

DICE-tractions

Dice Stages



Avalon Games



DICE-tractions - Dice Stages

Author: Dale McCoy, Jr

Game Designer: William Andersen

Layout: Jack Reynolds

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Dice Stages

Hello everyone. Thank you for coming to our Dice Stages party. Brad, how many people did you count? Twenty? Nice. It is great to have you all here. If you don't have five dice with you, there is a punch bowl filled with dice in the back; take as many as you need.

I hope you all get to know each other and have a good time. Mike, would you care to explain how to play?

INTRODUCTION

Drawing its core source of inspiration from the card game Phase 10, Dice Stages requires no special deck but instead 5 six-sided dice. Because of how common the dice in this game are, its poker-like progress, and easy to learn mechanics, Dice Stages makes a great party game for players of all ages. Yet it has a simple enough set up for a small group of friends wanting to spend some time enjoying each other's company to play it on the spur of the moment.

In Dice Stages, the players try to roll the combination of dice according to the stage that they are working on. When you complete a stage, the round ends and you begin working on your next stage while your opponents linger behind. You win if you are the first to complete all eight stages.



RULES

To setup Dice Stages, everyone needs their own 5d6 dice. A group of 3-6 players works best. While larger groups are possible, seven or more players can bog down stage progression. The *Party Game Optional Rules* (below) keep the game moving at an enjoyable pace.

Each player begins at Stage 1. Rounds, the time until someone meet the stage requirements, proceed as follows:

- 1 Everyone rolls their 5 dice.
- 2 If someone's dice matches their stage requirements, the round ends. (At Stage 1, the stage requirement is one pair. A pair of 1s is equally valid as a pair of 4s.) Go to step 4.
- 3 If nobody's dice match the stage requirements, each player decides what (if any) dice they want to keep to help them meet the stage requirements. Everyone picks up their remaining dice. Go back to Step 1, but only roll the dice that have been picked up.
- 4 Once the round is complete, those that met the requirements of their stage advance to the next stage; those that have yet to meet their stage requirements remain at their previous stage. It is possible for more than one person to advance to the next stage. Those that first complete Stage 8 win the game.
- 5 Once the round is completed and the game not yet won, everyone picks up all five of their dice and a new round begins (starting with Step 1).

Dice Stages

The stages are as follows:

Stage 1	One pair
Stage 2	Two pair
Stage 3	Three of a kind
Stage 4	Full house (three of a kind and one pair)
Stage 5	Small straight (four consecutive numbers)
Stage 6	Four of a kind
Stage 7	Large straight (five consecutive numbers)
Stage 8	Five of a kind

Example: Mike, Brian, Brad and Julie are beginning a Dice Stages game. They are all at Stage 1. Their results of their rolls are as follows:

Brad	1, 3, 3, 6, 6	Stage	Requirements Met
Brian	2, 2, 3, 4, 6	Stage	Requirements Met
Julie	3, 3, 3, 3, 5	Stage	Requirements Met
Mike	2, 3, 4, 5, 6	Stage	Requirements Not Met

Since Brian, Brad and Julie all met the requirements for Stage 1, they advance to Stage 2 in the next round. While Brad met the requirements for Stage 2 and Julie met the requirements for Stage 6, they were working on Stage 1 and only advance to Stage 2. Since Mike did not meet the requirement for Stage 1, he continues to work on Stage 1, despite meeting the requirements for Stage 7.

A new round begins. **The dice rolls are:**

Brad	2, 2, 3, 5, 6	Some	Stage Requirements Met
Brian	1, 3, 4, 4, 4	Some	Stage

Requirements Met

Julie 1, 2, 3, 4, 5 Stage Requirements Not Met

Mike 1, 2, 4, 5, 6 Stage Requirements Not Met

Mike who was working on Stage 1 failed to meet the requirements. Brian, Brad, and Julie worked on Stage 2 and did not meet their requirements. The fact that Brian met the requirements for Stage 3 and that Julie met the requirements for Stage 7 does not help them. Brian and Brad choose to save a pair of 4s and 2s, respectively. All the dice, except those in bold, are rerolled.

Brad 1, **2, 2**, 3, 3 Stage Requirements Met

Brian 2, 3, **4, 4**, 5 Some Stage Requirements Met

Julie 1, 1, 3, 4, 6 Some Stage Requirements Met

Mike 1, 1, 2, **2, 4** Stage Requirements Met

The fact that Mike, in addition to meeting the requirements for Stage 1, met the requirements for Stage 2 gives him no additional assistance. He will advance to Stage 2 next round. Brad met the requirements for Stage 2, and he will proceed to Stage 3. Both Julie and Brian failed to meet all their stage requirements; they continue working on Stage 2 next round.



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Mini-Games

Avalon Games is happy to offer tons of little games, that we like to call Mini-Games, and with over 30 titles, you are sure to find one or more games that will blow your mind. Little, however, does not mean lame. No, these are great gaming gems, just in small bite sized forms. Fun, fast and cheap, they are a great way to get some gaming fun into a short block of time. Have a look, you might be surprised at what you find.

Worlds of Wonder

Worlds of Wonder is a fast, simple to play RPG system designed for use by advanced players who wish to create detailed characters without having to roll on endless charts and deal with endless rules.

After 30+ years of playing, running and designing games, be they RPG's or board games, we at Avalon have come to one conclusion. Its not the game's rules that make it enjoyable, but the people you play with. With that in mind, Worlds of Wonder takes the most important aspect of any RPG, the character creation, and tries to offer players, and their GM, the tools needed to make the time spent playing together well worth the time spent creating the characters.

