30 - 60 min.

1 - X Players

8+

MAKE A DIFFERENCE

V1.2

In this fast paced roll & write game you have to make a difference to win the game. Play the "multiplayer solitaire mode" or try to catch away victory points from your opponents in the "competetive mode".

Preparations

In the beginning just place ***2 dice*** in the middle of the table and in front of each player ***a game sheet*** with ***a pencil*** and you're ready to go! Before you start, decide together which mode you want to play:

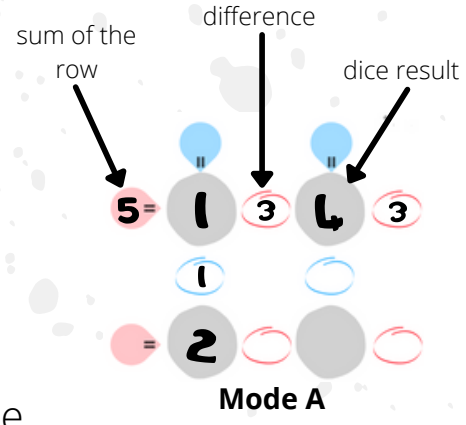
Mode A:

The "multiplayer solitaire mode" where you try to score higher than the other players.

Mode B:

The "competitive game mode" where only the player with the highest score in each row or column scores their points.

Finally take the game sheets according to your choice.



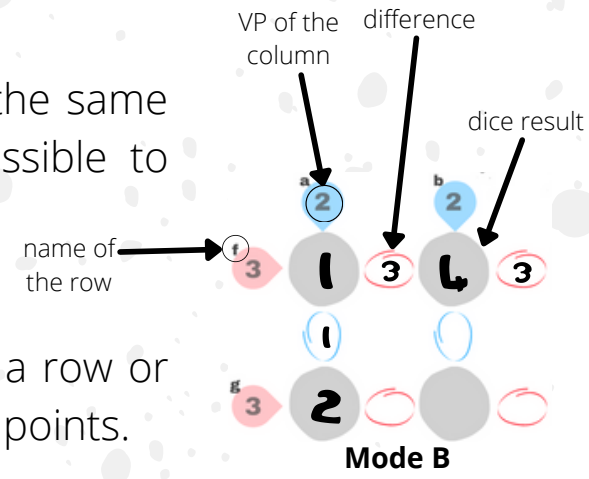
Goal of the game

Mode A:

In this mode the goal is to get as much of the same ***differences*** in each row or column as possible to score the most points.

Mode B:

In this mode you try to get a higher ***sum*** in a row or column than all the other players to score its points.



Gameplay

Mode A + B:

The youngest player is the ***first player*** and may begin. You play in a ***clockwise*** direction, whereby the result rolled always applies to all players. On your turn you roll the dice clearly visible in the middle of the table. Then every player has to ***write both dice results*** on a grey field each on their gameboard. If two numbers happen to be on neighbouring fields, you subtract the lower from the higher one and ***write the difference in the colored ring*** between those fields.
When every player is done with the first dice results, the second round starts and the ***next player*** rolls the dice.

End of Game

Mode A + B:

After ***10 rounds*** your gameboard should be filled-in entirely so you can start with the final scoring.

Overview scoring rows/columns

Points: 0/3/5/7
single/double/tripple/quadruple

Final scoring

Mode A:

You score points only as following: for every "***double***" (two equal numbers) **3**, for every "***triple***" **5** and for every "***quadruple***" **7** points in each of your rows and columns. Write each result in the corresponding red or blue bubble. When you're done, you write the sums of each color in the corresponding splatter at the bottom of the gameboard and calculate your final score.

Mode B:

Now you ***compare*** each sum of the differences of a row and column ***from*** **a** ***to*** **i** with the other players. The player with the ***highest sum of a row or column scores*** its points and may circle the corresponding bubble. The other players cross it out for a better visual clarity. When you're done with every bubble, you write the sums of each color in the corresponding splatter at the bottom of the gameboard and calculate your final score.

Mode A + B:

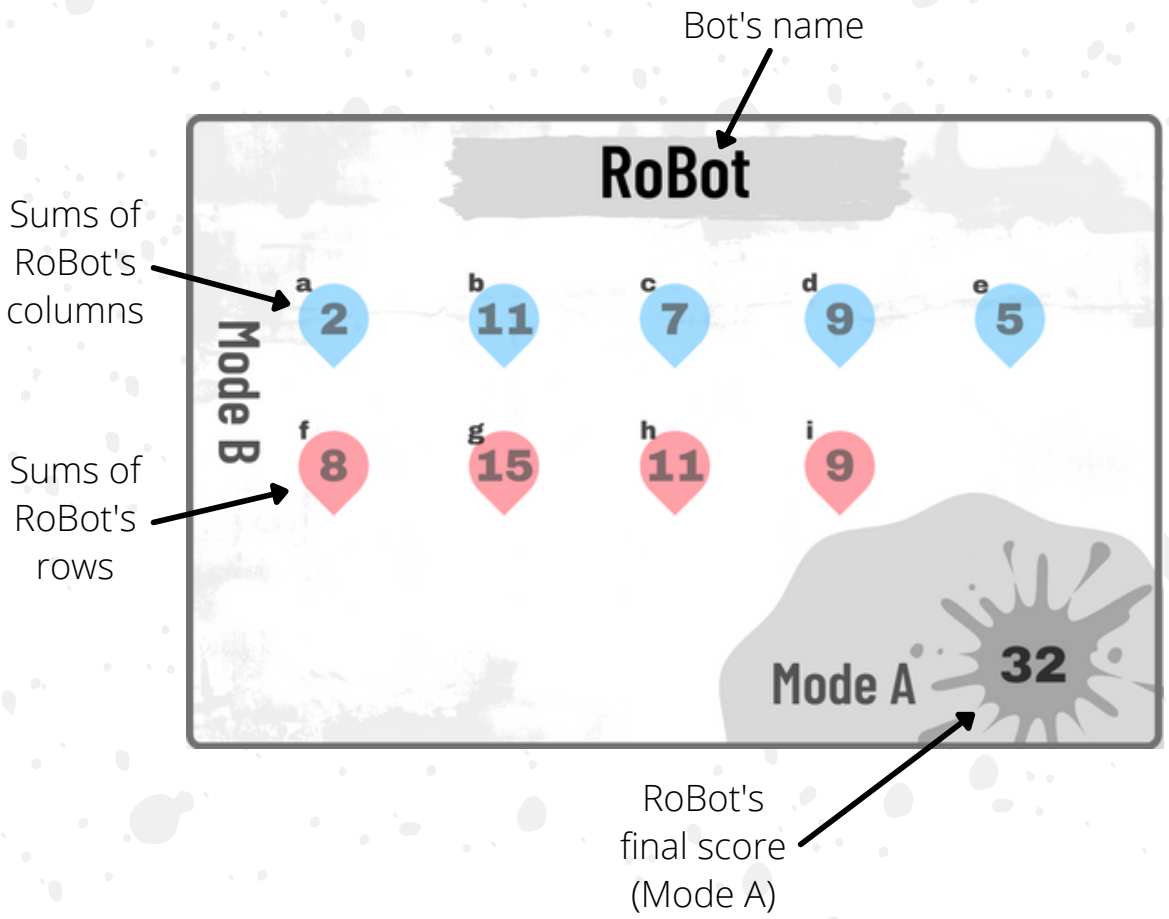
The player with the ***highest final score wins*** the game.

