¡LUCHACABRA!™
ACOUSTIC GAMES

Conversion

Equipment

You'll need a chessboard and a set of uniformly colored six-sided dice. Plastic cases of 36 12mm dice are sold in most game shops. Two cases are more than enough dice for one player.

Setup

At the beginning of a game, roll five dice. This collection of dice is called a "hand." The first player, chosen at random, places one of their dice on the board, the next player places one of their dice, the next player does the same, and so on. When a player runs out of dice, on their next turn they roll a new hand.

Promotion

If you place a die next to one of your own, either diagonally or orthogonally, the die that was already on the board is raised by 1. For

STUFF YOU NEED TO PLAY THIS GAME:

	A CHESS BOARD
	SIX-SIDED DICE

COMMENTARY

Most gamers have dice. Lots of dice. Far more than they use for any one game and usually, more six-sided dice than anything else. With my odd compulsion to test the game possibilities of innocuous household objects, I thought it would be neat to create a board game where dice themselves were the game pieces. This would likely require lots of uniformly colored dice, but I figure most gamers have at least one of those plastic cases

MY YAHOO!

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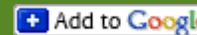
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example, if you were to place a 3 next to a 1 and a 4, they would be promoted to a 2 and a 5, respectively. No die can be promoted to a value above 6.
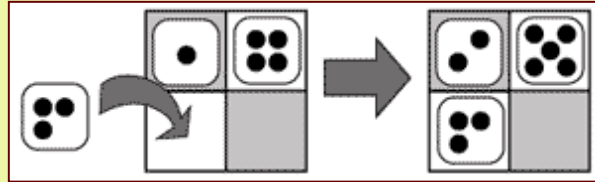
Conversion

You may also convert an opponent's dice into your own by placing a die of higher value next to them. This also promotes the converted die by one increment. For example, if you were to place a 3 next to an opponent's 1 and 4, the 1 would be converted to one of your dice and promoted to a 2. The 4 would remain unchanged because your 3 is too low to convert it.
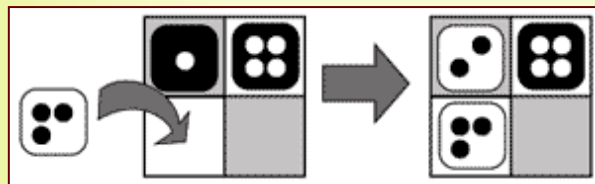
Victory Conditions

The game ends when there are no more open spaces left on the board.

There are a number of win conditions that you may choose from:

of 12mm dice. This game can be played with many players, which makes it optimal for passing time before an RPG session begins (and when there would be the most dice on hand.)

The basic idea of this game seemed too simple to not have been done before and sure enough, I found Proximity, an addictive Flash board game that essentially uses d20s on a hex map. There are subtle differences between this game and that one, however. Essentially, this is a basic mechanic for a board game with a plethora of options and variables that change the nature of the game. Read and see for yourself.

High Score

This is the default win condition. Add up all your dice on the board. Whoever has the highest score wins.

Most Territory

Whoever has the most dice on the board wins. Usually, whoever has the highest score will also have the most territory, making this victory condition kind of redundant. However, if you're using the endless conversion option (see below) that may not be the case and this would be a more accurate score of who played the game best.

Tall Score

Divide total value by total spaces. Whoever has the highest score wins.

Wide Score

Divide total value by total spaces. The lowest score wins.

Largest Continuous Mass

The player with the largest continuous area of captured territory is the winner.

Options

Endless Conversion

This is a more strict conversion system, but allows for endless conversion, meaning you can't be certain that your 6s will always be safely in your posession. In Endless Conversion, you can only convert a die if yours is one increment higher,

with 6s looping back to 1s. Here's the full system:

Placing a 1 converts a n adjacent 6 to a 1

Placing a 2 converts an adjacent 1 to a 2

Placing a 3 converts an adjacent 2 to a 3

Placing a 4 converts an adjacent 3 to a 4

Placing a 5 converts an adjacent 4 to a 5

Placing a 6 converts an adjacent 5 to a 6

Dice Shortage

If you don't have enough dice of one color to use in the game, you can use the following methods to distinguish your

dice from your opponent's.

• Turn your dice perpendicular to the board instead of parallel.

• Place coins or checkers underneath your dice.

• Use d8s, d10s, or d12s. d20s have a tendency to roll around a bit much.

* Use a dice of mixed colors, making sure no opponent is the same colors.

Holes

To vary the terrain, roll two eight-sided dice to determine x,y coordinates of spaces on the chess board. Those spaces

are holes in the board and cannot have dice placed on them.

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