

# SPACE INVADERS DICE – Rules 2.0

Designer: **Daryl Andrews**

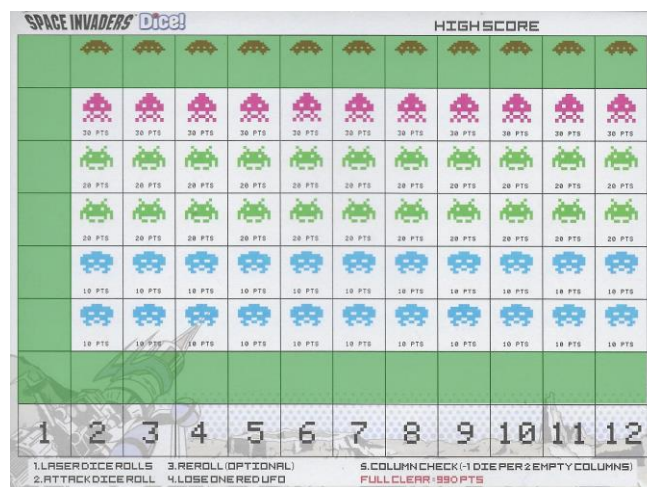
Publisher: **Turn One Gaming Supplies**

This version of the Rules: **Jamie R Jones** (madhattersneverland on Board Game Geek)

## Goal and Game End Conditions

The Goal of Space Invaders Dice is to destroy all the **Invaders** before exhausting your **Life Total**. Additionally, try to destroy as many **UFOs** before they all escape.

The game ends immediately once either all **Invaders** have been crossed off, or all **Life Total** spaces have been crossed off.



The squares without Invaders (Highlighted here in green) represent your **Life Total**. Once all these boxes have been crossed off, the game ends immediately.

## Components

- 12 Dice:
  - 3 Laser Dice
  - 8 Attack Dice
  - 1 UFO Die
- Score Pad
- Rulebook



Attack Dice



Laser Dice & UFO Die

## Setup

Take a fresh score sheet, and all the dice.

## Game Round

Each Game Round consists of 5 steps:

1. Laser Dice Roll
2. Attack Dice Roll
3. Attack Dice Re-Roll (Optional)
4. Loses a Red UFO/ UFO Escapes
5. Column Check/Attack Dice Loss

## Laser Dice Roll

**Laser Dice** represent where the invaders are shooting down on your cannons. **Laser Dice** prevent your cannons from firing back up that column this round.

1. Roll two of the **Laser Dice** and add them together. This is the column being blocked. Place one of the Dice at the bottom of that column to remind yourself.
2. Roll two more of the **Laser Dice** and repeat the above step. If the total was the same as before, just re-roll until you get a unique number.
3. Roll the last remaining **Laser Die** by itself and place it on the column blocked again re-rolling if needed.

### Example 1a:



Roll 1: the total is 9, so place one of the dice over the 9 on the sheet.



Roll 2: the total is 6, so place one of the dice over the 6 on the sheet.



Roll 3: the total is 3, so place one of the dice over the 3 on the sheet.









For this round, columns 3, 6, and 9 are blocked. You will not be able to shoot **Invaders** or **UFOs** in these columns unless the **Laser Dice** are first removed.

## Attack Dice Roll

**Attack Dice** represent your **Defense Bunkers** and well as your **Cannons** being able to shoot back at the **Invaders**. The colour of the cannon represents the colour of **Invader** you can destroy.

The **Invaders** in a column must be destroyed in order: first destroy the 2 **Blue Invaders**, then the 2 **Green Invaders**, then the **Pink Invader**, and then, if it is still there, the **Red UFO**.

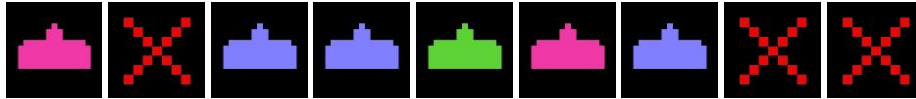
**NOTE:** The **Red UFO** can be destroyed by any colour of cannon. When a **Red UFO** is destroyed, roll the **UFO Die** to see how many **Bonus Points** it is worth.