In case of a ***tie***, one game of *rock, paper, scissor* (two out of three) will determine the winner. ;-)

BotCards:

For a **solo** or **2-Player game** I recommend to use one or more BotCards during the **scoring** phase to spice up the competition.

To do so, just pick randomly one or more BotCards during the setup and put it face down aside until the scoring takes place.



Mode A:

To determine the winner, all players **compare** their final score not only with each other, but also **with the Bot(s)**, they decided to use.

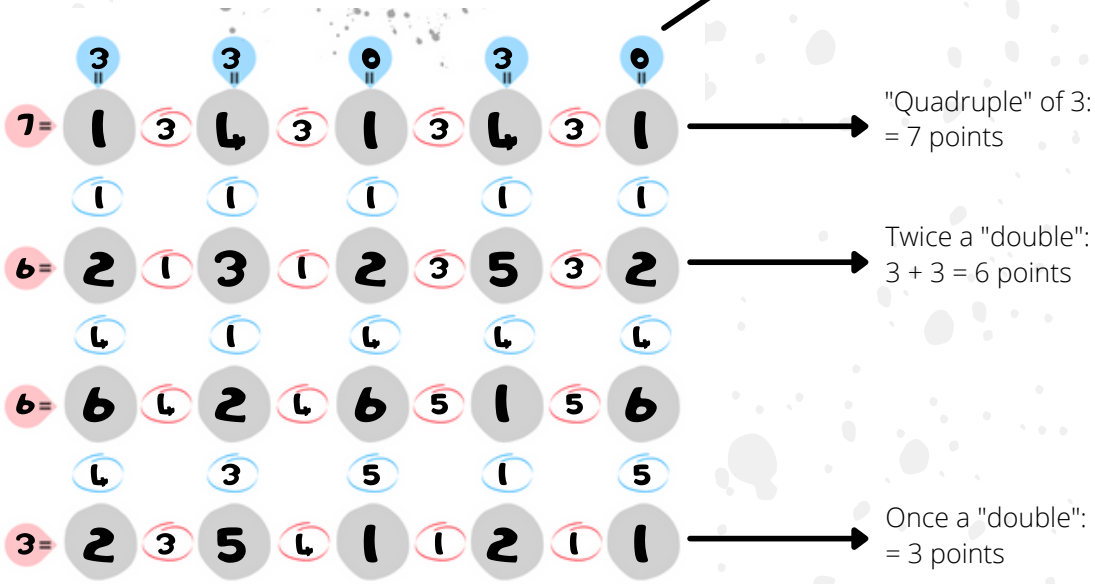
Mode B:

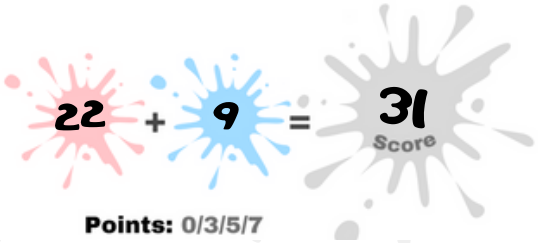
To determine your score in **each row (f-i) and column (a-e)**, treat the Bot like a player and compare each of it's sums of rows and columns with all players.

I recommend to write down the score of the Bot on an piece of paper, so you can compare your final score with it in the end.

Scoring examples

Mode A



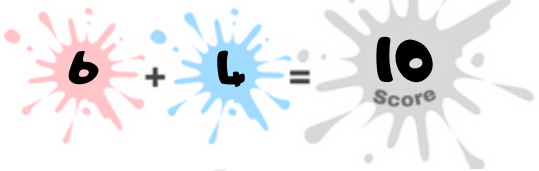


Points: 0/3/5/7

Mode B

This player had the highest sum (e.g. 12 points) among all players in this row and thus scored 3 points.

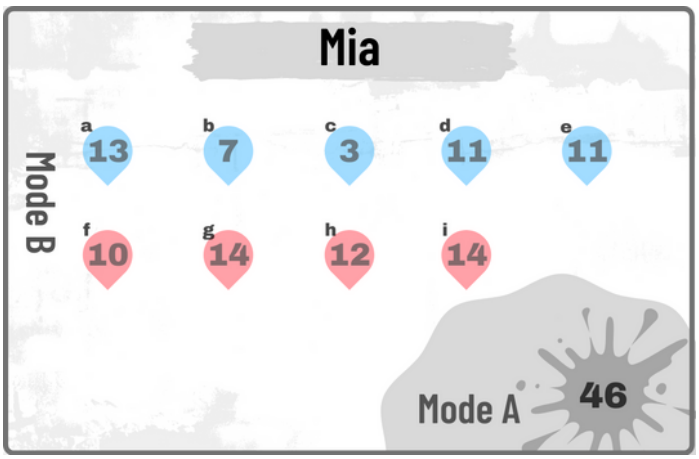
Unfortunately another player had more than 9 points in this row, thus this player did not score and subsequently crossed out the bubble..

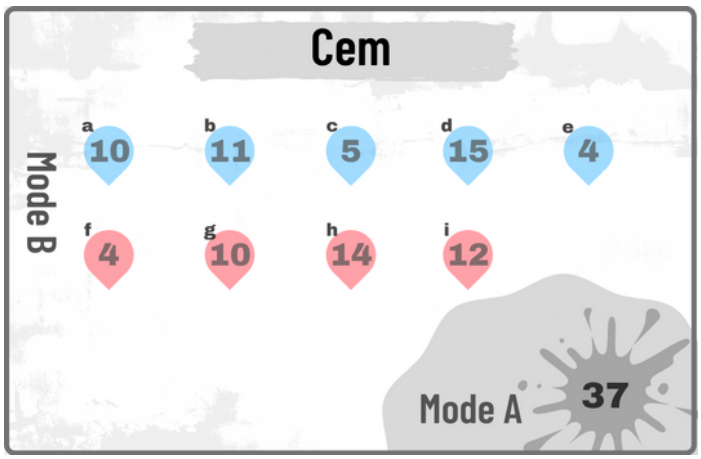


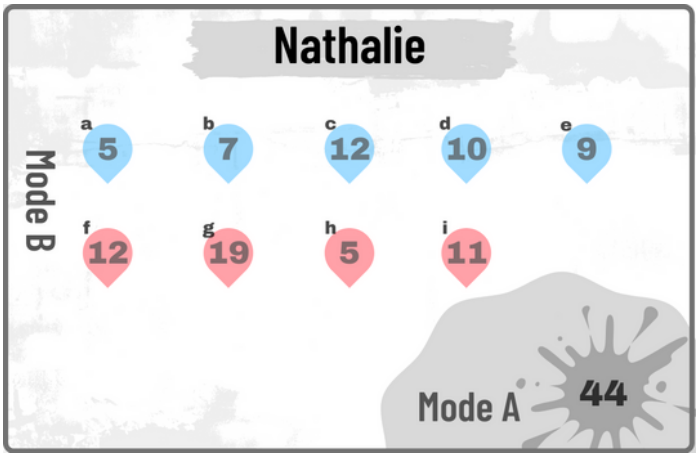
Credits:

