

CHASE

by Tom Kruszewski

INTRODUCTION/OVERVIEW

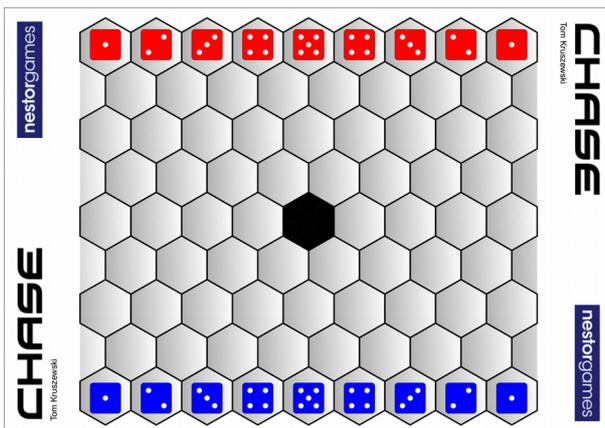
CHASE is a strategy game for 2 players that uses dice as playing pieces, but the dice are never rolled. Instead, a die's value shows the speed of that piece. Capture an enemy piece by landing on it by exact count. When a piece is captured, its speed must be absorbed by its surviving teammates so that the team's total speed of 25 is maintained. When you are down to 4 dice, you will no longer be able to do this, and will lose the game.

COMPONENTS

- An 81-hex gameboard; its center space is called the **fission chamber**.
- 10 red dice.
- 10 blue dice.
- Carrying case

SETUP

One player plays blue and goes first; the other plays red. Place the gameboard between you with a CHASE logo to each player's left, then set up your dice as depicted below (keep your 10th die nearby):



GAMEPLAY

(most **bold terms** are detailed further below)

On your turn, you must **either** make two of your adjacent dice **transfer speed**, **or move** one of your dice according to the following rules:

- It **must** move its full **speed** (the pips on top of it).
- It **must** move in a straight "orthogonal" line (through the hex sides, not the corners), in any of the 6 directions.
- It **cannot** move through a space with a die in it.
- It **cannot** move through the fission chamber.
- It **can wrap around** the left/right side of the board.
- It **can ricochet** off the near/far edge of the board.
- It **can** end its move in a space with an enemy die to **capture** the enemy die.
- It **can** end its move in a space with a friendly die to **bump** it. Bumping can always, in turn, result in a capture or another bump.
- It **can** end its move in the fission chamber to **split**.

TRANSFER SPEED

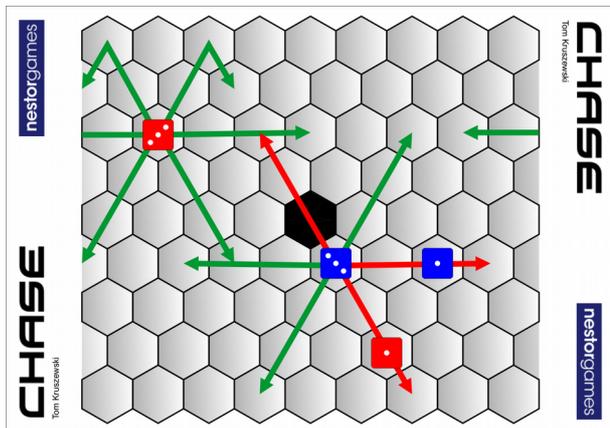
Transfer 1 or more speed from one of your dice to another one of your dice that is adjacent to it, as long as neither die would go below 1 or above 6 speed.

WRAP AROUND

The layout of the board is as if it were on a cylinder, such that the left and right edges of the board are connected. A hex on the left is adjacent to the same-row hex on the right. A half hex on the left is the same space as the same-row half hex on the right. A die in a half hex is considered to be in both halves of that hex.

RICOCLET

A die moving to the near or far edge with more speed than it takes to reach the edge will reflect off the edge (angle of incidence equals angle of reflection) and continue its move.



