

picadice™

Instructions



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Introduction

Picadice is a board game for 2 – 4 players (age 8+). When played with more than two players, allies are quickly found and betrayed in every game. A four player game is often played as a doubles game with two teams of two players that forge alliances in advance. When playing doubles, partners play on the same side of the board. Only one player in the partnership needs to fill their grid to win the game for their team.

Picadice components

Game board

The game board is divided into 5 areas. Each of the four corners contain a 4 x 5 'grid' of circles. Each player will choose one grid that they will try to fill with counters to win the game. The colours at the side of the grid indicate the colour of the counters to be placed on each row. The six central coloured circles make up the 'nest'. The nest is used to store discarded counters and may be raided by a player on their turn instead of rolling the dice.

Three coloured dice

The dice have five solid coloured sides that match the colours of the rows on the player's grid and a striped black and white side that is our sneaky thief – the picabird.

Bag containing 100 coloured counters (20 of each colour)

The colour counters match the solid colours of the dice and are placed on the corresponding coloured row of a player's grid or discarded to their coloured circle in the nest during the game.

Four striped black and white counters

The striped black and white counters are the picabirds and these can only be placed in the nest when discarded by a player from a dice roll.

Game play

Objective

The aim of Picadice is to fill your grid on the board with counters before anyone else.

Starting the game

Each player claims one grid of circles on a corner of the game board. The players decide who goes first and the first to play will roll the dice as the nest is empty. Subsequent play is passed to the player on their left after each turn.

The turn

Each turn begins with the choice of **EITHER Rolling the dice** **OR Raiding the nest.**

Rolling the dice

OR

Raiding the nest

Rolling the dice

Roll all three dice. A player may then select all the dice of one rolled colour or all the rolled picabird(s) to play. The balance will be discarded.

The play

If a player chooses a colour to play, they take the matching counters from the bag and place them on their grid, following **Rule 1.**

When a player chooses the picabird(s) to play, the player uses them to loot counters from one other player, following **Rule 2.**

The discard

For each dice that has not been used to play, the player takes the matching counters from the bag and places them in the nest following **Rule 3.**

The bonus

If a player rolls three dice of the same colour or three picabirds, the player continues to complete their current turn and then gets another turn immediately.

Raiding the nest

The player loots all the counters of a single colour or all the picabirds from the nest.

The player places all the looted coloured counters on their grid, following **Rule 1.**

If a player chooses the picabird(s) to play, the player uses them to loot counters from one other player, following **Rule 2.**

The player then returns all the picabird counters to the bag.

Ending the game

The game ends when one player fills their grid with counters. However, a game cannot be won by using a picabird to steal the last counter. **(Rule 2D)**

Rules

Rule 1 – Placing counters on the grid

- A. Counters must all be placed beside each other on the same row without leaving any gaps.
- B. Players must use all the counters of the selected colour. Players cannot use some of their coloured counters to fill their row and discard others.

Rule 2 – Looting with the picabird

- A. All the counters being looted must be taken from beside each other on the same colour row without any gaps between them.
- B. All of the picabird(s) must be used together to loot counters from one other player.
- C. Stolen counters are then used to either populate the player's grid, following **Rule 1** or discarded to the nest, following **Rule 3**.
- D. A counter that has been looted from another player, can never be used to win the game and cannot fill the final vacant space on a player's grid.

Rule 3 – Discarding to the nest

- A. The counters are placed in the nest according to their colour.
- B. There is a maximum of four counters of each colour in the nest at any one time. If the nest accumulates more than four counters of the same colour, four counters are removed from that colour and the balance remains.

Optional – Match play

A number of games are played until one player or team wins the match by scoring five points.

The player who has completed the least number of columns determines the winning score of each game. The winner is given one point for every column this player has failed to complete.

Example gameplay

Here are some examples of Picadice gameplay that demonstrate the rules in action.

Player 1 to play



Option 1 – Raiding the nest

The three picabirds cannot be selected because the player cannot use them to steal from player 2. **(Rule 2A)**

The single orange cannot be selected because there is no room to place the counter on the player's orange row.

The two blue cannot be selected because they cannot be placed beside each other on the blue row. **(Rule 1A)**

Similarly the three yellow or four green can't be selected. Therefore player 1 must roll the dice.

Option 2 – Rolling the dice



All the dice can be discarded to the nest after any roll but this time the player rolls a lucky triple and takes three green counters and places them on their grid, filling the green row.