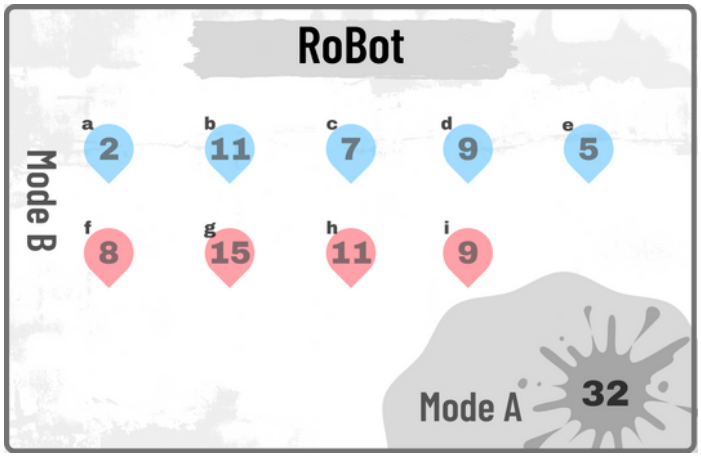
Game Design & Layout: Michael Arnold

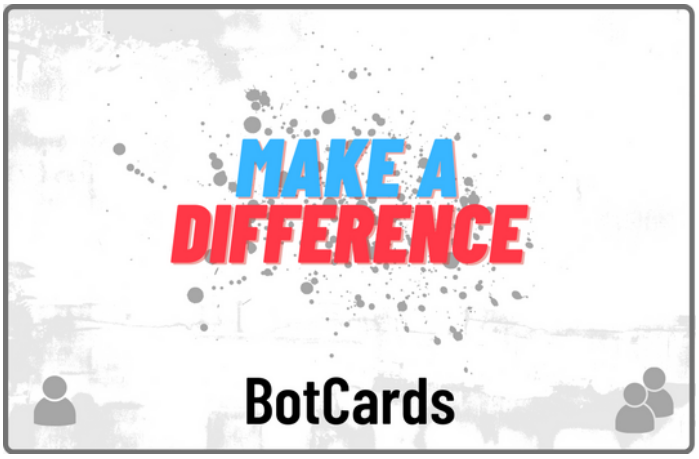
Thanks to all playtesters and the crew behind the *7th BBG Roll & Write Contest 2021*.

