



*Take to the sky commanding squadrons of bi-planes in this exciting head-to-head aerial combat dice game! Sharpen your aim as your competitors dodge your attack. Call up your flying Aces to take down your opponent's planes and claim victory!*

## CONTENTS

40 total dice

16 Aces Dice (grey, blue, white, red)

16 Rookie Dice (grey, blue, white, red)

4 Hit Dice (black)

4 Evade Dice (yellow)

Players: 2 to 4

Duration: 15-20 min

Each game

Ages: 14+

## DICE SYMBOLS (ICONS)

*Hit Dice* - There are 4 Hit Dice and all 4 dice have the same layout: 4 sides with a Hit symbol and 2 sides that are blank.



*Evade Dice* - There are 4 Evade Dice and all 4 dice have the same layout: 2 sides with an Evade symbol and 4 sides that are blank.



*Rookie Dice* - There are four colors of Rookie dice and all 4 dice of a color have the same layouts.



*Aces Dice* – There are four types of Aces dice labeled “A1”, “A2”, “A3”, and “A4” for each color. Each Aces type has a different symbol layout.



## Squadron Dice Overview

Squadron Dice is a fast moving dice game where players can play 2 different games with the same dice; Dogfight or Flying Aces.

In both games, if the player rolls a dice and a Re-roll symbol comes up, immediately re-roll that die and then continue play. The Evade symbol has different meanings in each game. Bi-planes will be counted in both games.

## DOG FIGHT

Dogfight is a fast moving dice game where players roll dice to gain “position” over other players. The highest positioned player rolls the Hit dice and the lowest positioned player rolls the Evade dice.

Players count the number of Hit and Evade symbols and if the number of Hits outnumber the Evades, the lowest positioned player loses one of their Rookie dice to the winning player and then replaces the Rookie dice with an Ace’s Die. If you lose an Evade roll and have no Ace’s Die to replace a lost die, you are eliminated from the game. Play continues until all but one player is eliminated.

### Dogfight Game Setup:

- Place the 4 black Hit dice and the 4 yellow Evade dice in the center of the table
- Players select a color then collect all 8 dice of that color.
- Players line up their 4 Aces dice in a vertical row on the table to their left, called the Airfield.
- Players pick up their 4 Rookie dice (Starting Squadron).

As the game progresses, Rookie dice are removed from the game and Aces dice are added to the player’s Squadron.

### Dogfight Game Turn

Dogfight is played over a series of turns with each turn having four steps. Repeat the steps below until a winner is victorious and all other players are eliminated!

1. *Position Roll* – (All players roll at the same time)
  - a. All players pick up and roll their four Squadron dice
  - b. Re-roll any dice with a re-roll symbol.
  - c. Each player counts and calls out their total number of bi-planes rolled.
2. *Determine Highest and Lowest Position*
  - a. A player’s position is determined by counting and comparing the highest number of bi-planes rolled versus the lowest number of bi-planes rolled.
    - a. Ties for the highest position - Begin a new game turn.
    - b. Ties for the lowest position - The highest positioned player chooses who will roll to evade from the tied lowest positioned players.

3. *Hit Roll and Evade Roll (All dice rolled at the same time)*
  - a. Highest positioned player rolls all four Hit dice and then calls out the total Hit symbols rolled.
  - b. Lowest positioned player rolls all four Evade dice, adds any Evade symbols from their previous Position roll (Squadron), and then calls out the total Evade symbols rolled.
4. *Resolve*
  - a. If the total number of Evade symbols to equal to or greater than number of Hit symbols, then the player does not lose a Rookie Die. Start a new game turn.
  - b. If the total number of Hit symbols is greater than the total number of Evade symbols, then the player who rolled the Evade dice removes one Rookie die from their Squadron and gives to the player who rolled the Hit dice. Then the player replaces the Rookie die with one Aces die from their Airfield.

#### **Dogfight - Winning the Game:**

The object of the game is to eliminate all other players. A player is eliminated from the game when a player cannot replace a Rookie die with an Aces die after a loss on an Evade roll. When all other players have been eliminated from the game, you win!

## **FLYING ACES**

Flying Aces is game where players try to roll more bi-planes than the other players each game turn. Score is kept track using the Ace Dice. A player wins they game once they remove all four of their Aces dice from their Squadron.

#### **Flying Aces - Game Setup**

- Place the Hit and Evade dice off the side of the table as they are not used.
- Players select a color and then pick up all 8 of their colored dice (Squadron)

#### **Flying Aces – Game Turn**

Flying Aces is played over a series of turns with each turn having four steps. Repeat the steps until a winner is victorious!

1. **1<sup>st</sup> Roll** - All players roll all of the their Squadron of dice (all 8 dice)
  - a. If a die is rolled with an Evade symbol in the Flying Aces game, this means the die is out of play this game turn (propeller problems).
  - b. On the next game turn, the evade die can be used again.
2. **2<sup>nd</sup> Roll** - Players can choose any dice in play (not Evades) and reroll those dice
3. The player who rolled the greatest number of bi-planes wins this turn.
  - a. Scoring is done by removing Aces dice from play. Remove Aces Die in the following order; A1, A2, A3, and A4.
4. Players pick up their remaining dice, not scored Aces, and then repeat the game turn from step 1.

#### **Flying Aces - Winning the Game**

The first player to remove all of their Aces Dice wins the game.

#### **CREDITS**

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