

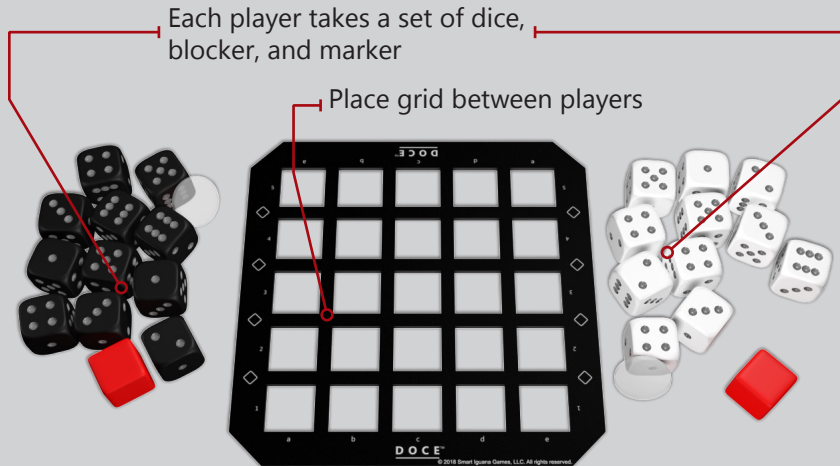
**DOCE<sup>®</sup>**

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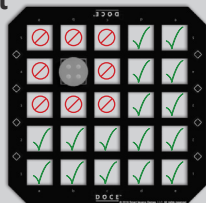
- 11 black dice
- 11 white dice
- 2 blank dice
- 2 markers
- 1 playing grid
- this rule book
- 1 score tracker
- 4 score tracker chips

## SETUP

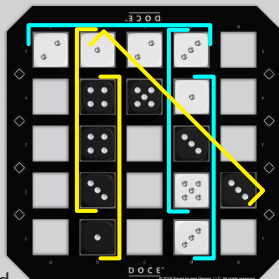


# HOW TO PLAY

Starting with the youngest player, take turns placing a die on any available square on the grid with your number of choice facing up. After playing a die, **place the marker on top of it**, so you know which one you played last. On your next turn, **you can't place the new die on any of the squares adjacent to your own marked die (no-play zone)**. Remember to move the marker onto your last played die. **Each player has their own no-play zone**, and are independent of each other.



The first person to make a line of 4 of their own dice where the points on top add up to 12 wins the round. You may also win with 3 of your own in a row and 1 of your opponent's die at either end. Score the round and start the next one. The person with the most points **at the end of the 4th round** wins the game.



■ Valid  
■ Invalid



## The Blocker

The blocker eliminates the square it is played on, **interrupting any sequence of dice.**

Blockers can be played anywhere on the grid, even in your no-play zone. **Do not place the marker on the blocker.**

1. Use it **at the beginning of your turn.**
2. Play your numbered die as normal. You get 2 plays in one turn.
3. Move the marker onto the new numbered die.

## Scoring

Winner:

1. + 12 points for winning the round.
2. + 2 points if all 4 dice are yours.
3. + 5 points if you did not use your blocker die.
4. + 1 point for each empty square on the board.
5. - 2 points for every 3 of your dice with the same number.

**NOTE:** The loser's score is unaffected.



Draw:

A draw happens when neither player is able to form a winning line. Or when a die is placed and it creates two winning lines simultaneously, one for each player. In either of these cases, scoring is as follows:

1. Both players get 2 points.
2. + 5 points for anyone who did not use the blocker die.

### **Quick rules**

- Alternate first player between rounds.
- Once you let go of the die, it has been played and cannot be moved or changed.
- Playing your die ends your turn immediately.

Looking for a different kind of challenge? Visit our website for a compilation of gameplay variations.

**[www.smartiguanagames.com](http://www.smartiguanagames.com)**



# DOCE<sup>®</sup>

Lead Designers: **Luis Machado, Daniel Machado, Amelia Machado, Ivana Reyes.**

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