

Cover Page

Slide 'N Score Logo

Roll the Dice - Slide and Score!

2 players 6 years + 10 - 20 min

Rather see it in action? Watch our Gameplay Video

QR Code

Overview

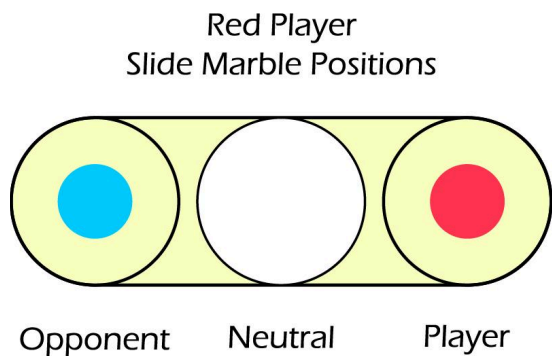
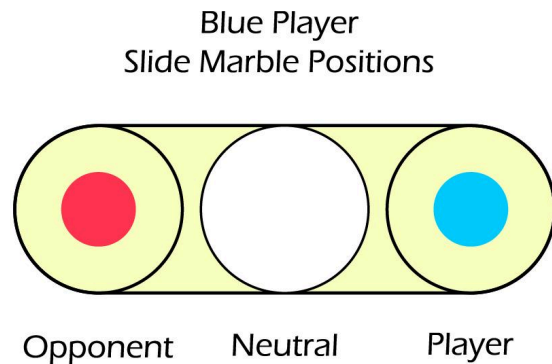
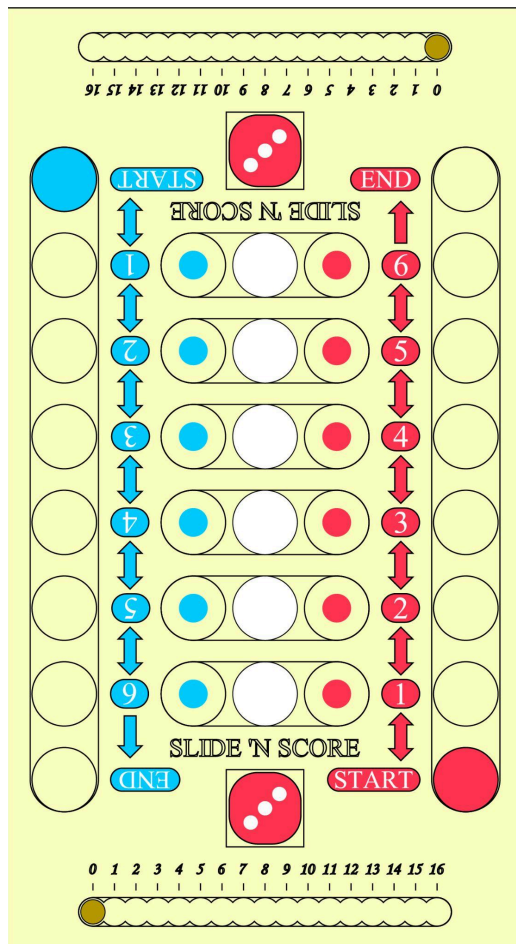
Slide 'N Score is a turn-based 2-player game where opponents roll dice, choose numbers, and try to make a path to get their marbles from "Start" to "End". Players score points based on where their marbles are located and how many of the center marbles are on their side of the board. Players continue playing and scoring rounds until they reach 16 points and win the game!

Pieces

- 1 Board
- 2 Player Marbles (1 red, 1 blue)
- 6 Slide Marbles (white)
- 2 Dice (red)
- 2 Wood Scoring Pegs

Setup

Every new round is set up with the 2 Player Marbles on the "Start" Rows, and the 6 Slide Marbles in their center Neutral Positions. Scoring Pegs either start at 0, or where they ended the previous round.



Gameplay

Starting a Round

Players start a round by each rolling 1 die. The player with the highest die roll goes first (ties are rerolled). The 2 dice rolled will count as the Starting Roll and the game begins with the first player using the current dice numbers showing.

