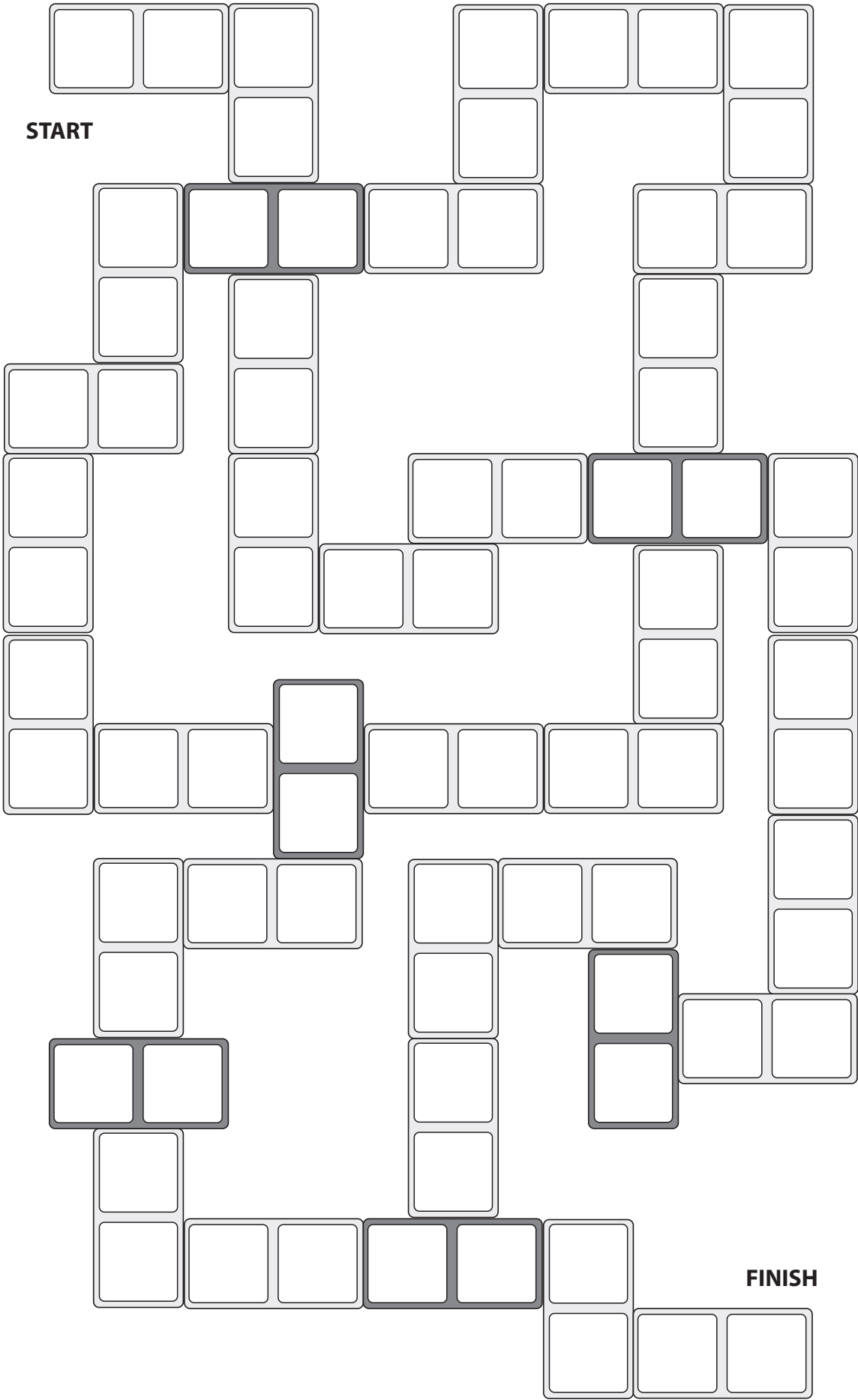
A doubles intersection:

