

# SKEIGHT

*A tactical dice game for 2 players.*

**Objective:** Accumulate the highest score by consistently rolling your dice closest to the highest rewarding target die.

**Equipment:** 3 White D20

3 Black D20

1 Red D20

1 Green D20

**Description:** A playing court of at least 5-8 feet is required. Dice are rolled as like boules/bowls towards any of two Target Dice at the rear of the court.

Each player chooses if to play with the White or Black dice.

The Red & Green D20 dice each serve as **Target Die** ~ these are rolled first, one by one, or together, towards the rear of the court.

Players thence take it in turns to roll their own dice, one by one, a Black then a White, then a Black then a White etc, down the court towards the Target Dice. The player who's die lands closest to a Target Die scores the value of the Target Die they are closest to, in addition to the total value of his/her own hand, once all dice have been rolled.

The **Red D20** is the primary Target Die and scores a bonus **8 points** in addition to its face value, if landed closest to. Thus it is usually the most valuable Target.

The **Green D20** is the secondary Target Die and only awards its face value, if landed closest to. However, either player can score with Green, regardless of who lands closest to Red.

Now, whilst the Red Target Die awards a bonus 8 points, of course the Green Target Die may show a value much greater than the Red, regardless of the 8 point bonus, and here is why tactical use of your hand is necessary to influence the scoring parameters of the game.

Herewith, the tactical objective of the game is to employ your dice as rolling ballistics and project them with cunning accuracy, in order to:

- a) Move your opponent's dice away from the highest scoring Target Die and/or alter the value of your opponent's dice.
- b) Move a Target Die to a more beneficial position and/or alter its value to change the parameters of play.
- c) Move your own dice into better positions and/or alter their values.

Indeed it is possible a player may arrive closest to both Target Dice rendering the opponent without any Target Die score. In this scenario the player accumulates the values of both Red and Green dice, whilst the opponent only scores the total value of his/her rolled hand.

If it cannot be decided who is closest to a particular Target Die, the round is replayed.

The player with the highest score after 8 rounds wins the match.

