

# DiColumns

TM

## A Puzzling Dice Game



### What You'll Need:

- 1 Die
- Pen/Pencil
- Paper

produced by:



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A Puzzling Dice Game

## Thanks for Dropping In

# Introduction



We've all played them. They're addictive. They're challenging. Sometimes they're even frustrating. They're the countless puzzle games that we play on our game systems, computers, and phones that have blocks, or bubbles, or gems dropping from the top of the screen trying to find their same-looking counterparts. They've been around for quite a while now, and we all, at some point, were addicted to one of them.

Well, welcome to your newest addiction: DiColumns. DiColumns is a homage to all of those block-dropping puzzle games that have made our thumbs and minds sore over the years. What makes this game unique, though, is that you can play DiColumns with nothing more than an old fashioned writing utensil, a single six-sided die, and some paper with some cleverly crafter columns on it. That's it.

In this book, you will find rules for the Basic DiColumns game, and some printable DiColumn game boards.

So, read on, enjoy, and most of all, have fun. Oh... and please don't call us if you get addicted. We'll be playing, not answering the phone.

# More A'n'SR Stuff

DiColumns is one of many games created by A'n'SR -entertainments. Some games we give away for free. Some games we charge a few bucks for. All of them are things that we hope you'll be entertained by.

To check out more of our entertainments, visit our website:

[www.AnSR-entertainments.com](http://www.AnSR-entertainments.com)

# About the Authors

A'n'SR -entertainments is a group of friends and family that enjoy genre fiction, games (of all kinds), stories, and just generally being alive. The abbreviation A'n'SR stands for the two main creators in group: Aaron and Stephanie Richardson, a husband and wife team from the St. Louis region of Missouri.

DiColumns is one of A'n'SR's first games that they ever made and had

other people play. It is a small favorite amongst the "family", and they hope you have as much fun playing it as they had making it.

## Legal Disclaimers

DiColumns Version 1.0, 1<sup>st</sup> Printing

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## How to Play...

# DiColumns



DiColumns is a simple game of rolling dice, writing down the numbers rolled, and scoring points. It is part luck, part strategy, and is easy to play over and over again. Everything you need to know on how to play the game is in this chapter. So read on, and get to rollin'!

## Set-up

To play a game of DiColumns, you will need the following items.

- One six-sided die
- A pen or pencil
- A copy of the DiColumn Playing Board (found in the Print2Play chapter of this book)
- A nice flat surface to roll and write on.

## Playing the Game

The object of the game of DiColumns (besides to just have fun) is to get the highest score possible at the end of the game. You get points by having 3 or more numbers of a kind in a row. How does it work? Simple.



## A Puzzling Dice Game

DiColumns

Start by looking at the DiColumns playing board. At the top, there is the DiColumns logo. Below that, there are 4 columns of spaces. To the side, are three “Re-Roll” boxes and a place to tally up your game’s score.

Begin the game by rolling a six-sided die. Write the number of the die rolled in an “eligible space” on the DiColumns board. An eligible space is any space with a previously rolled number, or the word “Start” below it.

A space may only have one number written in it. You may not erase a number and write a new number down (that's cheating).

Try to get 3, or more, of the same number in a row, either horizontally, diagonally, or vertically.

The game ends when all 24 spaces in the columns are filled in.

### Re-Rolls

If you roll a number that you do not

like, you have a way out. To the side of the columns on the DiColumns board there are three Re-Roll spaces.

When you roll a number that might not help you score points, write the “useless” number rolled in any open Re-Roll space instead of on a space in a column.



*Any space above the word “Start” or a previously rolled number is considered an eligible space to write a new number in.*

You may have up to 3 Re-Rolls per game.

### Scoring the Game

Once all 4 columns are filled on the DiColumns board, it is time to score the game.

For each instance where a number appears 6 times in a row, you get 200 points.

For each instance where a number appears 5 times in a row, you get 150 points.

For each instance



where a number appears 4 times in a row, you get 100 points.

For each instance where a number appears 3 times in a row, you get 50 points.

Instances of “X-in-a-row” may be vertically, horizontally, and/or diagonally. They just have to be in a straight line. No two instances may be used twice for scoring purposes.

**Hint:** Look for 6-in-a-rows first, 5-in-a-rows second, 4-in-a-rows third, and 3-in-a-rows last to avoid confusion.

Write down the number of instances of each “X-in-a-row” in the indicated place on the scoring section of the DiColumns board. Multiply your number of instances by the point value indicated for a total of that instance, and total the individual point totals. This will give you your final score for the game!