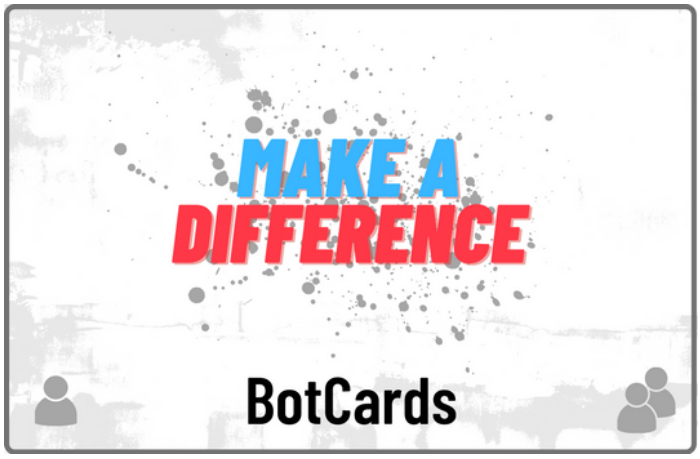


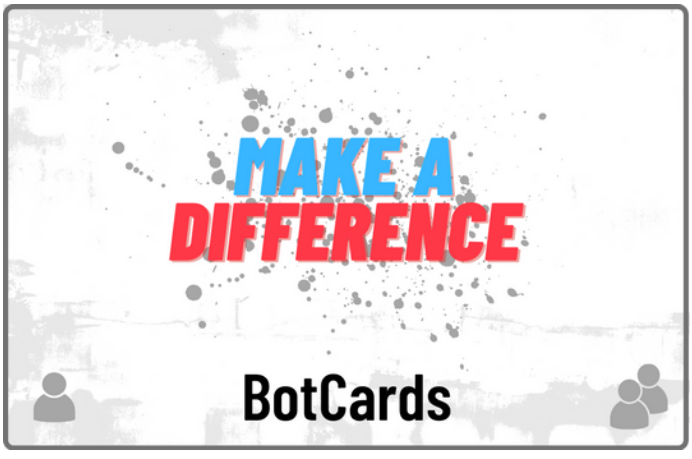


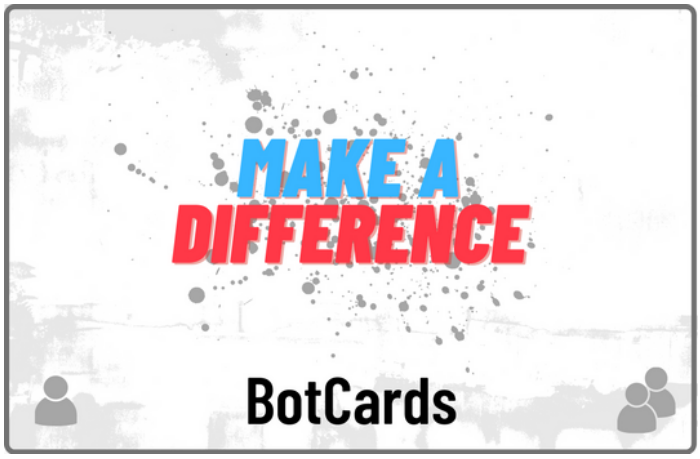












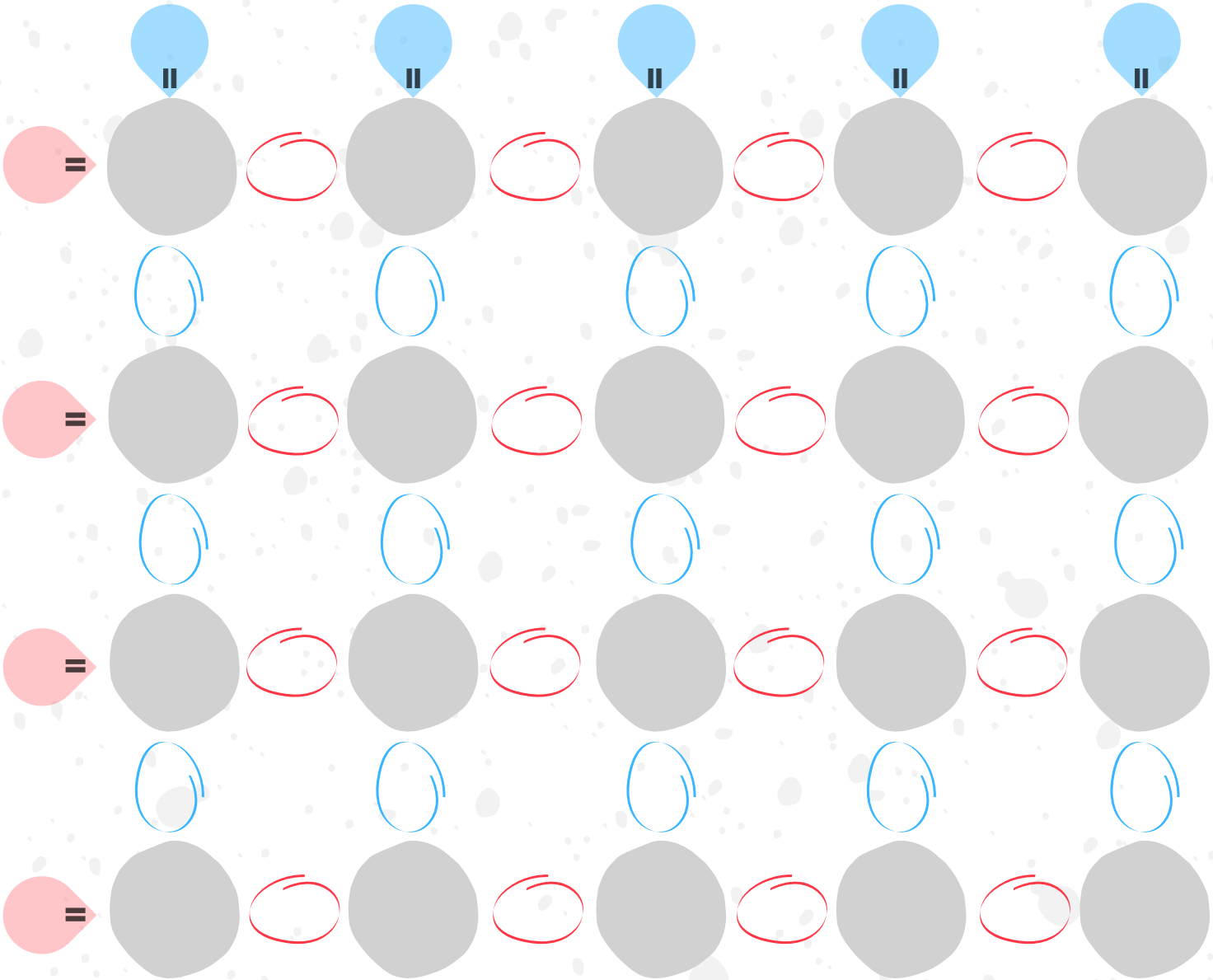
Instructions:

Cut out the cards and put in sleaves (59x92mm).

If you want to save colored ink, choose "greyscale" or "black and white" in your printers preferences.