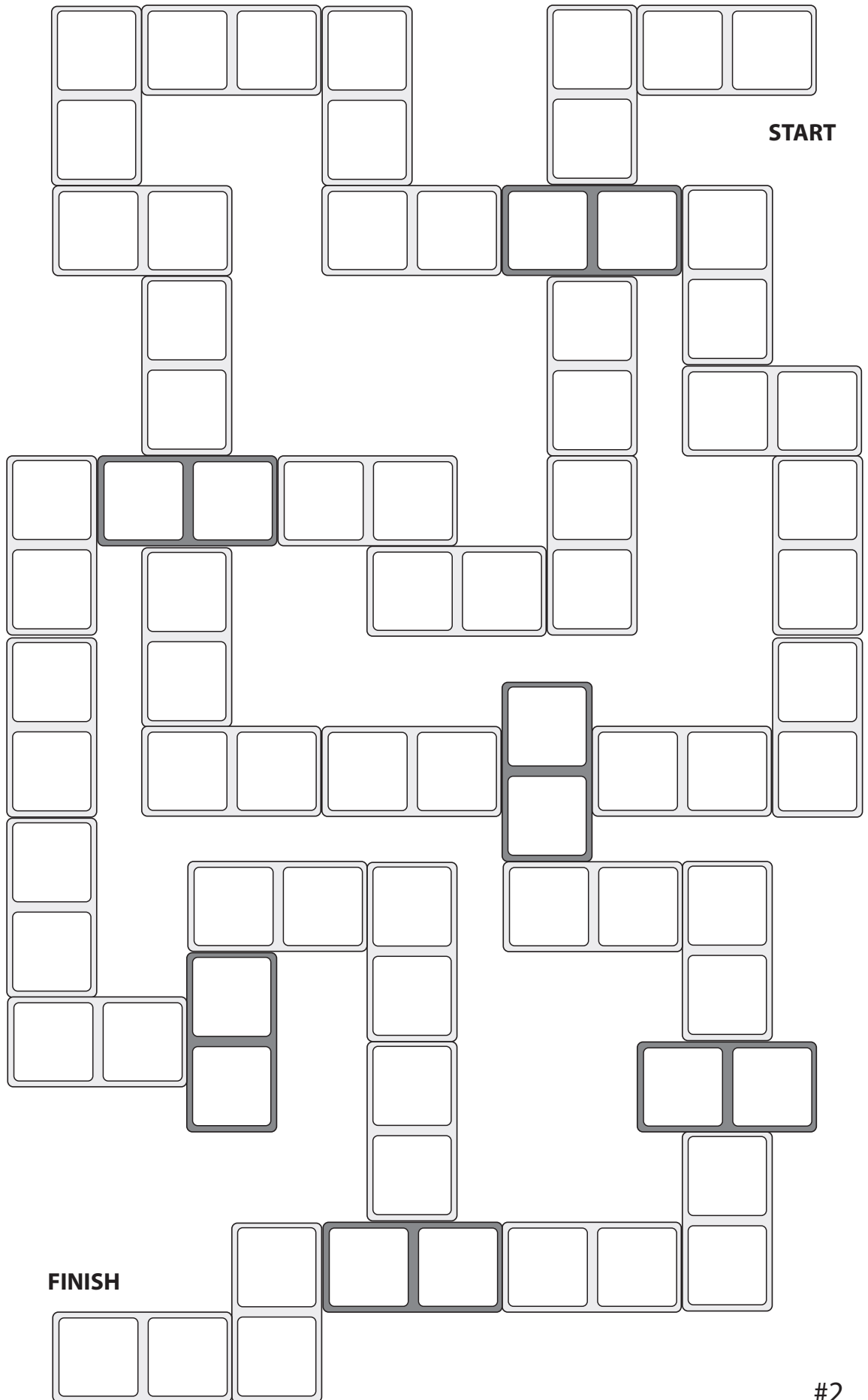


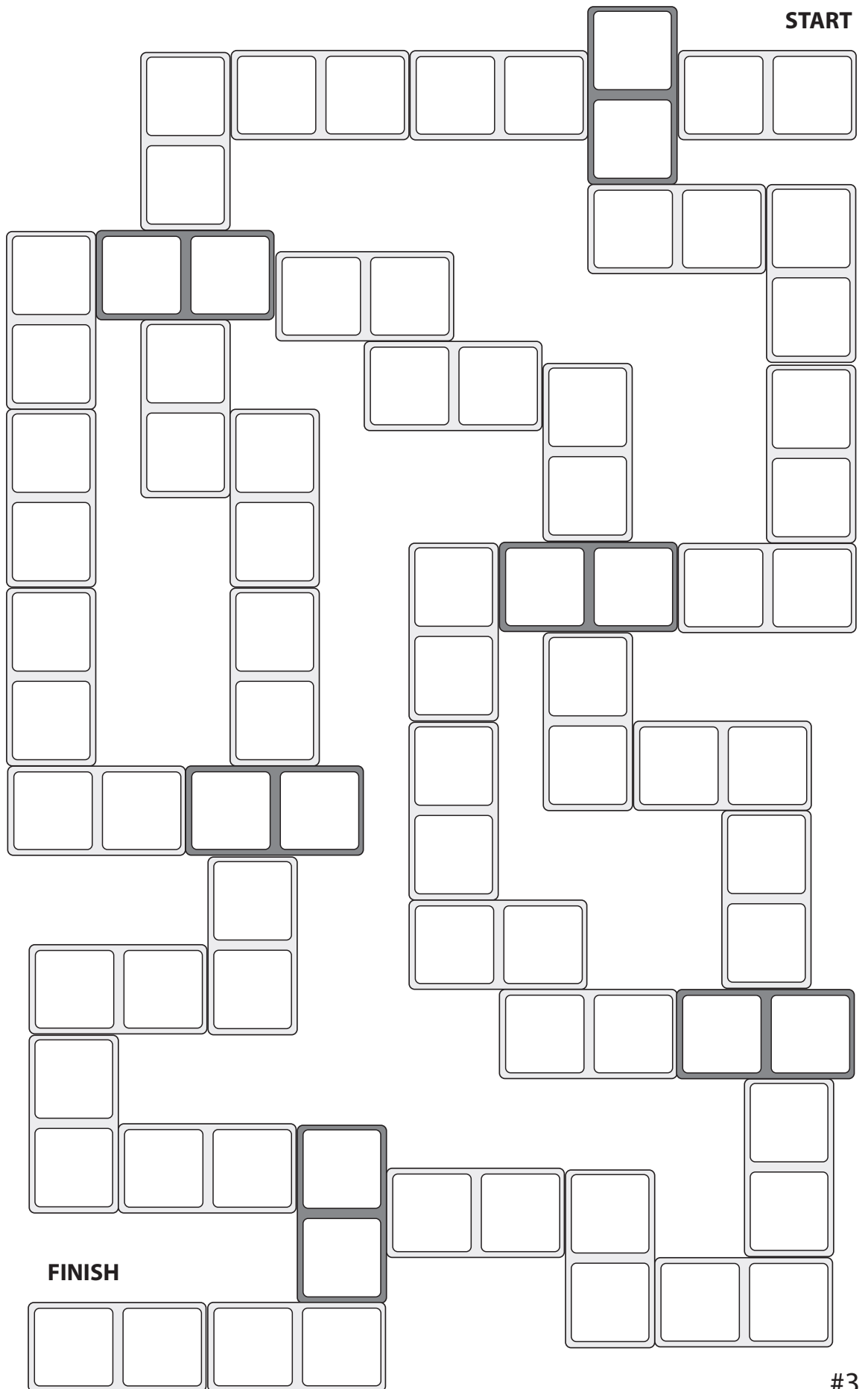