Worlds of Wonder Expansions

Want more Worlds of Wonder? Try one of the many expansions for the system. More monsters, foes, magic, skill sets and gaming stuff to keep you occupied for weeks, months, hell maybe for a lifetime. Ever expanding, the WoW system is made for gaming fun, so don't wait, have an adventure and enter Worlds of Wonder.

Arcana

Arcana is generic world, designed for use with any Fantasy RPG System, and so the information presented here and in other Arcana expansions will of course be a bit vague as to stats, levels and powers. The intention is to give the GM and players a world rich in personality, history and depth, one where they can seek adventure, but use any RPG system they feel most conferrable with.

The basics of the game world are presented here in the core book, but as expansions are released, the complexity of the world will grow as more and more of its history, dangers and wonders are explored. When it is all said and done, Arcana will become a vast world of detailed and expansive depth, one where that you and your friends can full explore.

Game Geek

Avalon's Monthly game magazine, inside you will find tons of gaming goodness, free games, add on materials for many of Avalon's titles, and a monthly sections dedicated to S&G, Battle Axe and Arcana. Great game stuff each and every month.

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S & G Battle System

Avalon's premier game system the S&G battle system allows you to play skirmish level engagements, and do so with a fast, easy to learn system that also allows for endless expansions and genres. With S&G you can fight battles between fantasy based elves and orcs, or blast off into the cold hard future with space marines and aliens.

Warlord Grom



2

4

Strength	3
Speed	8 / 1
Movement	4
Adrenal	4
Will	4


Health

Weapons and Armor


Weapons	As mod	Damage mod	Notes
Scimitar	-1	+1	-
Dagger	+0	-1	-


Special Abilities


- Savage Blow (Attack, 3)**
Grom can make a single savage attack, often killing a foe outright with a single blow of his deadly scimitar. You must declare this ability is being used before Attack Dice are rolled. On a single attack, Grom may add +2 Attack Dice to his total for that attack. (With no limit to the number of dice that can be rolled)
- Command (Move, 2)**
Grom may use his loud demanding bellows to command other orcs near by. When this ability is used, Grom may activate any one orc character, who is within five squares. This activated character may perform one action. (Note that the character may still take their normal actions when their turn comes up.) Gram may perform this ability but once a turn.
- Shatter Shield (Attack, 1)**
Grom often shatters shields and weapons with his mighty blows. Declare this ability before the Attack Dice are rolled. If Grom scores a hit, instead of doing any damage, he may shatter, and thus destroy, a foe's readied weapon or shield (Your choice.) If the foe does not have a readied weapon or shield, then this ability has no effect.
Magical items gain a save. Roll 1D6, and on a roll of 6+, the item resists the effect. Per five points of the item's cost, over the first five points, adds an extra +1 to the die roll is gained.





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Tiger**


Wolf



Kir


Sie


**Night
Stalker**


**Major
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Lamia


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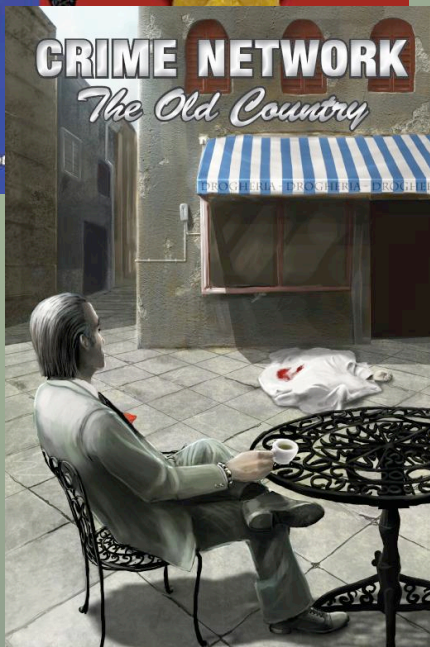
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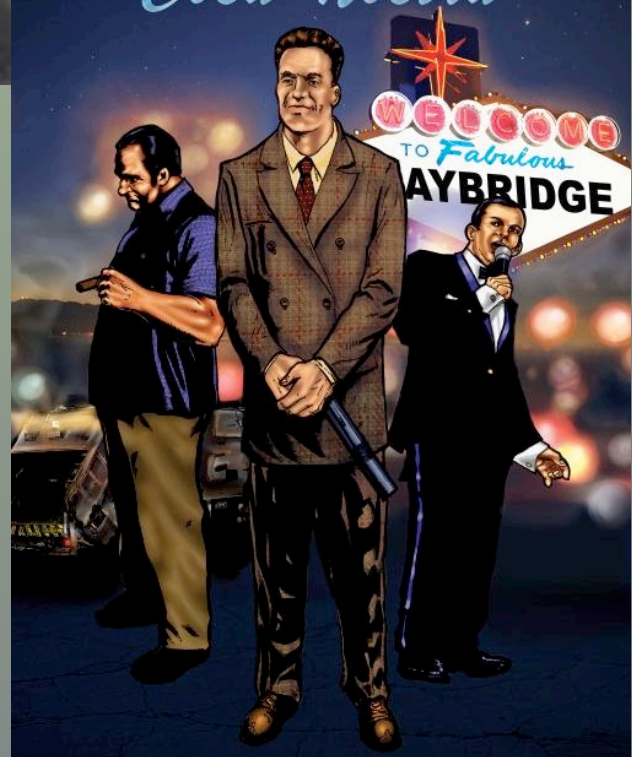
CRIME NETWORK

The Old Country



CRIME NETWORK

Cosa Nostra



Battle Axe is a simple to play tabletop system for skirmish level battles. Using cards instead of dice, you will find the game to be less luck based and much more tactical in nature. The rules and cards provide here will be enough to get you started, and new characters and rule expansions are on the way so you can continue to increase both the size and composition of your War Bands.