	<b>Pink Cannon:</b> Destroy a <b>Pink Invader</b> .
	<b>Green &amp; Blue Cannon:</b> Destroy a <b>Green or Blue Invader</b> .
	<b>Green Cannon:</b> Destroy a <b>Green Invader</b> .
	<b>Blue Cannon:</b> Destroy a <b>Blue Invader</b> .
	<b>Defense Bunker:</b> Remove a <b>Laser Die</b> from any column.
	<b>Miss!</b>

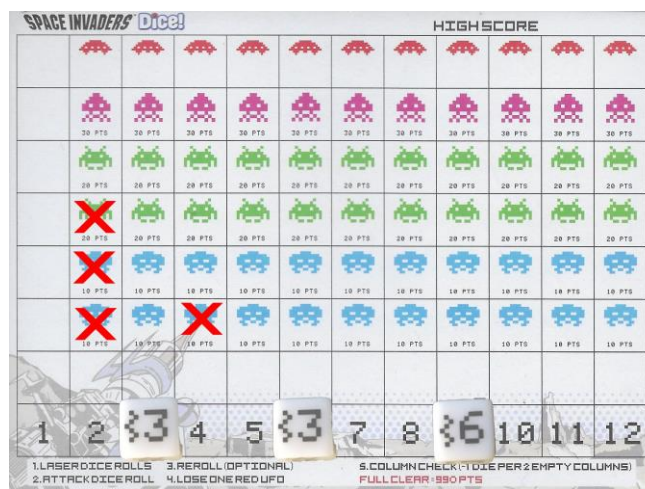
1. Roll all available **Attach Dice**. (For the first turn, all 8 **Attack Dice** are available).
2. Decide which **Attack Dice** you can or choose to use. For each **Attack Die** you use cross off the respective **Invader** or remove respective **Laser Dice**.
3. For every **Attack Dice** not used, either take a **Penalty** (cross off a square in the life total)  
OR  
Re-roll these **Attack Dice** in the next round step. (Note: if after the re-roll, you still cannot use a die, you will take **2 Penalties!**)

### **Example 1b:**

Daryl rolls the following **Attack Dice**:



1. Using the sheet from above, currently columns 3, 6, and 9 are blocked.
2. Daryl can shoot up any other columns. Since there are 3 **Blue Cannons**, he chooses to destroy the two **Blue Invaders** at the bottom of column 2, and the one **Blue Invader** and the bottom of column 4.
3. Daryl can then use his **Green Cannon** to destroy the bottom **Green Invader** in column 2.
4. Now, Daryl cannot see any of the **Pink Invaders**, so he is unable to use the **Pink Cannons**. He also has 3 **Misses**.
5. Daryl can either stop now and take 5 Penalties for the 5 **Attack Dice** he cannot use, OR he can re-roll in the next step. Daryl decides to Re-roll all 5 **Attack Dice**...

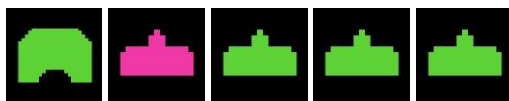


## Attack Dice Re-Roll (Optional)

For any **Attack Dice** not used in the previous round step you can either take a **Penalty** (cross off a square in the life total) OR choose to Re-roll (Note: if after the re-roll, you still cannot use a die, you will take **2 Penalties!**)

### Example 1c:

Daryl had chosen to re-roll 5 of his Attack Dice. This time, he rolls the following:



1. Daryl uses the **Defense Bunker** to remove the **Laser Die** on Column 3. (He can now shoot up column 3 if he wishes)
2. He uses the **Green Cannon** and then the **Pink Cannon** to destroy the **Green and Pink Invaders** in column 2.
3. Since all the **Invaders** in Column 2 have been destroyed, and the **Red UFO** is still there, Daryl chooses to use one of his **Green Cannons** to destroy the **Red UFO**.