START



FINISH

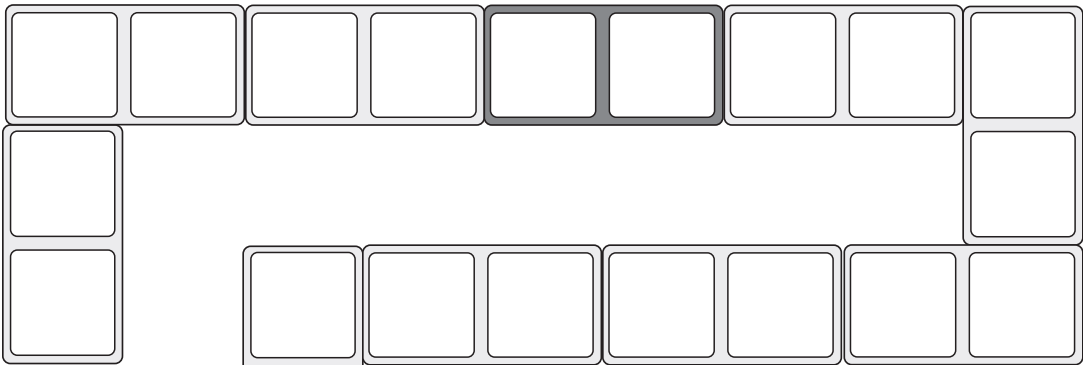




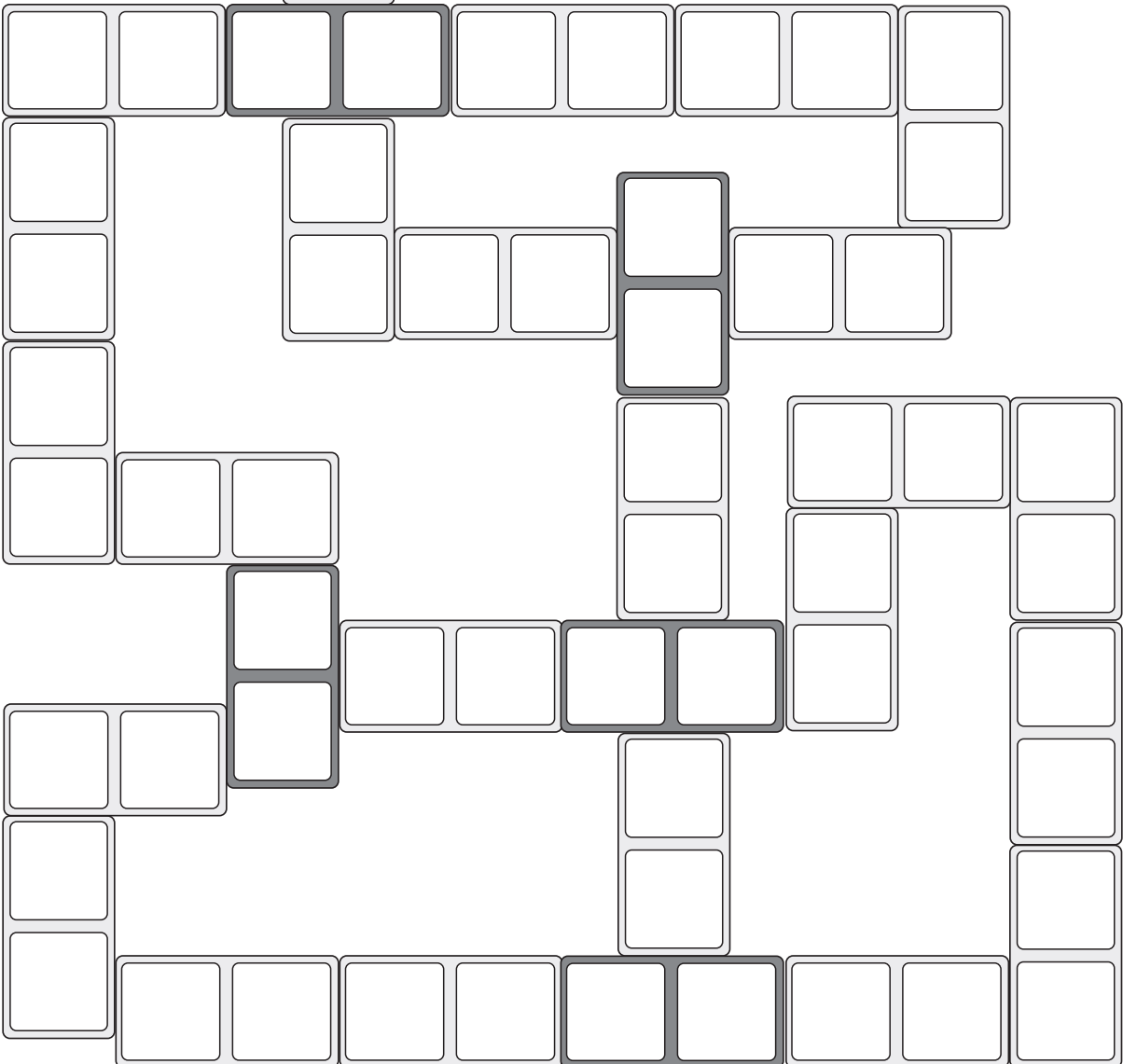