MAKE A DIFFERENCE

MODE A

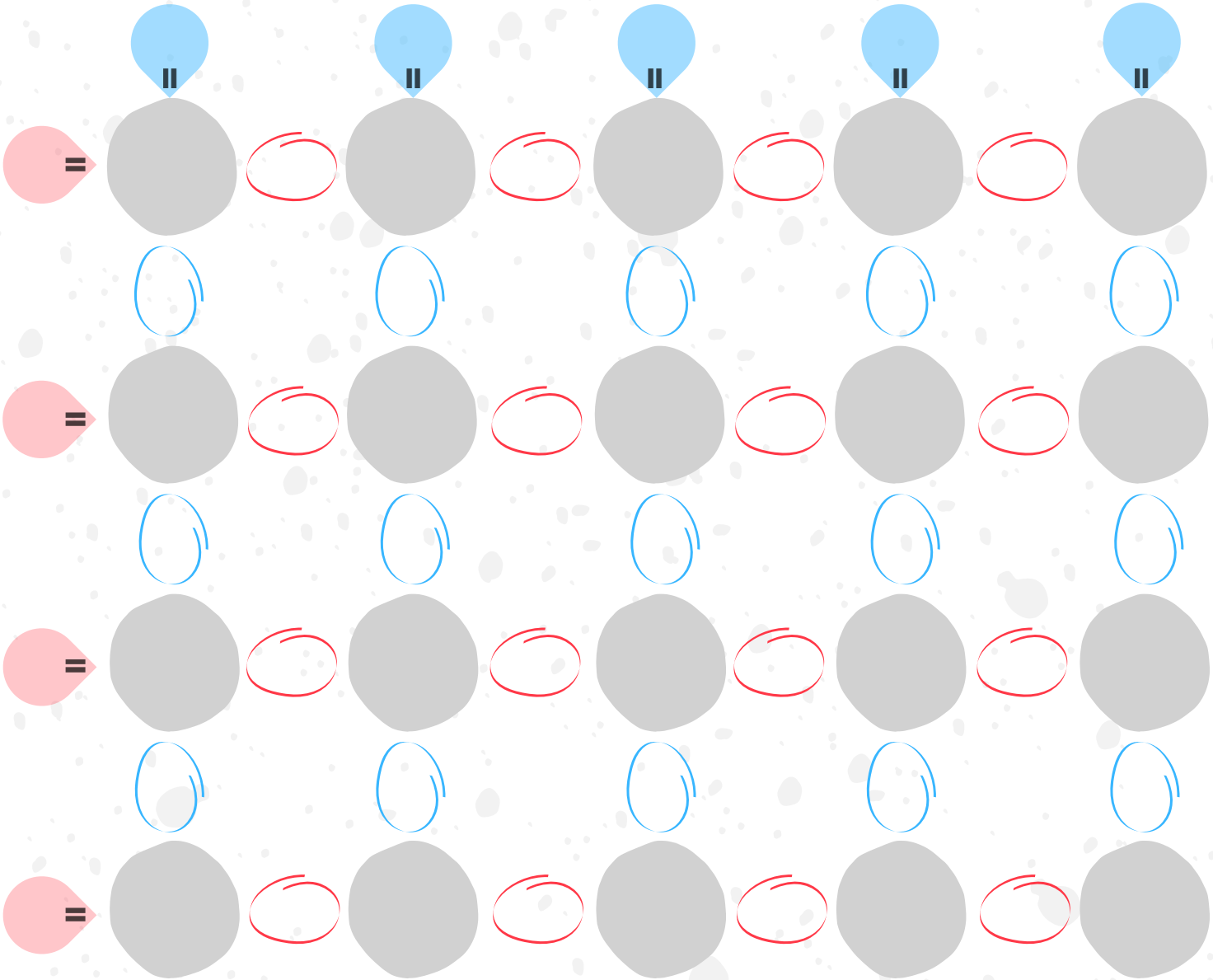


+ = Score

Points: 0/3/5/7

MAKE A DIFFERENCE

MODE A



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Points: 0/3/5/7

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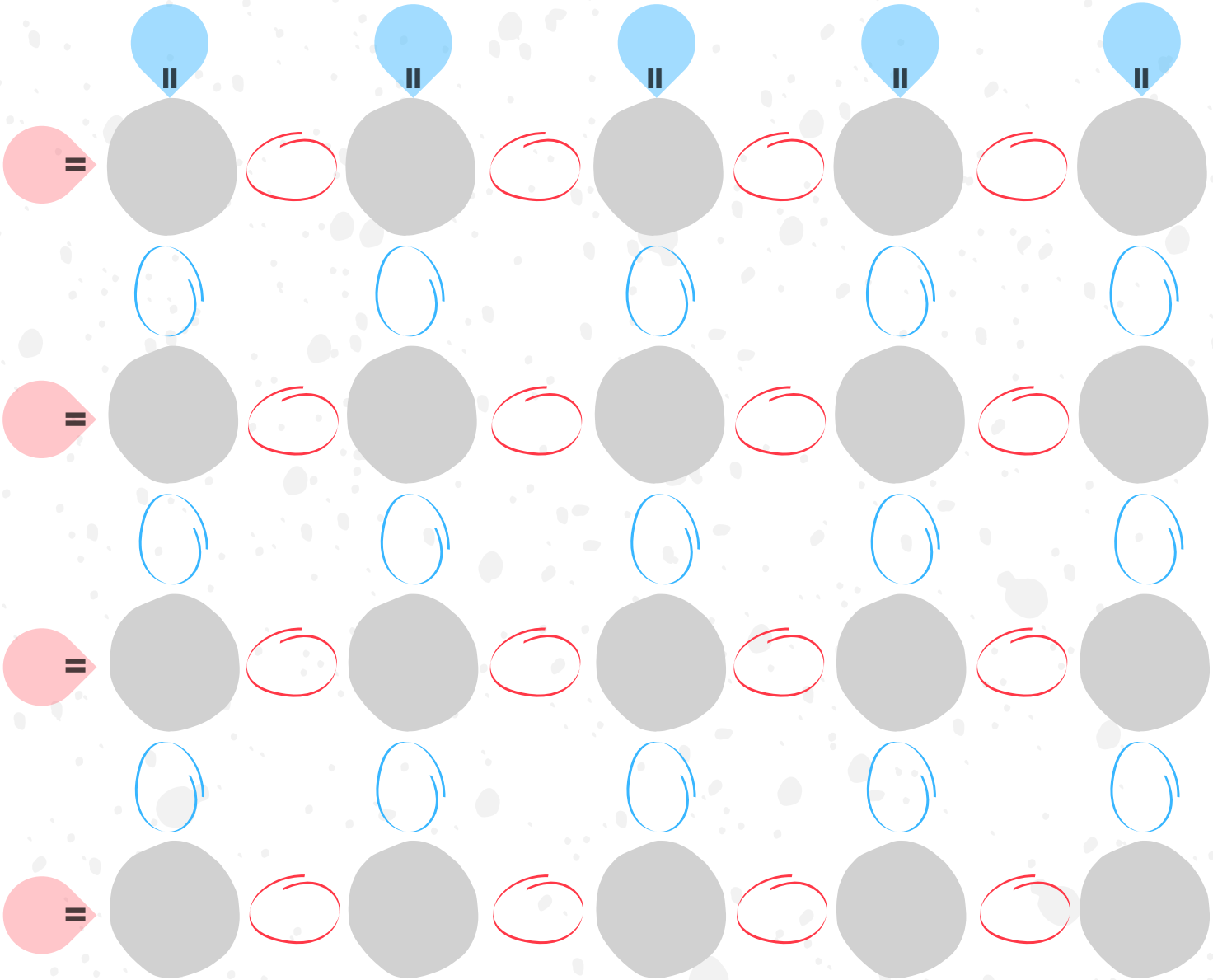

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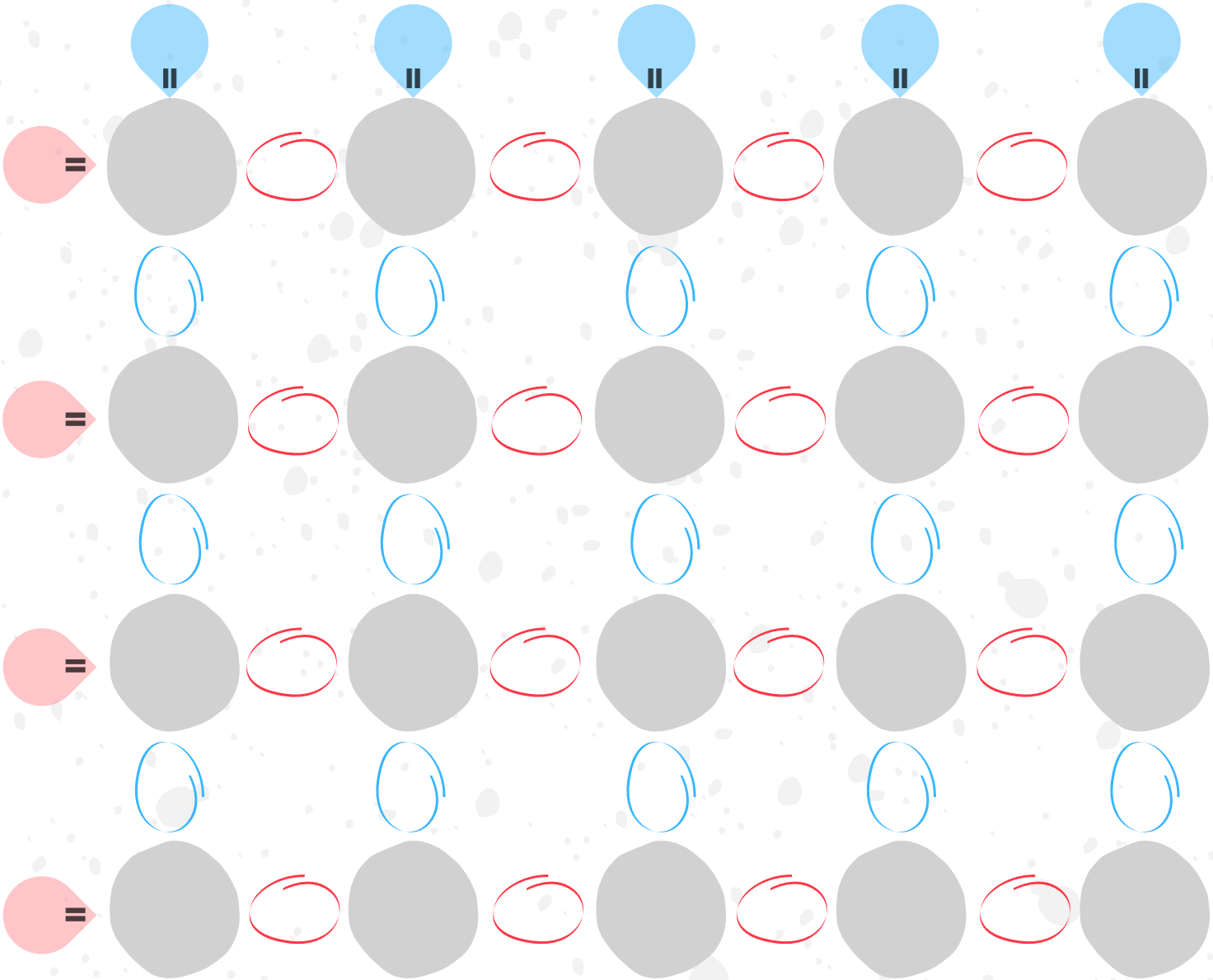
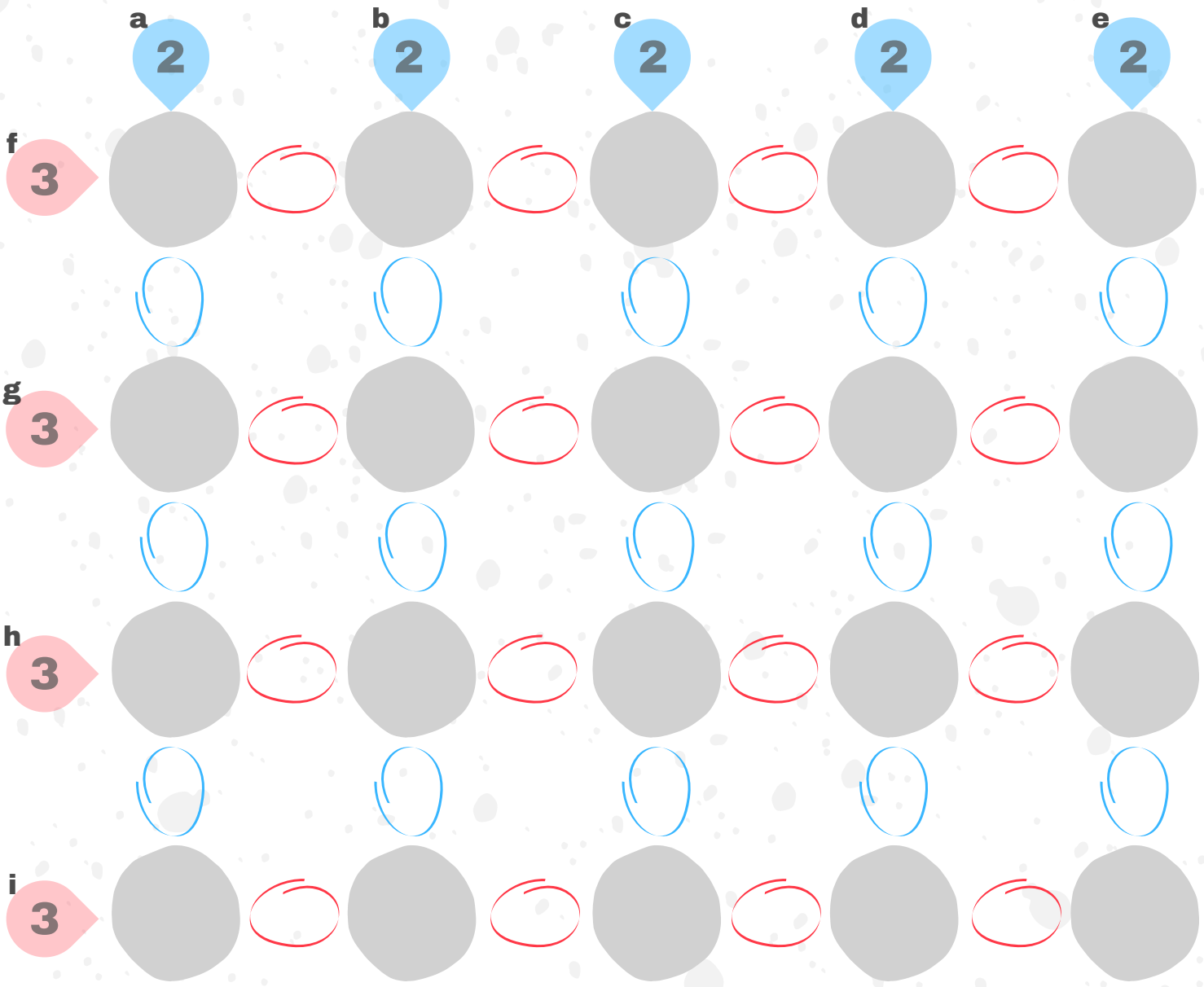