The player immediately gets a bonus turn for rolling three of the same dice.

Player 1 bonus turn

Option 1 – Raiding the nest

The player still cannot take anything from the nest so must roll the dice again.

Option 2 – Rolling the dice



Again all the dice could be discarded to the nest but the player has made another good roll of two picabirds and one green.

The player can only play both picabirds and discard the green to the nest as their green row is already filled.

The player could use the picabirds to steal the two blue counters, but they would have to place them on the nest because they cannot place them on their grid. **(Rule 1A)**

The yellow cannot be taken because there is only one yellow and there are two picabirds to be played. **(Rule 2B)**

The player decides to use the two picabirds to steal the two red counters from their opponent.

Rule 2C. allows for the placement of stolen counters in the nest but in this case the player decides the best place to put the two stolen red counters on their grid following **Rule 1A.**

The Discard

The green dice from the roll must now be discarded to the nest. When the green is added to the nest, the total number of greens in the nest would become five, but this is not allowed under **Rule 3B.**

Four counters are then removed from the green circle leaving one remaining.

After Bonus



The turn is now complete and the play is passed to player 2.

Player 2 to play

Option 1 – Raid the nest

Player 2 can raid any circle in the nest as every option is available to them.

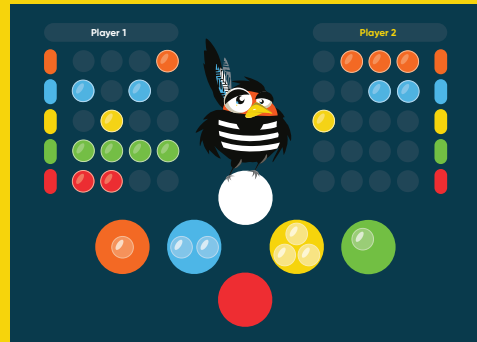
In this case, the preferred option is raiding the three picabirds from the nest and using them to steal three orange counters from player 1. **(Rule 2)**

The stolen orange counters are then placed beside each other on the orange row of the players grid. (**Rule 1**)

The rules also allows for stolen counters to be placed in the nest if the player wishes.

Option 2 – Roll the dice

Rolling the dice is always an option in every turn, however raiding from the nest was the chosen option in this turn.



Winning the game

Player 1 to play



Player 1 must roll the dice as they can't take anything from the nest.

The dice roll



Player 1 cannot use the picabird to steal a yellow counter from player 2 and then use it to fill their final place on their grid **Rule 2D**.

However they can use the picabird to steal from player 2 and the stolen counter can be placed in the nest **Rule 2C**.

The player uses the picabird to steal the yellow in the first column from player 2 and places it in the nest, bringing the total to four yellow in the nest.

The remaining red and blue are discarded to the nest as usual.

Play continues until one player fills their grid by either raiding the nest or rolling the dice to get the final counters they need to win.

Match play

Optional match play rules

Match play adds to the competitive nature of Picadice and will certainly influence your tactics.

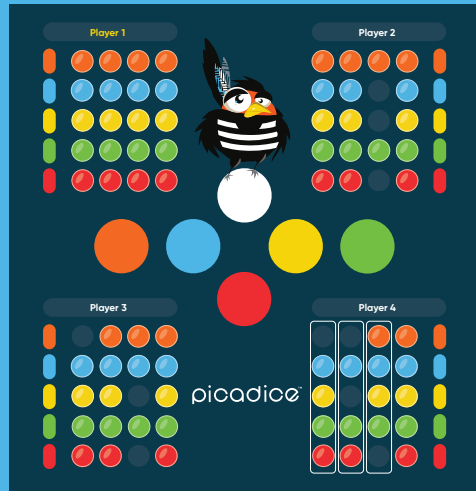
A number of games are played until one player or team wins the match by scoring five points.

The player who has completed the least number of columns determines the winning score of each game. The winner is given one point for every column this player has failed to complete.

Match play example scoring

In this example, player 1 wins as they have completed their grid.

Player 4 has only completed one column so player 1 scores three points – one point for each column player 4 has failed to complete.



Reminder

When **placing** or **removing counters** from a player's grid, the counters must be kept beside each other and cannot be split by either gaps or other counters in that row.

A counter that has been looted from another player, can never be used to win the game and cannot fill the final vacant space on a player's grid.