START

FINISH



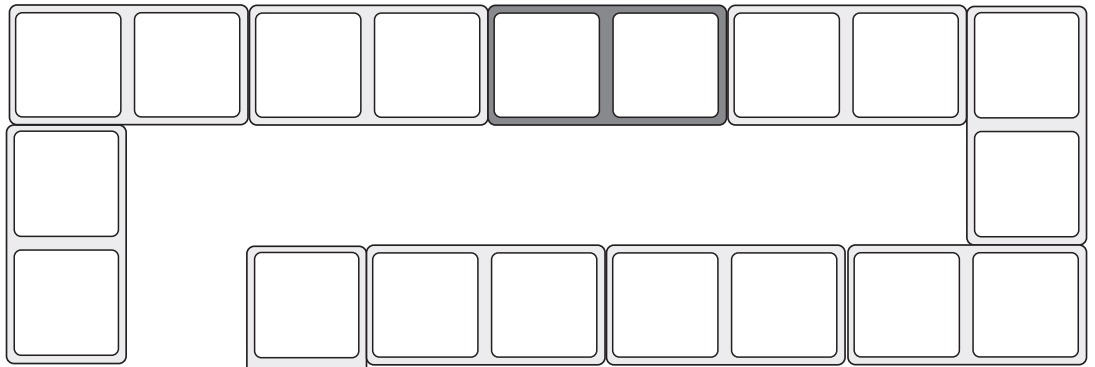
START



