TORPEDO DICE

Torpedo Dice is a game in which each player controls a submarine and will try to sink his opponent's submarine by destroying its vital systems with torpedoes.

COMPONENTS

4 double-sided erasable game boards

4 dry erase markers

5 dice

IMPORTANT POINTS TO UNDERSTAND BEFORE PLAYING:

• Your game board represents your submarine's cockpit in which you're stationed. The dashboard located at the bottom of the game board is the dashboard of **your** submarine. The submarine in front of you, through the window, is your opponent's submarine. In Torpedo Dice, your opponent is the player to your **left**.

• In Torpedo Dice, dice value is less important than the location of the pips. This location represents the torpedoes' impact on your opponent's submarine. Right now, you need to consider each die face as a grid of 3x3 pips.
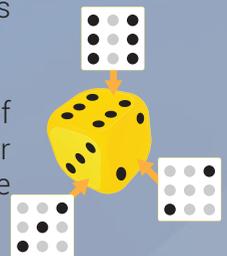
PREPARATION

Select the game mode, **Training** (initiation) or **Mission** (expert).

> Each player takes a game board, turns it according the game mode chosen, and a marker.

> Place dice in the center of the table equal to **the number of players + 1**.

The youngest player is the first active player and rolls the dice.

GAME ROUND

A game round breaks down into the following 4 phases.

- **Phase 1 : Choose a die**
- **Phase 2 : Modify** *(optional)*
- **Phase 3 : Shoot or activate a system**
- **Phase 4 : New active player**

Phase 1 : Choose a die
Beginning with the active player and continuing clockwise, players choose one of the dice and place it near their board without modifying the result. After all players have chosen, there will be one die left over.

Phase 2 : Modify *(optional)*
Once per round, players optionally choose one of their submarine's active systems shown on their dashboard to modify the die they have chosen. It is not possible to use a destroyed system or an inactive system.

Training Mode

• *Submarines have 6 vital systems.*
• *These 6 systems are already active at the beginning of the game.*
• *Windows and Artillery can only be used 3 times each during the game.*

Mission Mode

• *Submarines have 7 vital systems.*
• *These 7 systems are not active at the beginning of the game.*
• *They could be activated during phase 3 of the game round.*

Training **mode dashboard**

Mission **mode dashboard**

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1 Periscope
Flip the die upside down and use the resulting number

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2 Artillery
Add a pip to the die. Fire an extra shot anywhere in the 3x3 grid.

3 Sail
Add or substract 1 from the die by rotating it (1 and 6 do not carry over to each other).

4 Fins
Change your die to match what an opponent drafted (prior to modification).

5 Engine
Remove a pip from the die.

6 Windows
Align the shot into consecutive pips horizontally, verticaly or diagonally

7 Propeller
(Mission mode only)
Reroll the die and use the resulting number.

Phase 3 : Shoot or activate a system

• Shoot.

By using the chosen die, optionally modified in phase 2, each player shoots torpedoes at the opponent submarine on their board, which represents the player to their **left**. They do this by filling in spaces in the same formation as the pips shown on their die, according the Shot Formations table below, which indicates valid and invalid shots.

	✔	✘
(die 1)	All points	no points
(die 2)	⚁ ⚁	⚁ ⚁ ⚁
(die 3)	⚂ ⚂	⚂ ⚂
(die 4)	⚃	⚃
(die 5)	⚄	⚄
(die 6)	⚅ ⚅	⚅ ⚅

HIT !

MISS !

SPARE TORPEDOES

A shot fired on an empty target space is a hit (these represent part of a vital system on the opponent's submarine). A shot fired on any other space is a miss (non-target space, water, or a space that was filled in previously). For each space that was a miss, the player firing the shot must cross out a spare torpedo (example: for 4 missed shots, 4 spare torpedoes must be crossed out).

• Activate a system (Mission mode only).

Instead of firing a shot, players may choose to activate a non-destroyed system of their choice on their dashboard's submarine. They do this by filling in the corresponding toggle switch.
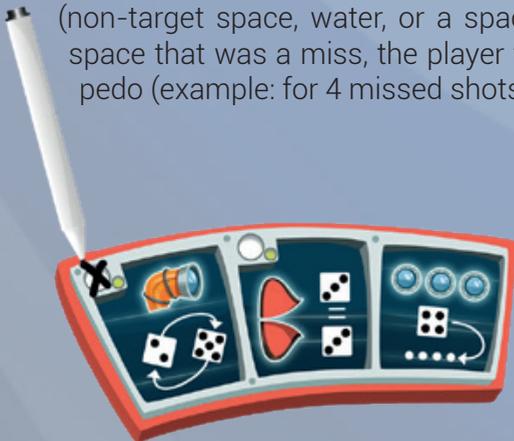
Note : Windows and Artillery systems don't have any toggle switches. Their status depends on the other two systems on the same panel (which must be either activated or destroyed).