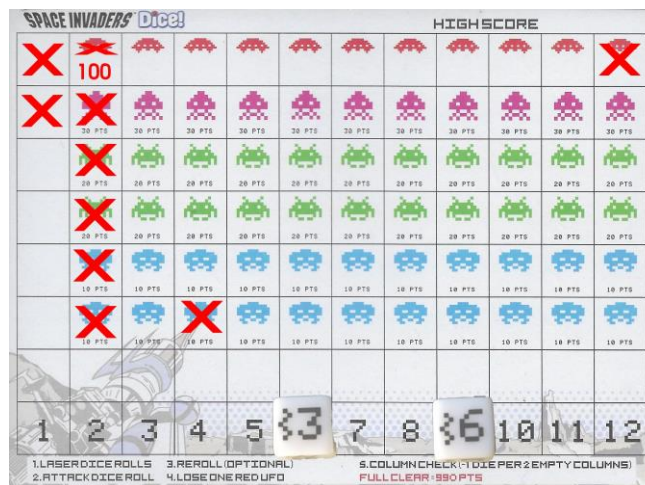
4. He rolls the **UFO Die**, and gets 100 **Bonus Points**. He writes that bonus in the space to remember it for the end of the game.
5. He still has one remaining **Attack Die** with a **Green Cannon** that he cannot use. Since he did re-roll, he now must take **2 Penalties** for this die.

**Tip:** while he can cross off any of the **Life Total** spaces, he may choose to cross off any of the spaces with **UFOs** after all the other blank spaces are gone in hopes of being able to catch more of the **UFOs** in later rounds.



## Loses a Red UFO/UFO Escapes

The **UFOs** are fast! If there are any **UFOs** remaining, cross one off as it has escaped. Sorry – this does count against your **Life Total**.



## Column Check/Attack Dice Loss

The more **Invaders** you destroy, the faster they move! Count the number of empty columns (columns without **Invaders** in them – the **UFOs** don't matter). For every 2 empty columns (round down), set aside **1 Attack Die**.

### Example 1d:

Daryl has 2 empty columns (column 1 and column 2) so he will start the next row with only 7 **Attack Dice**.

## Scoring

The game ends by either destroying all the **Invaders** or by running out of **Life Total**.

Once ended, total up the value of all the **Invaders** destroyed and add in any **UFO Bonus Points** to find out your **Hit Score**. (If all invaders were hit, that's 990 points)



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## Game Modes

There are several ways you can play **Space Invaders Dice**.

**Multiplayer Note:** It's recommended if playing with 4 or more players to use 2 copies of **Space Invaders Dice**.

### Solo: Standard

Play through one game. Try to beat your own high score.

### Solo: Marathon

After surviving your first game, start game 2 with 2 **Penalties**. For each following game, start with 2 more **Penalties**. See if you can survive 15 levels!

### Multiplayer: Standard

Each player has their own score sheet.

Play just like a **Solo Standard** game however:

1. Skip the Lose a Red **UFO** step
2. Whenever a player destroys a **UFO**, each other player must cross off that **UFO** on their sheet.
3. At the end of a player's turn, the dice are passed to the next player
4. Continue until all players have survived or have been defeated.
5. At the end of the game, players who survived receive a 100 extra **Bonus Points**.
6. Player with the Highest Score wins and is named the **Defender of the Galaxy!**

### Multiplayer: Draft

Draft is different than the standard rules.

Each player has their own score sheet. The player who goes first is the **Active Player**.

### Laser Dice Roll

**Active Player** rolls the **Laser Dice**. These columns are blocked for all players for the round.

### Attack Dice Roll

**Active Player** rolls the **Attack Dice**. Then the **Active Player** chooses one of the **Attack Dice** and adds it to their pool. The next player to the right then chooses a die. This is repeated until all dice have been taken.

The **Active Player** then uses one of their dice. Then the next player etc. until all dice have been used or passed

### Attack Dice Re-Roll

Starting with **Active Player**, they may either re-roll any dice they passed on or take a **Penalty**. In turn, as in the last step, use or pass these dice. Any re-rolled dice that were passed on costs that player **2 Penalties**.

### Lose a Red UFO

This step does not apply to this game mode. However, as in the **Multiplayer Standard**, whenever a player destroys a **UFO**, all players must cross off that **UFO**.

### Column Check

This step does not apply to this game mode.

Once the Round is completed, the player to the right of the **Active Player** becomes the new **Active Player**. Continue until all players have survived or have been defeated.

At the end of the game, players who survived receive a 100 extra **Bonus Points**. Player with the Highest Score wins and is named the **Defender of the Galaxy!**