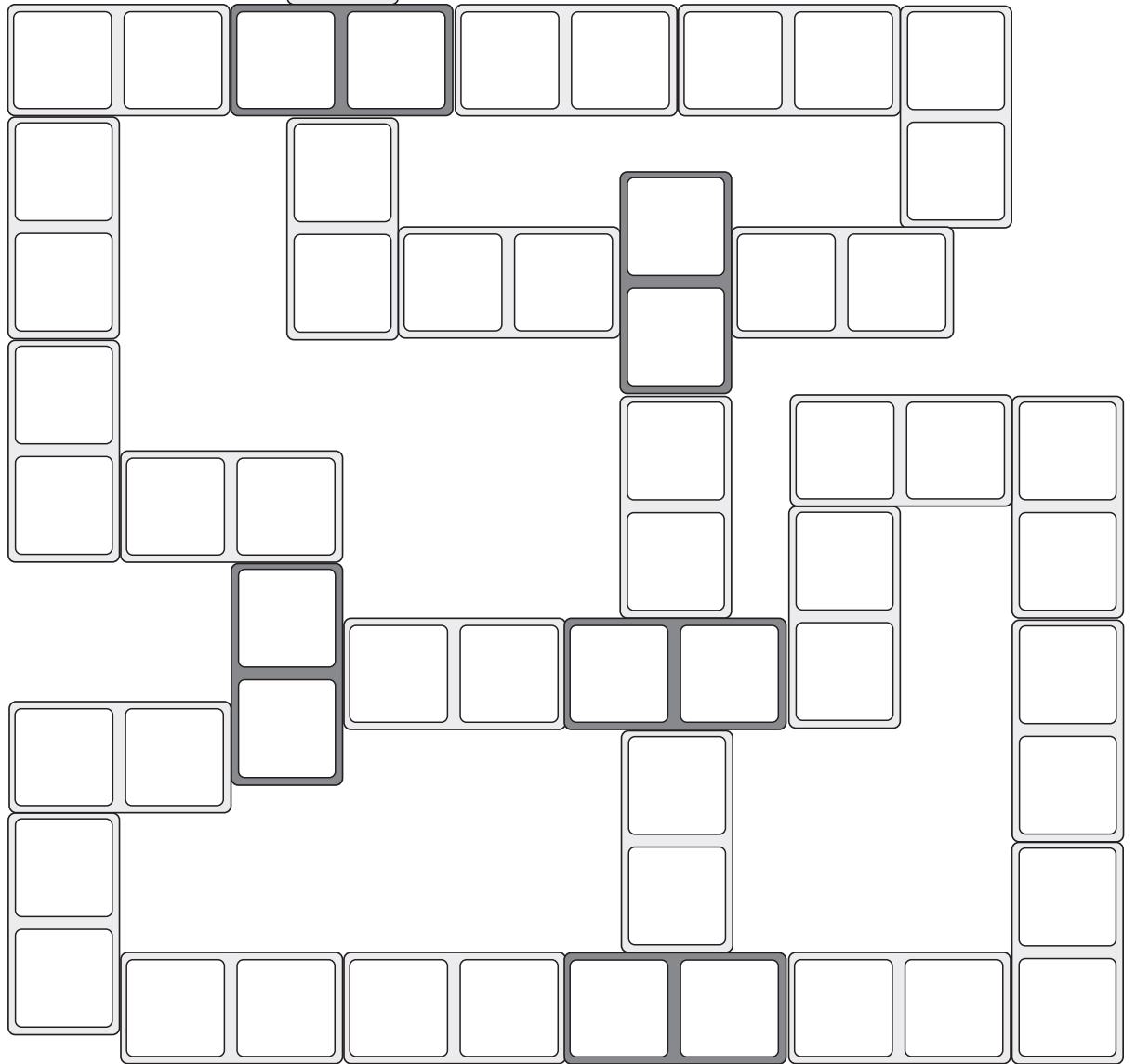
FINISH



FINISH



START



FINISH

FINISH

#4

