

You Cannot

- Move backwards or diagonally.
- Change the value on the top of a die in anyway other than tilting one space at a time.
- Rotate a die to affect the number that it will be after a tilt move.

End of Game

Once one player fully occupies the opponent's base row, the game ends.

Winning

Add the upward-facing numbers of each player's dice that are in the opponent's base row. The highest sum in total wins the game.

Dittle Clash variant

For some faster, elimination-style gameplay try Dittle Clash. You only need to get one die to the other side to win, but watch out! Because when dice clash they get eliminated. This game follows the basic rules of Dittle Battle, but with the following differences:

- A die can only move by tilting, no jumping is allowed.
- If a die ends its move next to an opponent die, the one with the lower value is removed from play.
- If a die ends its turn next to more than one opponent dice, the sum of the opponent dice are used instead of a single die.

- If a die either:

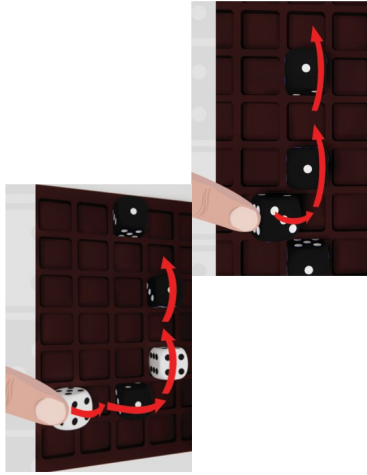
- Clashes with an opposing die with the same upward-facing number or
- Clashes with multiple opposing dice with the same sum of (upward-facing) numbers

Then **all** involved dice are eliminated.

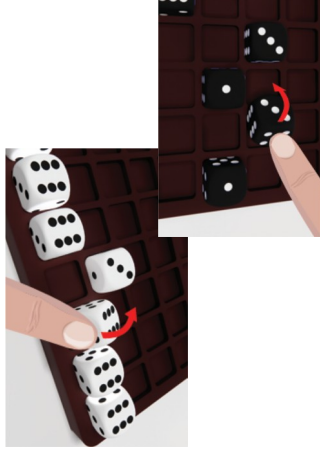
Winning

Unlike the Dittle Dice Battle game, not all dice must reach the opponent's base row.

Once a single die reaches the opponent's base row, the game is over, and the player who reached the other side wins.



Tilt & Jump
A single **tilt** may be followed by any number of legal **jumps**.



A die can be tilted forward or sideways **ONE** position on the board.

Tilt

Players will alternate turns after the successful completion of any of the following moves:

How to Play

Determine who gets to play first.

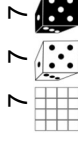
- **Equipment**
 - 7x7 board
 - 7 white dice
 - 7 black dice

Setting Up the Game

Line up each player's 7 dice in the nearest row to the player. This

row serves as the player's base row. All 7 dice must show the #6

facing up and the #3 facing the player.



Dittle Clash

variant

Dice Battle

and

Dittle

These rules have been formatted to print on a letter sized piece of paper and then folded by PocketMod's rules.

You'll notice a lack of fold/cut lines, that's because it always works out best to just fold through step 2 below, then unfold it and refold it long-ways to get the center line.

It can take a little practice, but you'll get it to come out nice.

Folding Instructions

Note: All folds should be to the lines printed on the paper, and not to the actual edges of the page.

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F	1
B	2
6	3
5	4

1. Start with front page at top left

2. Fold in halves

3. Cut at dotted line in center

4. Fold to opposite ends.

5. Fold in half vertically

6. Fold in half horizontally

done. enjoy!