The Windows system is activated since one of the two associated systems is activated and the other one is destroyed.

The Windows system is activated since the two associated systems are activated.
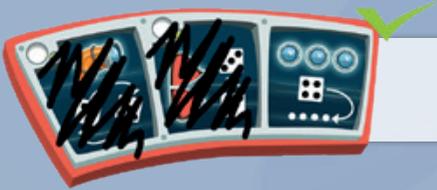
The Windows system is activated since the two associated systems are destroyed.

The Windows system is not activated since one of the two associated systems is not activated.

The Windows system is not activated since both of the associated systems are not activated.

After all players have finished their action, if a player has filled in all of the target spaces for an opponent's vital system, this system is destroyed, and the player targeted must cross it out on his dashboard. It can no longer be used, from the next round until the end of the game.
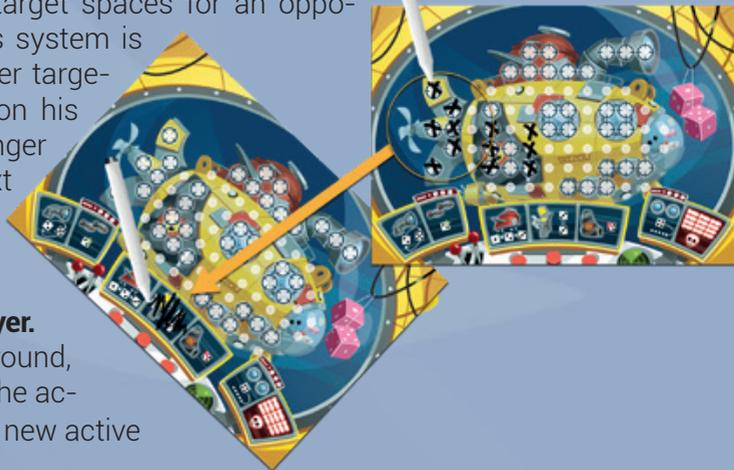
Phase 4. New active player.
At the end of the game round, the player to the left of the active player becomes the new active player and rolls the dice.

GAME END

The game ends **at the end of a game round** if either of the following events occurs:

1. Submarine destroyed : if any player has defeated his opponent's submarine by destroying all its vital systems, this player wins the game!

2. Spare torpedoes depleted: if any player has used up all of his spare torpedoes and another miss occurs, the "death" space is filled in and the game ends. This player is eliminated from the game, even if his opponent's submarine was destroyed during this round. All other players then add up the number of hits and their spare torpedoes remaining. The player with the highest total is the winner!

If the two events occur during the same round for two different players, the player who destroyed his opponent's submarine is the winner.

Tie breaker (for either scenario): the player with the most spare torpedoes remaining is the winner. If there is still a tie, the winning players share the victory.

How to play ?

In a solo game of Torpedo Dice, the solo dashboard at the top left of the player board (**Mission side**) is used to represent an AI opponent. For each round, roll two dice and follow the first 3 phases of a classic round (Choose a die, Modify, and Shoot/Activate a system).

During the Shoot phase, if you destroy a vital system of the AI's submarine, you must cross out an explosion space on the opponent's dashboard.

After the Shoot phase, a new phase occurs: your opponent fires a shot ! The remaining die that you didn't draft determines which of your systems will be targeted by your opponent. A shot is fired at this system and you must cross out one of the available spaces underneath it on the opponent's dashboard.

If the last available space of the targeted system is crossed out, that system is destroyed. You must therefore cross it off **on your enemy's dashboard and on your submarine's dashboard**. You cannot use it for the rest of the game. It can no longer be used or activated.

If the targeted system is already destroyed, there are two possibilities:

• If you just filled in an explosion space, the shot is a miss and nothing happens.

• Otherwise, your opponent chooses a different system to target. Follow the arrow to the next available system, then cross out one of the spaces underneath it. Note: this is the only way the Propeller can be targeted.

Game end

After the end of a round, if you have destroyed your opponent's final system, you win! Fill in the victory space and celebrate 🏆. If you depleted your spare torpedoes, or your opponent destroys your final system, you lose. Better luck next time!

Optional scoring :
In case of victory, you can score your victory as follows:

• **+10 points** for each of your remaining systems
• **+5 points** for each remaining torpedo

⭐	⭐⭐	⭐⭐⭐
Lieutenant	**Captain**	**Admiral**
25 points or less	*30 to 40 points*	*45 points or more*