



Dueling Dice

A game designed to have some luck and be challenging.

Time to Play	Complexity		
	Low	Med	High
Quick (5 to 20 min)			
Average (20 to 35 min)			X
Long (35+ min)			

Objective

The goal of Dueling Dice is to be the first player or team to score at least 10 points.

Players

2 players; 4 or more players on two teams.

Components

- 4 – Blue Cups
- 4 – Red Cups
- 4 – Green Cups
- 4 – Yellow Cups
- 2 – Silver Cups (*used as dice shakers*)
- 8 – Mini Poker Chips
- 8 – Multi-colored Dice

Throw Rule

Cups are at the back edge of the table. As a result, players can throw from the opposite edge of the table (body touching the edge when throwing).

Filling the Cups

We recommend using the cups just to shoot at and NOT to drink from. Also, we recommend filling the cups with water about 1/3 of the way full.

Please use your own personal drinkware so as to avoid the exposure to any transmittable viruses that sharing cups could potentially introduce (such as COVID-19 or the common cold).

Definitions

Turn - When each player or each player on a team has had an opportunity to have one throw. Note: A turn may be more than one throw; but, only in games where a custom die may be involved.

Round - When each player or team has completed their turns.

Team – Consists of two or more players.

Set-up

Take the blue, red, green and yellow cups and set them up to match the layout in Diagram 1.1 and Diagram 1.2.

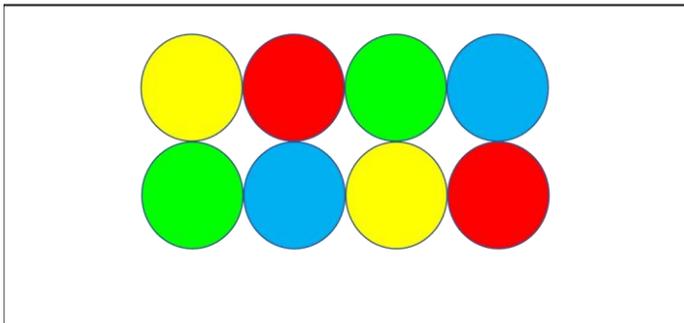


Diagram 1.1

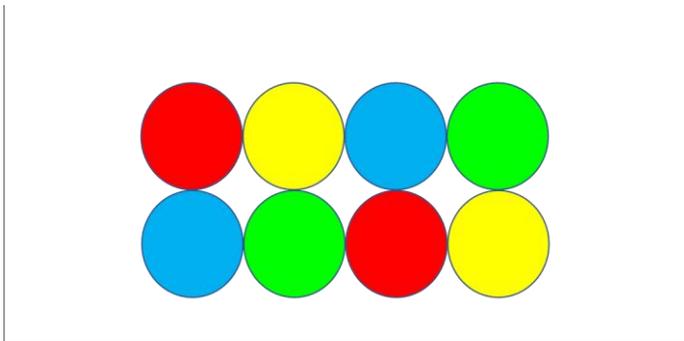


Diagram 1.2

Note: The back row of cups needs to be within a couple of inches from the back edge of the table.

Once the cups have been set-up, each player will get one silver cup (used as a dice shaker) and a set of 4 multi-colored dice – one of each color. As well as a set of 4 mini poker chips – one of each color.

After the cups are set-up and each player or team has their silver cup, dice and mini poker chips, setup is complete.

Winning the Game

The first player to reach 10 or more points wins the game.

Starting The Game

Each player can roll one of the mini dice to determine who starts (higher number rolled starts).

The player rolling the high number starts the game. Each player or team gets one turn to throw a ping pong ball into any one of the blue, yellow, red or green cups in either of the two rows.

If a cup is made the duel begins.

Refer to the **Number of Dice Used in a Duel** section to determine if 1, 2, 3 or 4 dice are used in a duel.

After determining the number of dice to use for both players or teams, refer to the **Dueling Dice (Winning a Made Cup)** section to determine if the shooting player or team wins or the opposing player or team successfully defends (and prevents the cup from being won).

After each player has completed their turn, the first round is over.

The Second Round and Beyond

The player order from round one is maintained for the second round and beyond.

Play continues until one player or team has reached 10 or more points (refer to the **How Points are Scored** section) which means the player or team has won the game.

Note: As cups are made and won in a row, the number of dice used in a duel adjusts (refer to the **Number of Dice Used in a Duel** section for more details).

Continue to refer to the **Dueling Dice (Winning a Made Cup)** section to determine who wins each duel. Game ends when the first player or team reaches 10 or more points.

How Points are Scored

Each made and won cup is worth 1 point.

A set of the same made and won color cups earns the matching color mini poker chip which is worth 2 points.