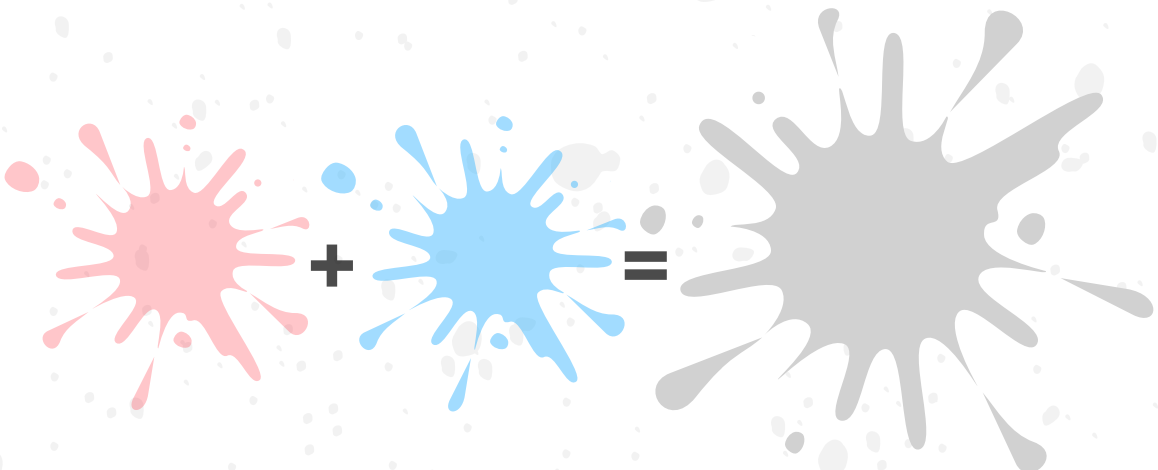
+ = Score

Points: 0/3/5/7

MAKE A DIFFERENCE

MODE B





MAKE A DIFFERENCE

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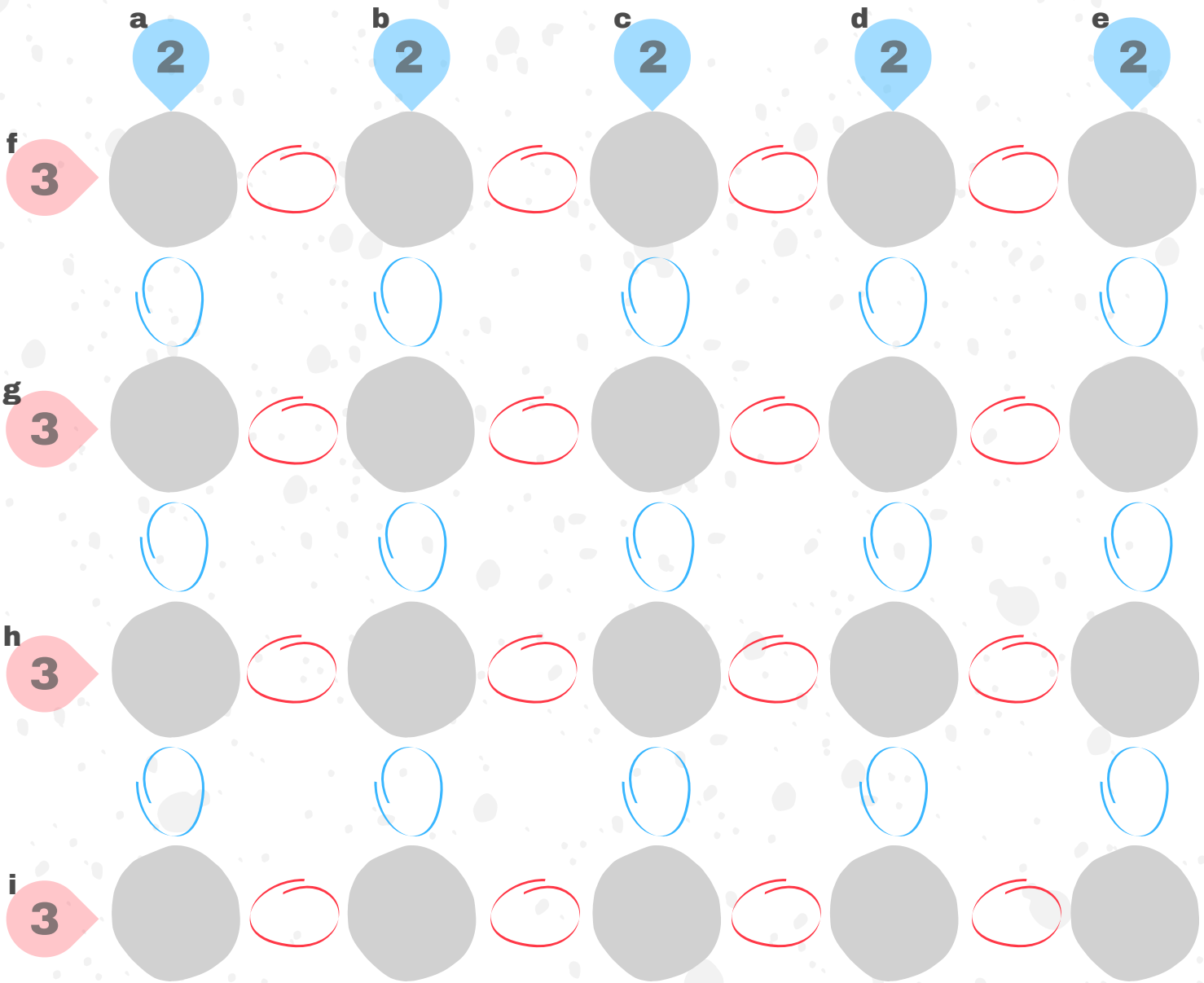