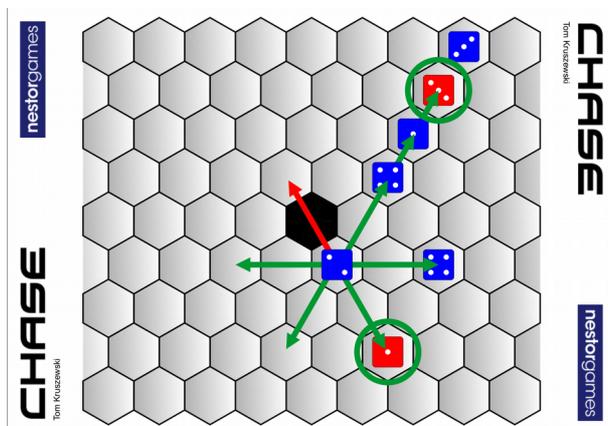
The blue 3 can **move** through neither the fission chamber nor other dice (red arrows). The red 3 can **ricochet** off the top side and/or wrap around the left.

CAPTURE

When your opponent moves a die by exact count onto a space occupied by one of your dice, your opponent captures that die, removing it from play. The speed from the captured die must be “absorbed” by your slowest die still in play (your choice if there are several tied for slowest), in order to keep your team’s total speed at 25. If that die reaches 6 speed without absorbing all of the speed, repeat the procedure with the difference until the team’s total speed is 25 again.

BUMP

When you move a die by exact count onto a space occupied by one of your dice, you bump the latter die 1 space in the same direction. This bumped die, in turn, may capture or bump a die sitting in its target space. A chain bumps continues until a die captures an enemy die or lands in an empty space. Ricochet applies during bumps. **You cannot bump a die into the fission chamber. A move that would cause this to happen is illegal.**



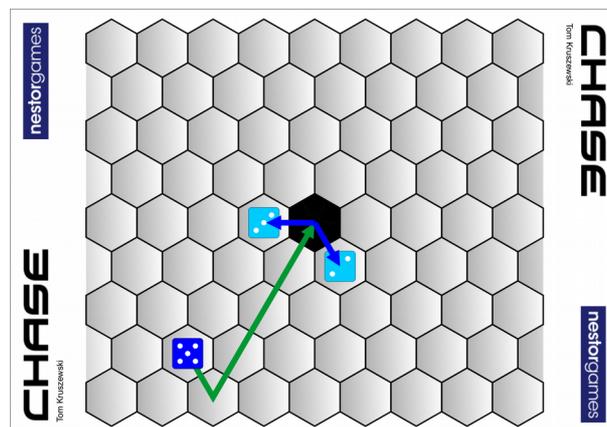
The blue 2 can either **capture** the red 1 down-right of it, or **bump** the blue 4 right of it, or **bump** the blue 4 up-right of it, which would **bump** the blue 1, to **capture** the red 3. The blue 3 would be unaffected.

SPLIT

When you move a die by exact count onto the fission chamber in the middle of the board, it splits into 2 dice half its speed (if possible) and reflects the resulting dice outward 1 space. The 3 paths look a little like a simple, 3-line arrow (see illustration below). If the die landing on the fission chamber is odd, the higher-numbered die always goes in the leftward direction, relative to how the original die entered the fission chamber.

In order to “split” the original die, use either your 10th die or one of your dice that has been captured to be the second “half” of the die. If you have no such “spare” die, or if the original die was a 1, the original die simply emerges unchanged on the leftward path and nothing emerges on the rightward path.

The two “halves” emerging from the fission chamber behave as if they were just bumped. That is to say that each can capture an enemy die in its target space or bump a friendly die in its target space (possibly chaining further bumps).



The blue 5 can **ricochet** off the bottom to **split** in the fission chamber into a 3 to the left and a 2 to the right.

END OF THE GAME

When you are down to 4 dice, you will no longer be able to maintain your team’s total speed of 25, and you lose the game.