

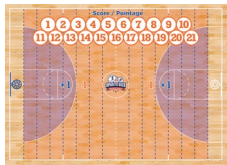


By Andy Geremia

Number of players: 2+

Duration: 15 minutes

Components



1 BASKETBALL COURT BOARD



6 ORANGE PLAYER DICE



6 WHITE PLAYER DICE



1 POWER CHIP



1 PLAYER PAWN



1 ORANGE & 1 WHITE SCORING TOKENS

Game Objective

Be the first team to score 21 points.

Note : Players are referred to as teams throughout the rulebook.

Setting Up the Game

- 1 Each team gets a set of 6 dice of one color (orange or white).
- 2 Place the Basketball Court Board at the center of the table and place the orange and white Scoring Tokens near the SCORE track.
- 3 Jump Ball! Both teams simultaneously roll their dice. The team that rolled the most Balls goes on Offense and places the Player Pawn in the section past the half court line.
- 4 Defense starts the game with the Power Chip.

How to Play

Both teams simultaneously roll all their dice. The symbol that appears the most on each team's set of dice becomes their play. The team that rolled the most dice with the same symbol wins the roll. Apply the outcome of the winning play as described in the Dice Chart. (See the Dice Chart for a description of each symbol.)

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Offense



Defense



Example: Offense team has the Advance Ball as the most with the same symbol. Defense has the Deflected Pass as the most with the same symbol. Since the Offense has more dice with the same symbol (4 versus 3) they win the roll with an Advance Ball and refer to the Dice Chart to perform their winning action.

Note: Note: If there is a tie within a team's dice roll, select the best play option.

Tie Breaker and Power Chip

When there is a tie in the roll between the opposing teams, the team with the Power Chip may use it to win the roll. If they decide to use the Power Chip, they must hand it over to the opposing team. If the team with the Power Chip prefers to keep it for a future use, then their opponent wins the roll.

Offense/Defense

- When the Player Pawn is on your opponent's side of the court, you are on **Offense**.
- When the Player Pawn is on your side of the court, you are on **Defense**.
- When the Defense pushes the Player Token back, past the half court line, it is considered a steal, and their next roll is as the **Offense**.

Scoring Points

Teams score points by doing one of the following and use the Score Track to keep score:

- Advance the Player Pawn to the opponent's net. It's a dunk! (2 points)
- Successfully make a shot. (2 or 3 points)
- Score on a Free Throw. (1 point)
- Slam Dunk by rolling 6 Balls. (2 points)





When a team shoots the ball or dunks, the opponent moves the Player Pawn under their basket and goes on Offense. (See *Inbound the Ball* instructions.)

Inbound the Ball

The Offense inbounding the ball quickly rolls all their dice, counts all the Balls, and moves the Player Pawn that number of court sections as indicated by the dice. They keep rerolling their dice and sprint up the court, stopping only when they reach the first section past the half-court line. Once they do, play resumes as normal.

Simultaneously the defense rolls their dice, pulls out all the dice showing the "S" (Steal), and rerolls the rest, again pulling out the "S". They continue doing this and try to get 6 "S" as quickly as possible. If they get 6 "S" before the Player Pawn physically makes it past the half court line, then it's a Steal. Your next roll is as Offense from that court section where the Player Pawn had advanced to.

Dice Chart

	WINNING ACTION	IF OFFENSE WINS	IF DEFENSE WINS
Advance Ball		Advance Ball Advance 1 section for each Ball OR Take a Shot* (see instructions).	Push Back Ball Push back 1 section for each Ball.
		6 Balls, it's a Slam Dunk!	
Pass		No-Look Pass Advance 3 sections.	Deflected Pass Push back 3 sections.
		Opposing teams rolls 1 less die on the next roll and gets it back immediately after.	
Shot or Steal		Take a Shot (See instructions)*	Steal Move Player Pawn to Offense in the first section past the half court line.
Free Throw		Take Free Throws (See instructions)**	Take Free Throws (See instructions)**

Take a Shot*

Both teams roll all their available dice and count the number of Balls they rolled. The Offense adds or subtracts 1 from their total (based upon where they took the shot):

- 2-point shots (inside the arc): **Offense** adds 1 to their Ball total.
- 3-point shots (outside the arc): **Offense** subtracts 1 to their Ball total.

When taking a shot, the team with the most Ball symbols wins.

- If **Offense** wins, the shot is scored (2 or 3 points).
- If **Defense** wins, the shot is goes out-of-bounds.
- If there is a tie, use the **Power Chip** as the tie breaker.

No matter the results, the Defense inbounds the ball by moving the Player Pawn under the basket they are defending and goes on Offense.

Note: When inside the arc, the Offense can choose to push the Player Pawn outside the arc. They attempt a 3-point shot, and subtract 1 from their total Ball count.

Free Throws**

- The team attempting Free Throws rolls all their dice (their opponent does not roll any dice). If they get at least 3 Balls, they score 1 point.
- If they score the first Free Throw, they get to try a **second** Free Throw.

No matter the results, after the Free Throw(s), the opponent inbounds the ball under their basket and goes on Offense.

Advanced Rule - Power Chip ReRoll

As per the rules, you may use the Power Chip anytime to win a tie, however you may also use the Power Chip to reroll any of your dice.

Example: If you roll 3 Balls when taking a shot, you may wish to reroll the 3 dice not showing Balls to try to get more Balls to beat your opponent. After you reroll, if there is a tie with your opponent, you lose the tie. Your opponent keeps the Power Chip and their play wins.

End of Game

The game ends when one team reaches 21 points. That team is victorious!

Note: If situations occur not covered by these rules, apply standard Basketball rules to resolve.