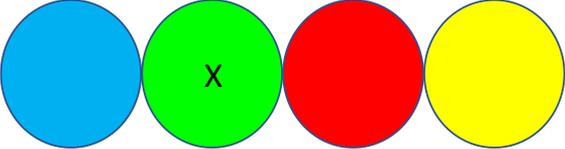
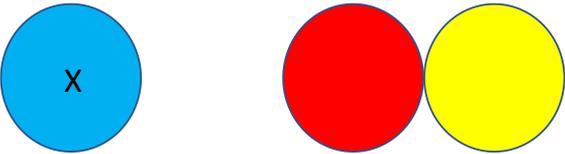
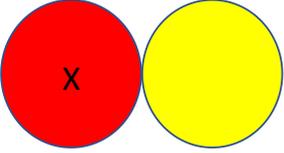
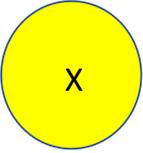
For example, a player or team makes and wins a BLUE cup worth 1 point. Later in another turn the player or team makes and wins the remaining BLUE cup worth 1 point. As a result of making and winning both BLUE cups, the player or team places their BLUE mini poker chip on the table which is worth 2 points. When you add up the points it will equal 4 points. One point for each cup and 2 points for the mini poker chip.

Number of Dice Used in a Duel

When a ping pong ball is made into a cup, the cup is not removed until the player or team making the cup wins the duel. The number of dice used in a duel is determined based on the number of cups in a row.

Refer to the following table for dice counts:

Examples for one row of cups.

	# of Dice 4
	# of Dice 3
	# of Dice 2
	# of Dice 1

Note: The “X” indicates the made cup and is an example for illustration purposes only.

Note: The number to the right indicates the number of dice to use in a duel which corresponds to the number of remaining cups in the row.

The defending player or team will use the same number of dice to defend as the player or team attempting to win the made cup.

Dueling Dice (Winning a Made Cup)

When a ping pong ball is made into a cup, the cup is not removed until the player or team making the cup wins the duel.

Refer to the **Number of Dice Used in a Duel** section to determine the number of dice to use.

In a duel, both players or teams use the same number of dice. The higher roll wins. If the player or team

that made the cup wins the duel, they are now able to remove the cup and get 1 point. Refer to the **How Points are Scored** section for details on scoring.

When the defending player or team has the higher roll or ties, they have successfully blocked the removal of the cup and the cup stays (is not removed). For the player or team who made the cup, their turn ends.

Whether its 1, 2, 3 or 4 dice used for a duel, both players or teams use the same number of dice. The following are the winning orders to determine who has the higher roll (the winning roll).

4 Dice Ranking for Winning a Duel

Straight

- #1) 3-4-5-6
- #2) 2-3-4-5
- #3) 1-2-3-4

4 of a kind

- #4) 6-6-6-6
- #5) 5-5-5-5
- #6) 4-4-4-4
- #7) 3-3-3-3
- #8) 2-2-2-2
- #9) 1-1-1-1

3 of a kind

- #10) 6-6-6
- #11) 5-5-5
- #12) 4-4-4
- #13) 3-3-3
- #14) 2-2-2
- #15) 1-1-1

Pair*

- #16) 6-6
- #17) 5-5
- #18) 4-4
- #19) 3-3
- #20) 2-2
- #21) 1-1

High Die*

- #22) 6
- #23) 5
- #24) 4
- #25) 3
- #26) 2
- #27) 1

Pair

- #1) 6-6
- #2) 5-5
- #3) 4-4
- #4) 3-3
- #5) 2-2
- #6) 1-1

3 Dice Ranking for Winning a Duel

Straight

- #1) 4-5-6
- #2) 3-4-5
- #3) 2-3-4
- #4) 1-2-3

3 of a kind

- #5) 6-6-6
- #6) 5-5-5
- #7) 4-4-4
- #8) 3-3-3
- #9) 2-2-2
- #10) 1-1-1

Pair*

- #11) 6-6
- #12) 5-5
- #13) 4-4
- #14) 3-3
- #15) 2-2
- #16) 1-1

High Die*

- #17) 6
- #18) 5
- #19) 4
- #20) 3
- #21) 2
- #22) 1

High Die*

- #7) 6
- #8) 5
- #9) 4
- #10) 3
- #11) 2
- #12) 1

1 Die Ranking for Winning a Duel

High Die

- #1) 6
- #2) 5
- #3) 4
- #4) 3
- #5) 2
- #6) 1

* Note: For Pairs and High Die, if there is a tie, players will use the next highest die as a tie breaker (if there is an extra die). If still tied, the duel ends in a tie. Whenever there is a tie, the defending player or team wins.

Alternate Rules

For any War Pong game, players are always welcome to create variations in game play.

There are two rules for variations in Game Play:

1. The changes have to be communicated before the game starts.
2. Both players or teams must agree in advance to the changes in game play.

2 Dice Ranking for Winning a Duel

Credits

The following people made this game possible.

Game Concept: Scott Smith

Game Testing: Scott Smith
Greg Lauckner

Legal

Dueling Dice is ©2022 War Pong, LLC. All rights reserved.

Find Out More

For more information about this game or any of our other great games, check out our website at:

www.warpong.com/game directions