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G.O.T.M. game of the month

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JK Cook
"The DIY Game Guy"

HAPPY FEBRUARY 2024 DIY GAMERS! THIS IS THE **KNOCK-OUT™** BOARD GAME - TMI BOOM'S FREE GAME-OF-THE-MONTH!.

KNOCK-OUT™ IS A FAMILY FRIENDLY ALL-AGES BOARD GAME.

LEARNING TO PLAY IS EASIER THAN IT LOOKS. WATCH OUR GAME DEMO ON YOUTUBE IN ADDITION TO READING THE WRITTEN RULES.

Knock-Off™



Check out the Knock-Out™ game board t-shirt on tmiboom.com !

Wear it, play games on it, be awesome!



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THANKS FOR SUPPORTING TMI BOOM AND DIY GAMING. PLEASE FOLLOW AND SUBSCRIBE ON YOUR FAVORITE SOCIAL MEDIA PLATFORMS. LIFE IS A GAME WHEN YOU LEARN HOW TO PLAY.



@diygameguy



DIY Game Guy



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TMI Boom



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Knock-Off™

J.K. COOK

2-4 players

Materials:

- 2 standard dice (d6) / per player (not included*)
- 4 pawns / per player (not included*)
- 1 Knock-Off™ game board

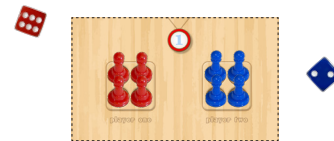


Goal:

Roll dice to move pawns up to the top row. Knock off opposing players along the way.

Set up:

- place the printed Knock-Off™ game board within reach of all players
- players claim a “home base” area and place their pawns in it
- each player rolls one die to determine which player starts, high roll wins



How to play:

1. Player X starts a turn by rolling two dice
2. Based on the values rolled, they move pawn(s) from home base up through platforms #1-6.
3. If pawn X lands on a platform occupied by pawn Y, pawn Y is knocked off and sent back to home base
4. Player X ends their turn

Players alternate turns rolling dice and moving pawns based on the values rolled. The platform’s number is the value needed to move a pawn to it, from the platform on the level directly below (a 5 is needed to move a pawn from level #4 to level #5). Players may use one die per pawn move (2 dice = 2 pawns moved), or combine the value of both dice to move one pawn (2 dice = 1 pawn moved).

Types of rolls/moves

Single-level move

Players may move pawns from a lower platform to a higher platform by rolling the exact number from...

- a) one of the two dice or
- b) the combined value of the roll

example: to move a pawn from a level #4 platform to a level #5 platform, roll a 5 - which can be a roll of...

a) (5,#) one of the two dice



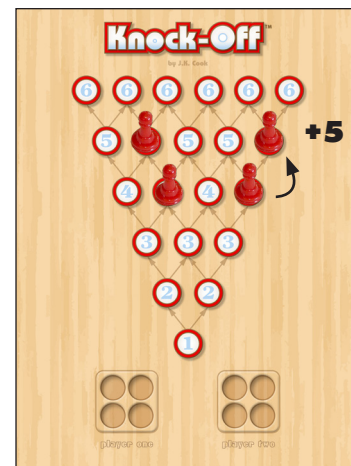
or

b) (1,4) or (2,3) the combined value of both dice



or

c) If (5,5) is rolled, the player could move 2 pawns from #4 platforms to #5 platforms.



*TMI Boom promotes DIY gaming where gamers build their own personalized DIY game kits of dice, pawns, cards, chips, timers, etc...to play across a wide variety of DIY games. Playing with your custom build kit is more fun, saves resources, and is the Do-It-Yourself way.

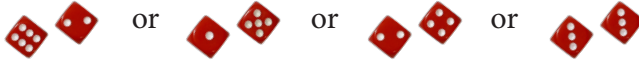
Multi-level move

Players may move a pawn to a platform more than one level above it by...

- a) a single die with a value of the combined levels or
- b) the combined value of both dice that equal the value of the combined platforms

example A, to move a pawn from their “home base” to a level 3 platform, a roll of 6 is needed... (home base to level #1 (+1) + level #1 to level #2 (+2) + level #2 to level #3 (+3) = 6).

