

POLYHYDRA

A BATTLING POLYHEDRAL DICE GAME

OVERVIEW

Polyhydras are powerful and dominating creatures. Whenever they encounter other polyhydras in the wild, they fight one another to the death to claim the surrounding territory.

Each round, players roll polyhedral dice, representing their hydra heads, dealing damage with “locked” dice, sequenced by number of sides and increasing value. Push your luck to deal more damage, risking a miss if no dice can be locked. Eliminate all other players to win the game.

SETUP

Each player needs a set of polyhedral dice: {d4, d6, d8, d10, d12, d20}.

- Your d6, d8, and d10 are your starting heads. Set your d4 and d12 aside for now.
- Your d20 is your health. Set it to “20”.

HOW TO PLAY

Each turn, all players roll their dice at the same time and **sort** them by number of sides.

You can “lock” any dice that **increase** in value, locking at least **one** die per roll.

Example: You roll a d8:2, d4:4, d10:5, d6:3, and d12:9, sorted as d4:4, d6:3, d8:2, d10:5, d12:9. You lock the d4 and d12. You could’ve locked the d10 too, but it rolled a low value.

Between each roll, you have a choice; reroll the unlocked dice or stop and attack.

- If you choose to reroll the unlocked dice and **none** can be locked, your attack **misses**.
- If you choose to stop and attack, count the number of locked dice and deal that much damage to your opponent. Deal 1 extra damage for each locked die that rolled its **maximum** value. *Note: While three or more players are in the game, players will always attack the player on their left.*

GROWING HEADS

- When you’ve taken 4 total damage (16 health), you grow a d4 head and get to roll it for the rest of the game.
- When you’ve taken 12 total damage (8 health), you grow a d12 head and get to roll it for the rest of the game.

DEFEAT

When your health reaches “0”, you’re eliminated from the game.

END OF GAME

The game ends when all but one player has been eliminated from the game and that player wins.

If the last two players reduce each other’s health to “0” on the same turn, the player that dealt more damage that turn wins. If both players dealt the same amount of damage, go to **sudden death**; the first player to deal more damage in a turn wins.