

# CHASE

by Tom Kruszewski

## Overview:

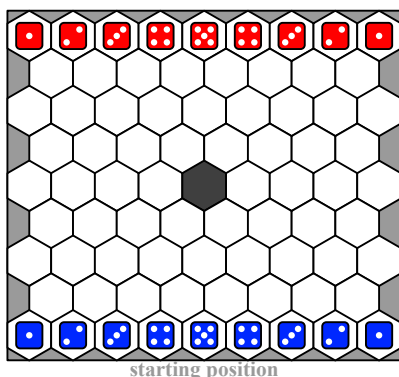
CHASE is a two-player strategy game using dice as pieces. Dice are not rolled; instead their faces represent the speed of movement. Players move their dice by the number shown on the top face, aiming to land on a hex occupied by an opponent's die to capture it. When a die is captured, its speed must be redistributed among the remaining dice to maintain a total speed of 25. If a player's dice are reduced to four, making it impossible to maintain the total speed, that player loses.

## Components:

- A board with a 9x9 hexagonal grid
- 20 six-sided dice (10 of one color, and 10 of another).

## Setup:

Dice are positioned as shown in the setup diagram, with the 10th die kept aside.



## Rules:

On each turn, a player must either transfer speed between adjacent dice or move one die according to the following rules:

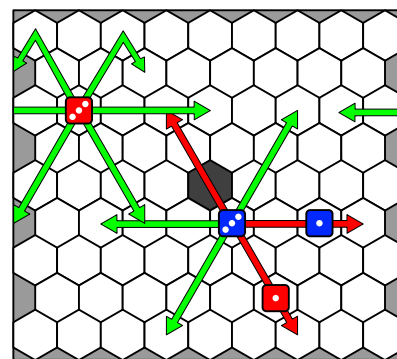
- The die must move its full speed (the number of pips on its top face).
- Movement is in a straight line, along any of the six directions, and cannot pass through occupied hexes or the Splitting Chamber.
- The left and right edges of the board wrap around like a cylinder, and the top and bottom edges reflect movement (ricochet).
- A die can land on an opponent's die to capture it or on a friendly die to bump it forward.

## Transfer Speed:

A player can transfer one or more speed points from one die to an adjacent die. Dice cannot exceed a speed of 6 or drop below 1.

## Warp Around and Ricochet:

- The board's left and right edges are connected, so a die moving off one edge reappears on the opposite edge.
- The top and bottom edges reflect movement like a ricochet, continuing in the reflected direction.



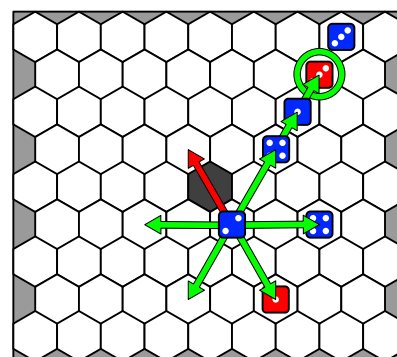
Warp and Ricochet

## Capture:

To capture an opponent's die, a player must move their die exactly onto the opponent's hex. The captured die's speed is redistributed among the player's remaining dice to maintain a total speed of 25.

## Bump:

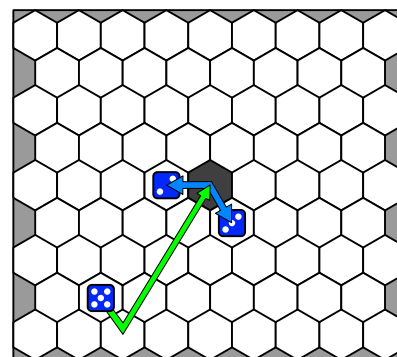
A player can move one die onto a hex occupied by another friendly die, pushing it one hex forward. If the bumped die encounters another die, it can capture or bump it further, creating a chain reaction.



Capture and Bump

## Split:

When a die moves into the Splitting Chamber, it can split into two dice with half the original speed (rounding up if odd). The two new dice exit the chamber in different directions, behaving as if bumped.



Splitting

## End of game:

The game ends when one player is unable to maintain a total speed of 25 across his remaining dice, which occurs when he is reduced to four dice. That player loses.