Which can be a roll of (6,x) or (1,5) or (2,4) or (3,3).



example B, to move a pawn from a level #3 platform to level #5 platform a roll of 9 is needed... (level #3 to level #4 (+4) + level #4 to level #5 (+5) = 9).

Which can be a roll of (3,6) or (4,5).

Knocking-off

If pawn X lands on a platform occupied by pawn Y, pawn Y is knocked off and sent back to their home base.

On a multi-level move, landing on an occupied platform and then a second occupied platform, knocks both pawns off.

In **example B1**, Player X’s roll of (4,5) would knock off Player Y’s pawns on level #4 and level #5 platforms as Player X moves their pawn from level #3 to level #5.

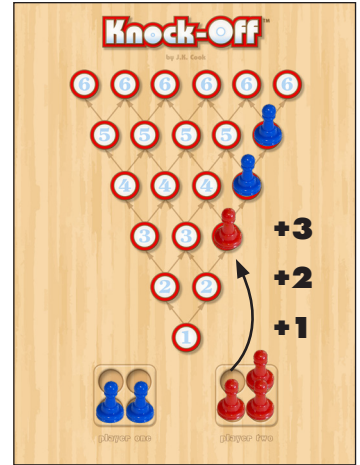


Players knock off their own pawns if they choose to land on a platform occupied with one of their own pawns.

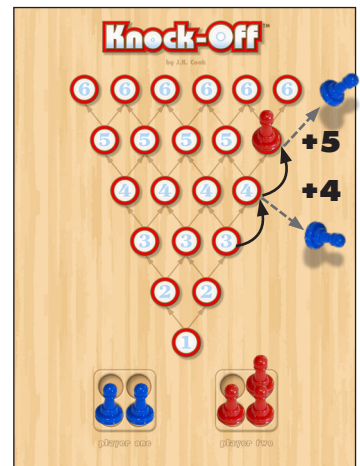
Leap-frogging

Moving over or past an occupied platform on a “multi-level” move without landing on the platform is called “leap-frogging” and does not knock-off the leap-frogged pawn.

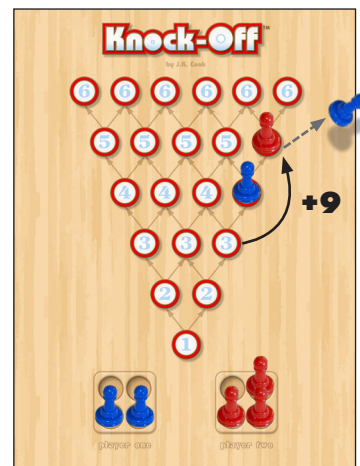
In **example B2**, Player X’s roll of (3,6) would **not** knock off Player Y’s pawn on level #4, but would knock off Player Y’s pawn on level #5 as Player X moves their pawn from level #3 to level #5.



example A



example B1



example B2



Re-Value rule

Players may **not** split individual die values or rearrange values between dice to make moves.
Example - a roll of (3,4) may be used to move a pawn 3 or 4, or a combined 7 (3 & 4).

But, may **not** be used as a move of (1 & 6) or (2 & 5) or (1 & 3 & 3), etc.

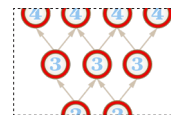
Likewise, if a player rolls a (4,6) they may move one pawn 4 and another 6, or one pawn 10, but not one pawn 2 and another 8.

Doubles rule

If a doubles is rolled, the player gets an additional turn and rolls again. The player does not have to complete a move from the doubles roll to get the second turn.

Path rule

Whether moving a pawn row by row, or leap-frogging rows, it must follow along an arrowed path.



Upwards rule

Players may only move their pawns from lower platforms to higher ones.

Pass rule

If a player does not like all or part of their roll, they do not have to move their pawn(s) accordingly and may end their turn and pass it to the next player.

Winning: The first player to have 3 pawns safely on the top row (#6 platforms) at the same time, wins!



