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!

Game Overview

Squadron Dice 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. If the Hits outnumber the Evades, the lowest positioned player gives one of their Rookie dice to the winning player and then replace 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.

Contents: 40 total dice
16 Aces Dice (green, blue, white, red)
16 Rookie Dice (green, blue, white, red)
4 Hit Dice (black)
4 Evade Dice (yellow)

Players: 2 to 4

Duration: 15-20 min

Ages: 14+

Game Setup:

- Separate all dice by color
- Place the 4 black Hit dice and the 4 yellow Evade dice in the center of the table
- Players select a color then collect their 8 colored dice.
- Players separate their colored dice into two groups, group of 4 Aces dice and group of 4 Rookie dice.
- Players line up their 4 Aces dice in a vertical row on the table to their left (Airfield).
- Players pick up their 4 Rookie dice (starting Squadron)
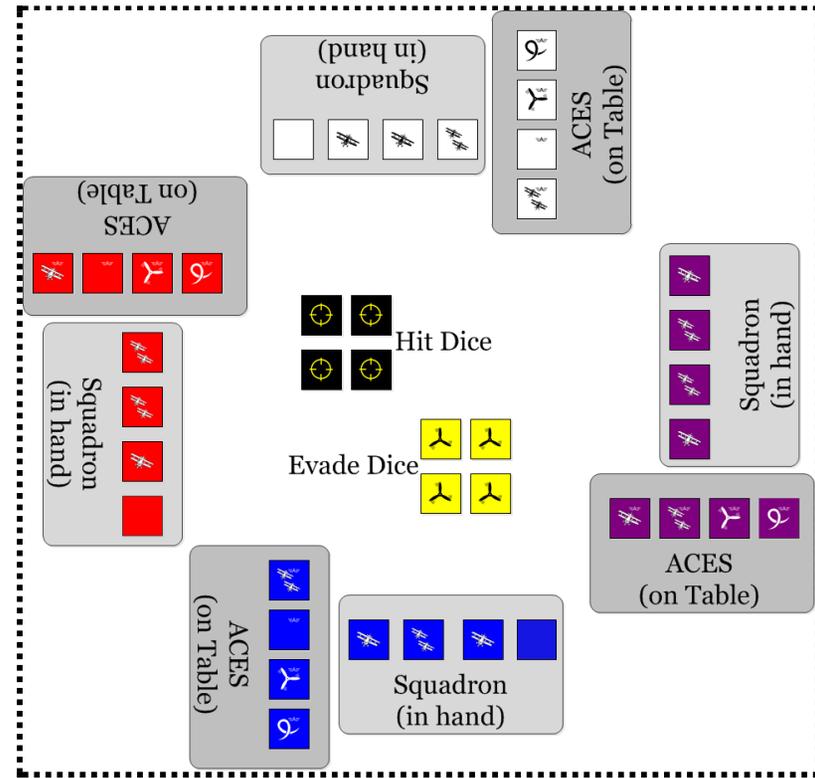
Note: The four dice in a player's hand is their Squadron. All players begin the game with four Rookie dice in their Squadron. As the game progresses, Rookie dice are removed from the game and Aces dice are added into a player's Squadron.

Symbols

| Hit | Evade | Two Bi-planes | One Bi-plane | Evade* | Re-roll** |

*Evade Symbol – Add this symbol to your total Evade roll if you are in the lowest position.
**Re-roll – This symbol allows you to roll that dice again (repeat).

Game Turn

Squadron Dice is played over a series of turns with each round having four steps. Repeat until a winner is victorious!

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 number of highest bi-planes rolled versus the lowest number of bi-planes rolled.
   b. Ties for the highest position - Begin a new game turn.
   c. Ties for the lowest position - The highest positioned player chooses who will roll to evade, from the 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 then counts and calls out the total Hit symbols rolled.
   b. Lowest positioned player rolls all four Evade dice then counts and calls out total Evade symbols rolled, then adds any Evade symbols from their Squadron roll.

4. Resolve
   a. If the total number of Evade symbols equal or outnumber the number of Hit symbols, then the player does not lose a Rookie Die. Starter a new game turn.
   b. If the total number of Hit symbols outnumber the total number of Evade symbols, then the player who rolled the Evade dice removes one Rookie die from their Squadron Dice giving it to the player who rolled the hit dice. Then the player replaces the rookie die with one Aces die from their airfield.

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!

FAQ(s)

Q. What happens if I re-roll a die with a re-roll symbol and the re-roll symbol comes up again?
A. Re-roll the dice again until the re-roll symbol does not come up.

Q. What do I do with Rookie dice when they are removed from my Squadron?
A. Give the Rookie dice to the player who won the Hit Roll.

Q. Can I save a die with an Evade symbol from a previous Squadron roll?
A. No. You roll all 4 of your Squadron Dice each game turn.

Q. Can someone join a game in progress?
A. No, but the game plays quickly. Your friends will not need to wait long to join the next game.

Credits

Original Game Design: Charlie Sinning
Game Development: Charlie Sinning, Michael Warth, Craig Blythe
Editing: Kimberly Sinning and Vicki Prichard
Graphic Design: Charlie Sinning and Michael Warth
Publisher: Flatworks Gaming, LLC
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