

Dice and Dominos Racing



Needed to play

- 2d6 (showing pips for a pure matching game, numbers for counting practice).
- A set of dominoes (which need not be complete).
- A toy car/digger/farm animal/dinosaur per player or player team.

Basic Game

- Any number can play but downtime is proportional to player number.
- Age 2.5+ although the level of engagement with "rules" at the lower end of the age-range is tangential to say the least!

Basic Game Preparation

- Tip the dominoes onto the floor and muddle them up. Lay them out in a loop, end to end, to make the track (with giant dominoes they can actually be the track). Dominoes do NOT need to match, although with older children that could be fun too, but it will delay the start of the game, and you will need to consider each double number as a single position. Alternatively, if you have a track already, lay the dominoes out next to it, evenly spaced (or as many as will fit).

- Decide on a number of laps. Playing time is about a 3 minutes per lap per player; a bit more for early games or with younger children. Don't be afraid to change this number dynamically. If their concentration looks like its waning, wait until they are ahead and then suggest that next person over the finish line wins ;)

- Place the toys next to the double blank, or any other convenient start point.

- Youngest goes first. C'mon, it's a game for toddlers!

Basic Game How to Play

- The winner is the first to complete the agreed number of laps. Other players can continue to play for places (2nd, 3rd etc.).
- On their turn each player rolls both dice
- Move your toy to the first domino with matching pips for one die. Players get to choose which die they use.
e.g. Roll [2] [6]
[[3:2][3:3][0:6][5:4][5:0][1:3][2:4][3:5][4:4][4:0]]
.Toy1

Either

[[3:2][3:3][0:6][5:4][5:0][1:3][2:4][3:5][4:4][4:0]]
.....Toy1

Or

[[3:2][3:3][0:6][5:4][5:0][1:3][2:4][3:5][4:4][4:0]]
.....Toy1

Advanced Rules - Mix and Match as you like.

Boost

When a player rolls a double, they move to the number and then get to re-roll the dice and then move again. This can continue as long as doubles are rolled.

Cut up

Move to the same place as another player. Knock them off the track. Next turn the knocked off player gets to roll just one die.

Slipstream

All the players behind the leader get to roll an extra die. They still have to choose just one.

Rules Arguments

If players disagree about the interpretation of a rule they both roll a die. The opinion of the high roller is followed. This rule remains in place for all players for the rest of the game.

FAQ

On a random domino track, a toy is considered to be at the front of it's matching domino, even if the matching number is at the back. In the example above the move choices shown are correct even if the player previously rolled a [3]. The 2 on the [3:2] domino doesn't count as each domino is considered a single move space.

If a track of matching dominoes is used, then the toy is considered to be level with the centre of the second domino.

e.g.[6]

[[2:3][3:3][3:6][6:4][4:0][0:3][3:4][4:5][5:2][2:0]]
.....Toy1

Design Notes

I designed this game for my son as a very simple roll and move game that actually gives the players tactical choice. Here there is one simple choice per turn. Note that whilst the best choice is obvious to an adult, children will often choose the higher number, so this is one step above the very simplest it could be. As soon as your child "gets" how to decide the best move reliably, it's time for more complex games...

Little Geek Skills Syllabus

- Rolling Dice
- Counting Pips
- Moving a token
- Matching Numbers
- Taking Turns
- Winning/Losing gracefully
- Tactical Choice