Compare your scores with previous games (or your friends' DiColumn

boards) to see if you did better or worse on this game.

### Example of Scoring

Stephanie has completed a game of DiColumns and is ready to score her game. Starting from the bottom, Stephanie looks instances of any the numbers of the same kind appear in a row.

Stephanie looks for any 5-in-a-rows. She finds five 3's in a row (labeled “1”), and gives herself 150 points.

Stephanie then finds four 6's in a row at the top (labeled “2”), and gives herself 100 points.

Finally, Stephanie finds three instances of 3-in-a-row (labeled “4”, “5”, and “6”), and gives herself 50 points for each instance.

Stephanie's total score for the game is 400 points.



*Each instance of 3 of the same numbers in a row is worth 50 points each. Circle each 3, 4, 5, or 6-in-a-row.*



A Puzzling Dice Game

**Some Assembly Desired**

# Print2Play



Print2Play is a term we use to describe the parts of A'n'SR -entertainments games where players *print* out something on a computer printer in order to *play* the game. Get it? Print2Play.

This chapter contains a single Print2Play item: the DiColumns Playing Board. There are 2 DiColumn boards per printed 8.5" x 11" piece of paper. Feel free to cut them out to share, or keep separate.

## Assembling Print2Play Components

Use the following steps to print the Print2Play component in this book.

1. Open this file on a computer with a printer attached to it.
2. Go to the page that is to be printed and click once, anywhere on the page.
3. Load the desired paper (plain or card stock paper) into the printer.
4. From the menu bar, click on “File”
5. From the *File* menu, click on “Print”.
6. In the *Print* window that appears, select “Current Page” in the section

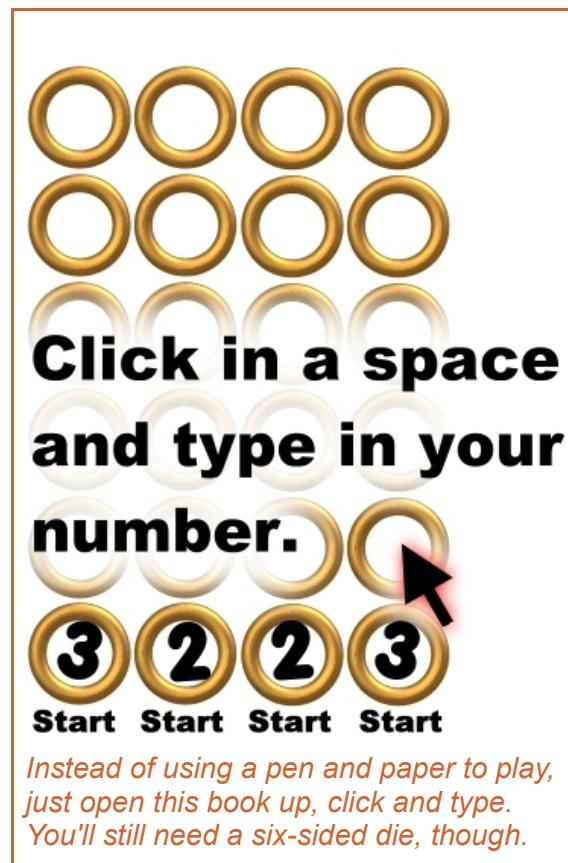
that describes the print range.