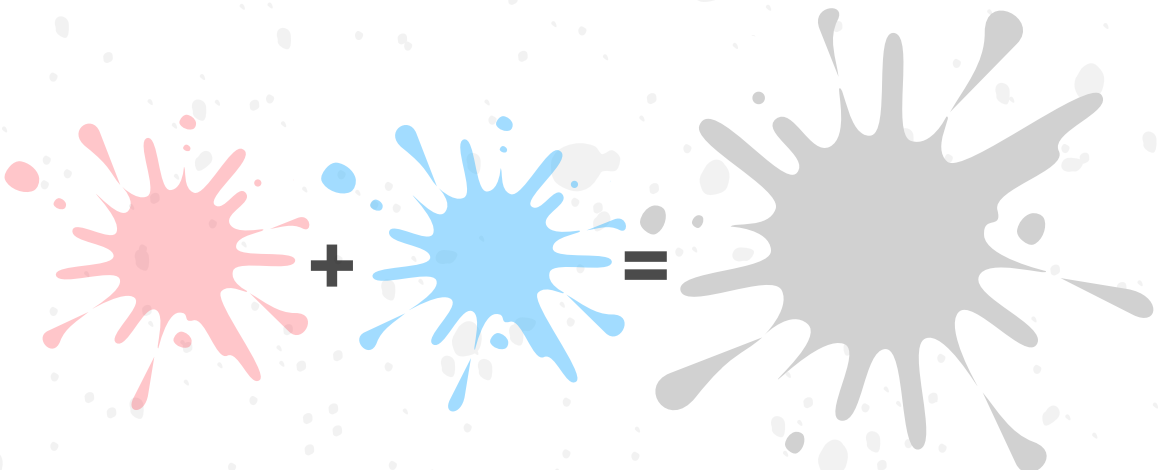

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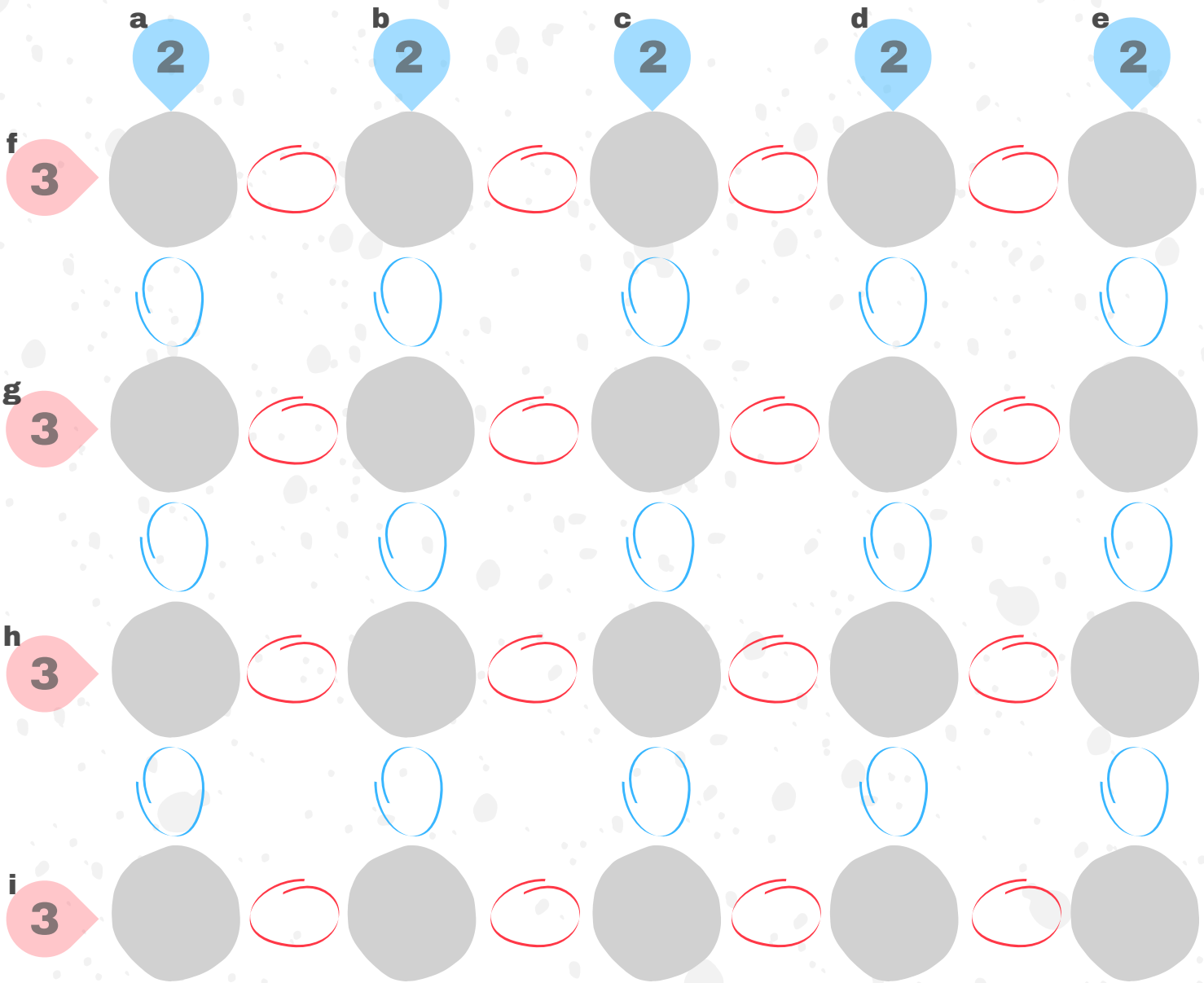
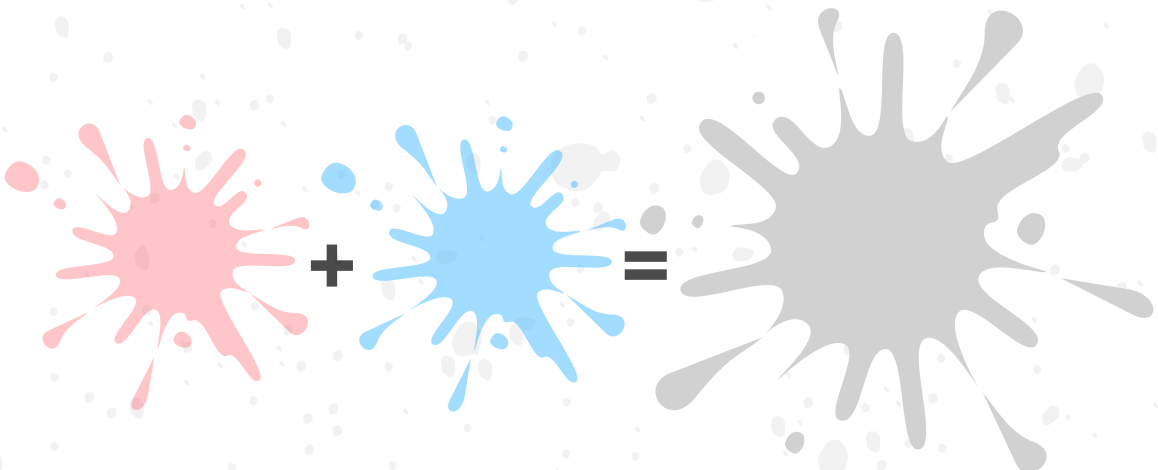
MODE B





