

Tinker Tactics

Overview:

This dice-based strategy game involves rolling different types of dice and using them to control spaces on a grid. Players hide their rolls, adjust their scores to match the highest, and then move their dice around the board, reducing the strength of enemy dice and removing them from play. The goal is to eliminate all opponents by reducing their dice to zero.

Objective:

The goal is to eliminate all opposing players by reducing their dice to zero while protecting your own dice. The last player with remaining dice wins.

Setup:

Each player rolls 1D8, 2D6, and 2D4 dice but keeps them hidden from their opponent.

After rolling, players announce their scores and adjust their dice to match the highest score, except for the player with the highest score.

Players then arrange their dice as they wish on their board.

Players reveal their dice and connect their boards to each other, creating a shared grid.

Movement:

Players take turns moving one die at a time.

A die moves the same number of spaces as the number of pips on the die.

Dice can move across filled spaces but must land on an empty space.

Dice cannot move diagonally, and diagonally placed dice are not affected by enemy dice.

Capturing:

Any enemy dice adjacent to your die reduce the number on your die by 1.

If a die is reduced to 0, it is removed from the board.

A player is eliminated when they have only 1 die left on the board.

Winning:

The last player remaining with dice on the board is the winner.

Variations:

A variation of this game has each player using 5D6.

Herooj

Overview:

HEROOJ is a two-player abstract strategy game played on an 8x8 board. Each player has 10 pawns and 4 masters. Pawns can be promoted to "Herooj" once they reach the far rank. The goal is to either bring a Herooj back to the player's safe zone or eliminate all of the opponent's pawns and Herooj.

Objective:

The goal is to either bring one of your Herooj back to your safe zone (the first two rows of your side) or eliminate all of the opponent's pawns and Herooj.

Setup:

Each player starts with 10 pawns (double-sided pieces) and 4 masters.

Pawns are placed on the second and seventh rows, while the masters are placed on the first and eighth rows.

A pawn can be promoted to Herooj when it reaches the far rank.

You may use checker-like pieces or poker chips for pawns, with a mark on the bottom for the Herooj. Masters can be represented by chess pawns or other similar pieces.

Movement:

Pawns:

Move 1 or 2 cells orthogonally or diagonally forward. Can capture by jumping orthogonally over an adjacent friendly piece and landing on an immediately adjacent enemy piece.

Backwards and sideways moves are not allowed, but sideways and backwards captures are permitted.

Masters:

Can move 1 or 2 cells in any direction, including orthogonally and diagonally, forwards and backwards.

Can capture like pawns by jumping over an adjacent friendly piece and landing on an immediately adjacent enemy piece. Masters can capture in any of the 8 directions, including diagonals.

Herooj:

When a pawn reaches the far rank, it is promoted to Herooj.

Herooj can move sideways and backwards (orthogonally and diagonally), but not forwards.

Herooj captures like pawns, jumping over a friendly piece and landing on an enemy piece.

Goal:

The goal is to bring a Herooj to the player's safe zone (the first two rows of their side of the board).

A player can also win by eliminating all of the opponent's pawns and Herooj.