



The Volleyball Dice Game
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Your six dice represent six volleyball players. On your turn, roll the dice up to three times. For each roll, you may use all or some of the dice. When you stop rolling, total the number of Attack icons. Your opponent must roll at least that number of Defend icons, at least one Set icon, and attack back with Attack icons. You must now defend, set, and attack back. Repeat until a player cannot defend, and the opponent wins the rally and earns a point. First player to three points wins.

1

Serve

Begin each rally with a serve. When you serve, you roll all six dice a single time (no re-rolls). The Attack result of your serve is equal to the number of Attack icons. If you get a zero result (i.e. no Attack icons), you served in the net and your opponent gets a point (and the rally ends). Otherwise, pass all six dice to your opponent for serve receive.



Ex: This Attack result is 4.

2

Serve Receive

Your opponent must roll a number of Defend icons equal to or greater than the number of Attack icons from the serve. If she cannot, the you win the rally and get a point. If your opponent gets enough Defend icons, she checks to see if she has at least one Set icon result. If she does, then she counts the number of Attack icons she has and sends the ball back to you (who must defend, repeat). Players cannot block a serve (see below for blocking rules).



Ex: Attack 4, Defend 3, and a Set

3

Rally

Play goes back and forth until a player is unable to defend. When a player is unable to defend (or block, see below), the attacker earns a point, the rally ends, and the attacker serves to start the next rally.

Free Ball

If a player gets zero Set icons and/or gets zero Attack icons, then the player sends over a free ball. In these cases, the opponent does not need to get any Defend icons (and can focus on getting at least one Set icon and a bunch of Attack icons).

4

Blocking

Instead of defending normally, you may block. To block, you defend with Block icons instead of Defend icons. The number of Block icons must equal or exceed the number of Attack icons of your opponent. When you successfully block, you also attack back with an effective attack result equal to the number of Block icons. A player may block a block (this is a joust at the net) or a free ball. Players may not block a serve.



Example
Block 5

5

Example:

You just barely defend against your opponent and fail to roll a Set result (so you send over a free ball). Your opponent takes advantage of this and manages to get one Set icon and an attack result of 6. You make your 3 rolls and manage to roll 6 Block icons. This completely blocks the opponent's attack and attacks back at her with an effective attack value of 6. She must now defend against 6 (or block).

6

Winning the Game:

First player to 3 points wins.

Optional Rule

Setter Dump - If you successfully defended and only made 2 rolls, you may make a setter dump. This means rolled enough Defend icons to equal or exceed your opponent's attack, and you stopped rolling before your final re-roll. When you make a setter dump, your attack result is equal to the number of Set icons you have.

7

Icons

1 2



8