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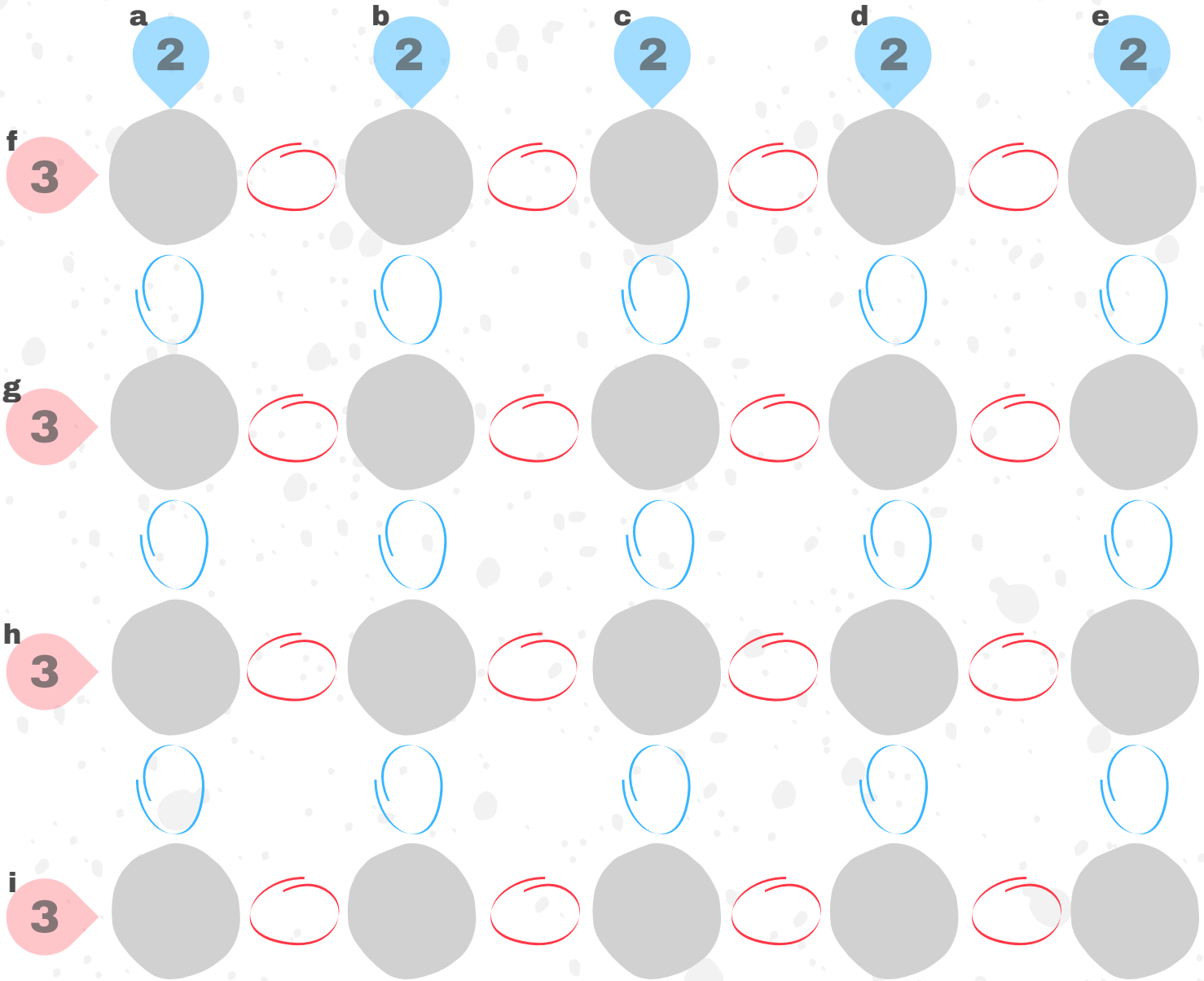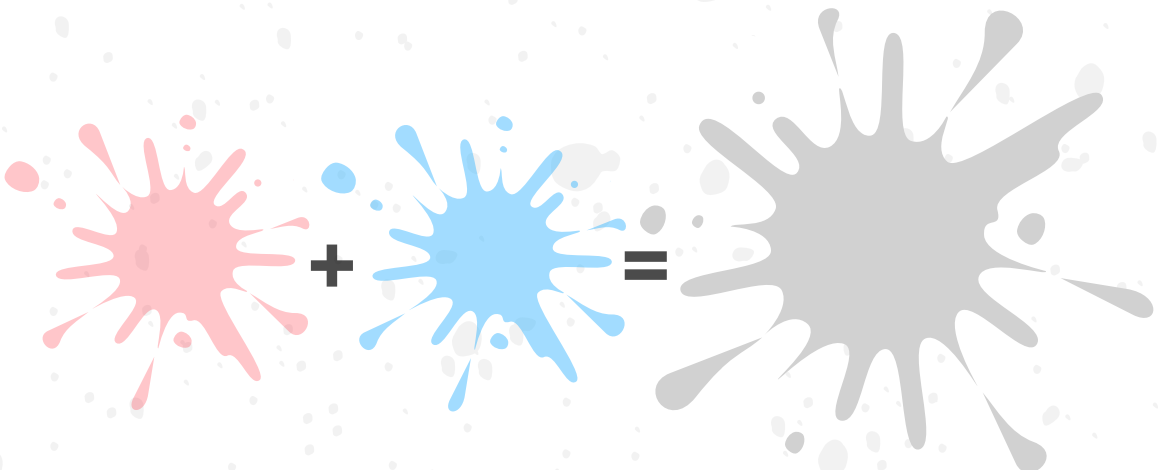
MODE B