



Playing Instructions / How to Play / Rules

1. Objective

Each player controls a team of 2 players and takes turns being the Raider and Defender.

The Raider enters the opponent's side, collects points, tries to tag a Defender, and must return safely to their own side.

The Defender tries to catch the Raider before the Raider can return safely.

Before starting, choose one of two game formats:

First to N Points: The first player to reach the agreed number of points wins.

N-Round Match: Play for the agreed number of raids/rounds. The player with the most points at the end wins.

A player who loses both pieces is eliminated from the game.

2. Game Setup

Each team has 2 player pieces.

Both pieces begin on their own side of the board.

One player is the Raider and the other player is the Defender.

These roles change during the game as players take turns raiding.

Only one player piece can occupy a square at a time.

Decide which player will make the first raid.



3. Starting the Raid

The Raider chooses one of their two pieces to make the raid.

The Raider rolls the dice and moves their chosen piece according to the number rolled.

The Raider may enter the opponent's side and try to collect points or tag a Defender.

The Defender does not move until the Raider has completed their move.

4. Raider Movement

On the Raider's turn:

Roll the dice.

Move the Raider exactly the number of squares shown on the dice.

The Raider may move up, down, left, or right.

The Raider may change direction during the same move.

The Raider may move forward, backward, or sideways.

The Raider cannot move fewer squares than the number rolled.

The Raider cannot finish on a square occupied by another player.

Diagonal movement is not allowed.

For example, if you roll 5, you must move exactly 5 squares. You could move 2 squares up, 1 square right, 1 square down, and 1 square right.



5. Scoring Zones

The Raider can earn points by moving onto scoring zones.

● Yellow: 1 point

● Orange: 2 bonus points

The points earned during the raid are recorded as the Raider's current raid points.

These points are secured only if the Raider successfully returns to their own side.

6. Defender Movement

After the Raider completes their move, the Defender gets a turn.

The Defender chooses one of their available pieces.

Roll the dice.

Move the chosen Defender exactly the number of squares shown on the dice.

The Defender may move up, down, left, or right and may change direction during the move.

The Defender's objective is to reach the Raider and catch them.

The Defender then waits for the Raider's next move.

The basic sequence is:

Raider rolls → Raider moves → Defender rolls → Defender moves → Raider rolls again



7. Tagging a Defender

If the Raider reaches and tags an opponent's player, the Raider earns:

● 3 points

The Raider adds these 3 points to the current raid score.

After tagging a Defender, the Raider must immediately attempt to return to safety.

The Raider gets one Escape Roll.

8. Raider's Escape After a Tag

After tagging a Defender:

Roll the dice again.

Use the number rolled to move the Raider toward their own side.

The Raider must make it back across the designated safe line.

If the Raider can reach the safe line with the escape roll:

✓ The Raider escapes successfully.

All points earned during the raid are secured.

If the Raider cannot reach the safe line:

- ✗ The Raider is caught.

The Raider piece is permanently eliminated from the game.

The points earned during that raid are not scored.



9. Defender Catches the Raider

If a Defender reaches the Raider and catches them during the normal raid:

The Raider gets one chance to escape.

The Raider rolls the dice.

The Raider uses the roll to try to move away and reach the safe line.

If the Raider successfully escapes:

-  The Raider survives and the raid continues.

If the Raider cannot escape:

-  The Raider is caught and permanently eliminated.

The points earned during that raid are not scored.

10. Eliminated Players

Each player starts with 2 pieces.

When a Raider is caught, that Raider piece is removed from the board.

There is no rule to revive, reactivate, or bring an eliminated piece back into play.

If one of your pieces is eliminated:

- You continue playing with your remaining piece.

If both of your pieces are eliminated:

- You are eliminated from the game.



11. Returning Safely

The Raider's main objective is to cross back over the safe line on their own side.

A successful return ends the raid.

When the Raider returns safely:

All points earned during that raid are added to the player's total score.

The Raider remains in play and can be used in a future raid.

12. Ending a Raid

A raid ends when:

- The Raider successfully returns to their own side.
- The Raider fails an escape roll and is caught.
- The Raider is otherwise eliminated according to the rules.

Once the raid ends, the players switch roles.

The previous Raider becomes the Defender.

The previous Defender becomes the Raider.

The new Raider chooses one of their available pieces and starts the next raid.



13. Scoring Summary

Action	Points
 Reach Yellow	1 point
 Reach Orange	2 bonus points
 Tag a Defender	3 points
 Return safely	Secure all raid points
 Fail an escape	Raid points are lost; Raider is eliminated

Example

- The Raider moves onto a yellow space: +1 point
- The Raider then reaches an orange space: +2 bonus points
- The Raider tags a Defender: +3 points
- Current raid score: $1 + 2 + 3 = 6$ points

The Raider now makes an Escape Roll.

If the Raider reaches the safe line: 6 points are secured.

If the Raider fails to reach safety: The Raider is eliminated and the 6 points are lost.



14. Rounds and Winning the Game

The game is played over 3 rounds.

Each round consists of 2 raids, so both players get one opportunity to be the Raider.

First Raid: Player 1 raids while Player 2 defends.

Second Raid: Player 2 raids while Player 1 defends.

After both raids are completed, the round ends.

After 3 rounds, each player will have completed 3 raids.

At the end of the third round, add up the total points scored by each player.

The player with the most points wins.

Tie

- If the scores are tied after 3 rounds, play one additional round.
- Both players get one raid.
- The player with the higher total score after the extra round wins.

If the score is still tied, continue with additional rounds until there is a winner.

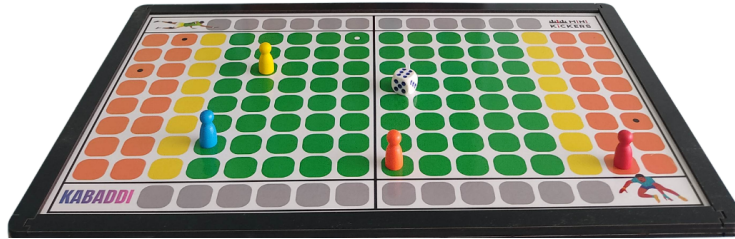
Elimination

- If a player's Raider is caught, that piece is permanently eliminated.
- If one piece is eliminated, the player continues with their remaining piece.

If both pieces are eliminated, that player is eliminated from the game and the other player wins immediately.

In Short

3 Rounds → 2 Raids per Round → 6 Total Raids → 3 Raids per Player → Highest Score Wins.



15. The Basic Strategy

Dice Kabaddi is about balancing scoring opportunities with the risk of being caught.

You can:

- Move toward yellow spaces for points.
- Take a risk to reach orange spaces for bonus points.
- Look for opportunities to tag a Defender.
- Keep enough distance from Defenders to escape.
- Use your two pieces strategically.
- Decide when to push deeper into the opponent's side.
- Choose the right moment to turn back.
- Use your escape roll wisely.
- Protect your remaining piece after one piece has been eliminated.

The basic flow is:

Choose Raider → Roll → Move → Collect points → Defender rolls → Defender moves → Continue the raid → Tag for +3 → Escape Roll → Return safely and score OR get caught and lose the Raider.