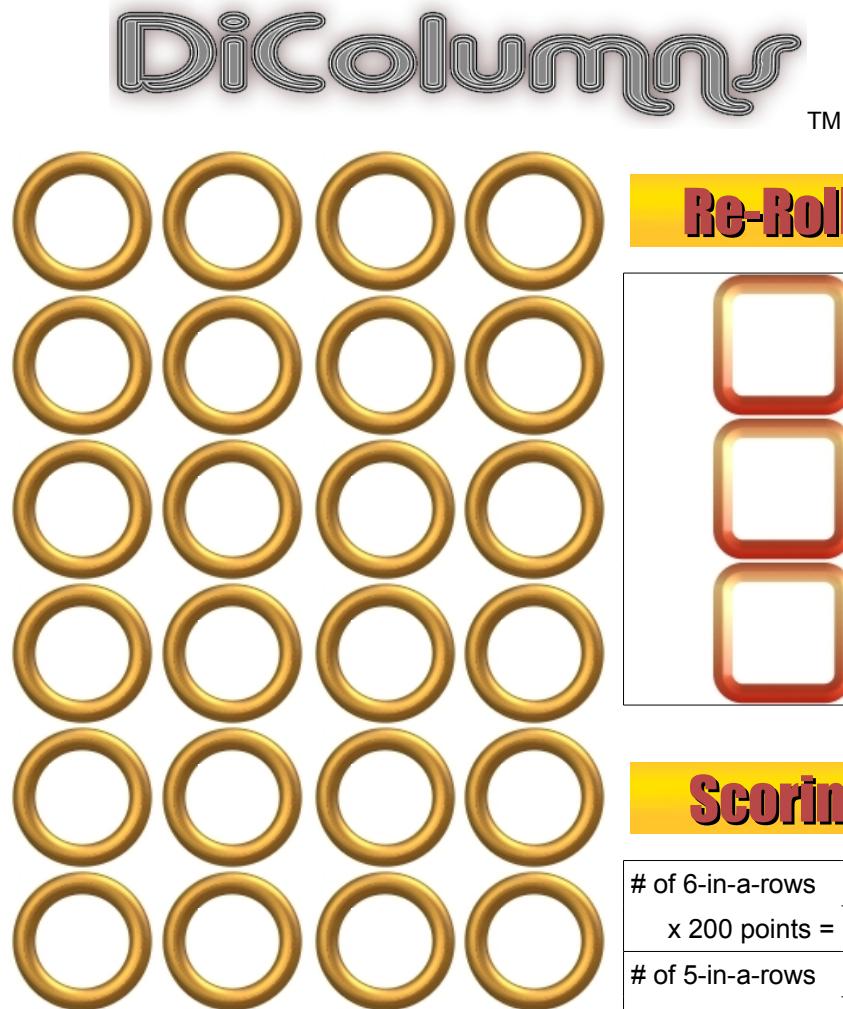
7. Click on the “OK” or “Print” button to begin printing.

## Paperless Play

If you would like to save some trees, DiColumns can be played without ever printing out a single piece of paper.

Each DiColumns Playing Board in this book has “invisible spaces” that can be filled in by clicking on them. So, instead of printing a page out, simply open this book on your computer, go to the DiColumns Playing Board, and when it's time to write something down in the game, just click in the space you want a number to be entered into, and type it.

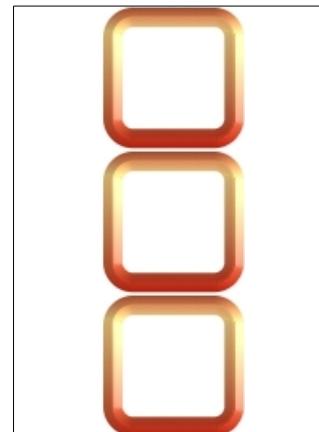




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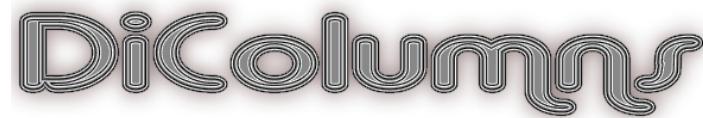
### Re-Rolls



### Scoring

# of 6-in-a-rows	_____
x 200 points =	_____
# of 5-in-a-rows	_____
x 150 points =	_____
# of 4-in-a-rows	_____
x 100 points =	_____
# of 3-in-a-rows	_____
x 50 points =	_____

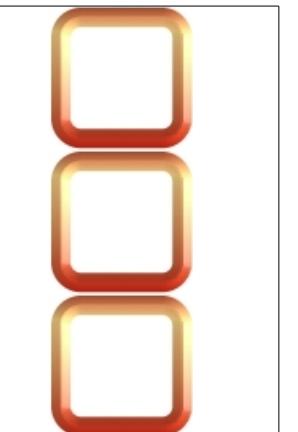
**TOTAL:** \_\_\_\_\_



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### Re-Rolls



### Scoring

# of 6-in-a-rows	_____
x 200 points =	_____
# of 5-in-a-rows	_____
x 150 points =	_____
# of 4-in-a-rows	_____
x 100 points =	_____
# of 3-in-a-rows	_____
x 50 points =	_____

**TOTAL:** \_\_\_\_\_

# **Thank You**

**Thank you for trying  
DiColumns: a puzzling dice game.**

**We hope that you enjoy the game, and  
rolling high scores, as much as we  
enjoyed making it.**

**Please feel free to visit us at:  
[www.AnSR-entertainments.com](http://www.AnSR-entertainments.com)  
for updates, free stuff, and more.**

**Now... Get to rollin'!**

**-A'n'SR**

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