

Battle Roll, Rumble of Dice

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/EINPresswire.com/ -- So...there you are, sitting in a restaurant with a bunch of restless teens, waiting for your order. This is the time when kids, even ones who are normally very good, tend to become mischievous. So you reach into your group leader kit and pull out...Battle Roll!

Battle Roll is a fast-paced, kid tested, game developed by Luke Graham. Luke works with kids, and he wanted a game that was [portable and easy to play](#), but one that still offered challenges. It shouldn't take too long – but it shouldn't be too short either. Over the years he developed an easy to play dice game that includes strategy elements, math estimation, and lots of fun.

Here is the way Battle Roll works. The game set includes eight battle roll custom dice, 6 life-stones, zippered carrying pouch and an instruction sheet. It is a two-player dice dueling game (bring extra sets if you anticipate a large number of kids) that will take about ten minutes to play.



The first player rolls seven of the dice. The eighth di is the Battle di. It is used to break ties. The seven initially rolled dice are a 20 sided di, blue six-side and blue four-side dice (one of each), and red six-side dice and red four-side dice (one of each), a yellow six-side di that can be either negative or positive, and an eight-sided white special moves di. Player One moves all of the dice except the green twenty sider to one side, preserving the roll. He then looks at his special moves di to see if he has any special powers this round. For example, if it shows a lightning strike, all of his side dice behave as if they are yellow. He writes down or says out loud the number on the twenty side di. He can then re-roll it to try to get as close to a score of twenty as possible. He can add or subtract the side dice to help get the ideal roll. The second player follows suit. If they tie, the battle di is rolled to initiate a tie-breaking side game.

These quick games can be played at any time that youngsters age eight to eighty need some quick entertainment to fill in those dreaded waiting moments. If your group is still learning to add and

subtract, you might need to have paper and pencil on hand to help out.

You can get your Battle Roll Dice by going to Luke Graham's [Kickstarter Crowdfunding Campaign](#) website. These nifty little games are selling out fast, so you will want to get your name into the hat quickly. You can get a single game by pledging \$25.00 for the set. Bump it up to \$49, and you can get a foam dice cup and a special battle mat to hold down the noise of all those rolling dice. For \$60 you can get two of the deluxe sets, which include the battle mat and dice rolling cup.



A video of how a full game will play out is under construction. You can currently view the promotional video and a video of how the dice are used on the crowdfunding campaign website.

Deluxe set will currently be shipped to the UK, US, Australia and Canada. Single unit sets can, additionally, be shipped to the European Union. Eventually, it will be possible to receive sets in other countries – Luke Graham and [How We Roll Games](#) are currently working on figuring out the best way to handle worldwide shipping.

Even if you don't plan to purchase the game, do visit the crowdfunding website, and the home page for How We Roll Games. If you enjoy exciting, well made promotional videos for games, you will really like the promotional video. It is a nearly text-book example of a superb short video – lively, eye-catching and informative. Do pass the word along to friends and family, as well as spread the word through your social media. This is a game that will be well loved by anyone who enjoys a fast-paced, competitive table-top game of chance that has an element of strategy. The shape of the dice and the added element of “super-powers” should make it a hit with anyone who has grown up with comic books and role-playing games. This pocket-sized game would make a great gift.

About: Luke Graham is CEO and founder of the newly started How We Roll Games (www.howwerollgames.com). His company has recently come out with Battle Roll. Luke developed the game because he works with kids, and needed a quick, easy to play, yet challenging game for those in-between moments when kids need fast entertainment.

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