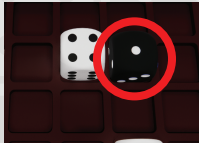


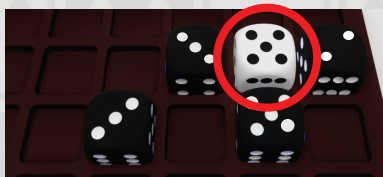
1. A die cannot jump over other dice. Only the tilt forward and sideways move can be used.



2. If a die collides or 'clashes' with an opponent's die, the die with the lower upward-facing number is removed from the board.



3. If a die gets surrounded by multiple dice of the opponent, the upward-facing numbers of all the adjacent opposing dice must be added up. The sum of these numbers must be compared to the upward-facing number of the single die, and the die or dice with the lower number gets eliminated.



NOTE

If a die either—

- Clashes with an opposing die with the same upward-facing number or
- Clashes with multiple opposing dice with the same sum of (upward-facing) numbers

—all involved dice are eliminated.

4. Unlike the Dittle Dice Battle game, not all dice must reach the opponent's base row. Once a player's die reaches the opponent's base row, the game is considered over, and the player who reached the other side wins.



LET THE BATTLE BEGIN!

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PLANTS A TREE**

USE & CARE

The board is made of wood that is sealed with a water and weather-resistant finish. However, it is still recommended to be stored inside and not intentionally left in wet or humid conditions to extend the life and beauty of the game.

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DITTLE
DICE BATTLE

2 PLAYERS | AGES 6+

INCLUDES



BOARD



7 BLACK
DICE



7 WHITE
DICE

Setting Up the Game

Line up each player's 7 dice in the nearest row to the player. This row serves as the player's base row. All 7 dice must show the #6 facing up and the #3 facing the player.



HOW TO PLAY

OBJECTIVE

Each player must aim to fill his opponent's base row with all his dice, and with their highest possible numbers facing up.

1. To determine who gets to play first, both players must roll 2 dice, once. The one who gets the highest number in total plays first.
2. Players will alternate turns after the successful completion of any of the following moves:

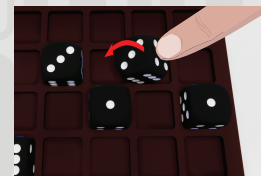
TILT FORWARD

Tilt your die one square forward.



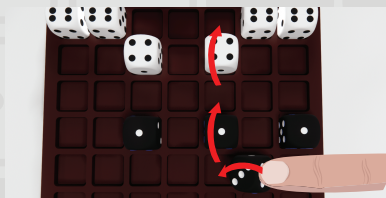
TILT SIDEWAYS

Tilt your die one square sideways.



TILT + JUMP VERTICAL

Tilt your die forward or sideways once, and then jump over one or more of either your own or your opponent's dice, vertically.



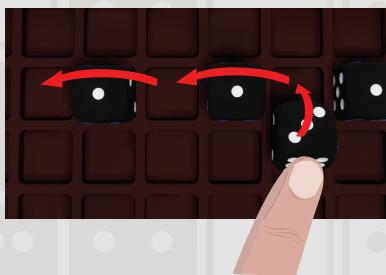
NOTE

There must be a space in between multiple dice that can be used to jump over.

When jumping over either your own or your opponent's dice, the upward-facing number of the moving die must not change.

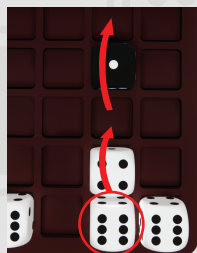
TILT + JUMP HORIZONTAL

Tilt your die forward or sideways once, and then jump over one or more of either your own or your opponent's dice, horizontally.



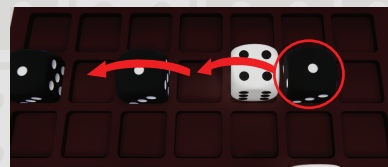
JUMP VERTICAL

Jump over one or more of either your own or your opponent's dice vertically, without tilting your die first.



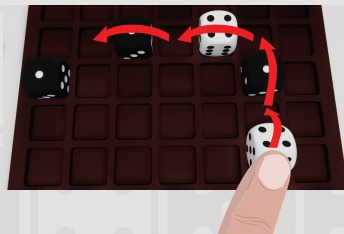
JUMP HORIZONTAL

Jump over one or more of either your own or your opponent's dice horizontally, without tilting your die first.



TILT + JUMP MIXED

Tilt your die forward or sideways once, and then combine a vertical and horizontal jump over one or more of either your own or your opponent's dice.



WHAT YOU CAN'T DO

- You can't tilt or jump backward or diagonally.
- You can't shift a die in place in order to change its upward-facing number.

3. Using the tilting move, a die that is already in the opponent's base row may be further tilted forward or sideways in order to get a higher upward-facing number.



4. Once one player has completely occupied his opponent's base row with all his dice, the game is considered over.



WINNING

The first player who fills his opponent's base row with all his dice is NOT automatically the winner...

To determine the winner, add up the upward-facing numbers of each player's dice that are in the opponent's base row. The one with the highest sum in total wins the game.

DITTLE CLASH

For some faster, elimination-style gameplay try Dittle Clash. You only need to get one die to the other side. But watch out! Because when dice clash they get eliminated. This game follows the basic rules of Dittle Battle but with the following differences: