

# Double Dash!

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## Goal of the Game

The goal of the game is to capture all of the opponent's pieces on the board.

## Setup

Each player will place ten pieces on the game board (whatever you decide the pieces are is up to the players, so long as they fit on a single square) on the colored spaces at each player's side of the board. Each player will then roll one die. The player who rolled the higher number will take the first turn.

## Rules

1. Each player will roll one die on their first turn. Every turn from then on is done with two dice.
2. Players can only move a piece using the number from one die. A piece can move up, down, left, right or diagonally. However, a piece can't change directions in a single turn (you can't move a piece 2 spaces left and then 2 spaces up, only 4 spaces in one of those directions).
3. When players roll the dice, each die represents one move for one piece. A player can't move one piece using both the numbers from the dice. The player can, however, use each die to move a different piece. If you roll a 1 and a 3, you can move one piece 1 space and another piece 3 spaces.
4. If a player rolls two of the same number (Two 1's, two 2's etc.), they may use both of those moves on a single pawn (ex. You roll two 3's. You can move a single piece 6 spaces in one direction **OR** 3 spaces in one direction and 3 spaces in another direction).
5. Players can't move on or past a black space. If a player rolled a number that would put the piece on or past a black space, that piece will instead stop in front of the black space.
6. Players can't move past their opponent's piece (e.g. going "through" them) but they can go through their own pieces.
7. To capture an opponent's piece, the player must roll the exact number of units to be able to reach the space the opponent's piece is on in a single turn (if an opponent's piece is 3 units away, the player must roll a 3 to be able to destroy the opponent's piece). A captured piece is removed from play until the start of a new game.

## End condition

The game ends when one player loses all their pieces on the board. The person with pieces remaining on the board wins.