Taking a Turn

The starting player will look at their 2 starting dice rolled and will choose 1 of 2 actions after which their turn is over, and the 2nd player will roll the 2 dice and take an action. Choosing an action results in moving the Slide Marbles in the center of the board towards the Player Position:

- **Action 1: Number Slide**

A player finds the 2 numbers on their side of the board that match the rolled numbers on the dice. That player then moves the corresponding Slide Marbles to their Player Position and Activates that row. If the Activated rows are directly touching the current position of the Player Marble, a Continuous Path is formed, and the player must then move their Player Marble to the largest number on their Continuous Path.

- Ex: Player 1 starts the game with the Starting Roll of 1 and 2 on the dice. Player 1 then slides the 2 Slide Marbles that are next to his Red numbers 1 and 2 (1st and 2nd row) Activating the rows. Since Player 1's marble is on the "Start" Row and Row Red 1 touches the "Start" Row, the Player Marble is slid up 1 space to Row Red 1. Since Red 2 is also Activated and touches Red 1, the marble is moved up a 2nd time to the 2nd Row.

- **Action 2: Subtraction Slide**

A player may choose to take the subtraction of the 2 rolled dice and slide the corresponding Slide Marble.

- Ex: Player 2 rolls a 5 and a 4. Instead of sliding the Row 5 and 4 Slide Marbles to Blue, Player 2 subtracts the two dice and slides the Row 1 Slide Marble ($5 - 4 = 1$). Since the Row 1 Slide Marble touches the "Start" Row, Player 2 moves the Blue Player Marble up to Row Blue 1.

- **Additional Notes:**

- 1) Rolling doubles allows the player to slide any 1 Slide Marble to their Player Position.
- 2) Rolling numbers/taking actions for rows that are already Activated on your color does not move the Slide Marbles to Neutral or Opponent Positions.

Pushing Your Opponent

Taking Action 1 or 2 often results in pushing your opponent's Player Marble back towards their "Start" Row. If your opponent occupies a row that you slide to your Player Position, then their Player Marble **must slide back to their closest activated row.**

- Ex: Player 2 has Blue Rows 1, 2, and 5 activated and their Player Marble is on Row Blue 5. If player 1 rolls a 2 and 4 and moves the Slide Marbles 2 and 4 to Red, Row Blue 5 (opposite Row Red 2) is no longer activated and the Blue Player Marble must be slid back to Row Blue 2 - the nearest activated Blue Row.

Scoring

Scoring only takes place at the end of a round when a Player Marble reaches the "End" Row. Once a Player Marble reaches the "End" Row, a total of 8 points are scored between the 2 players (it is possible for 1 player to score all 8 points while the other scores 0). Points are scored in the following ways:

- A) 1 points is given to the winning player whose Player Marble is on the "End" Row
- B) 1 point is given to a player for every row that has a Slide Marble in their Player Position (6 points total; 1 for each numbered row; a single player can get all 6 points by having all the Slide Marbles on their Player Positions)
- C) 1 points is given to the winning player if their Opponent's Player Marble is on the "Start" Row

Game End & Game Variations

Ending the Game

A Game of Slide 'N Score is played in as many rounds as it takes until a player reaches 16 points total with their Scoring Peg - This can simply be 2 rounds if a player scores 8 points per round.

Game Variations

Variant 1: First to the End

Play a single round of Slide 'N Score without keeping score - First to the "End" Row wins the Game!

Variant 2: Highest Score

Play a single round of Slide 'N Score where the highest score wins regardless of who reaches the "End" Row first - it's all about the Slide Marbles!

Variant 3: Push Back Battles!

Play single or multiple, scored or non-scored rounds of Slide 'N Score with Push Back Battles! Every time an opponent is about to be Pushed Back, both players roll a single die against each other to determine who claims the contested Row. If the Attacker gets the higher roll, the defender is pushed back as normal, but if the Defender wins, the Attacker gets pushed back to their nearest Activated row. Ties go to the Defender!

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