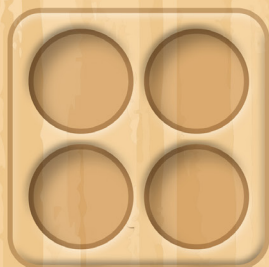
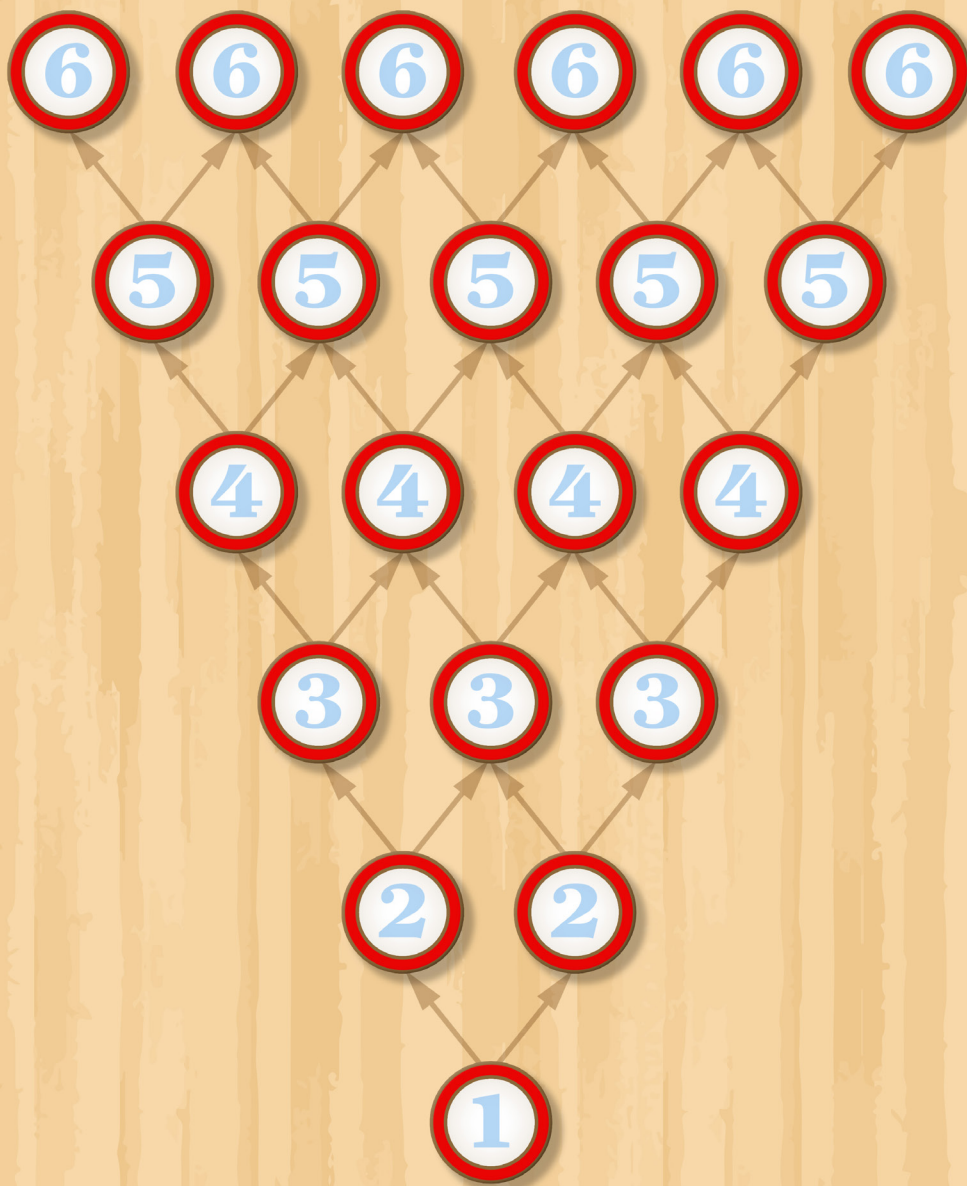


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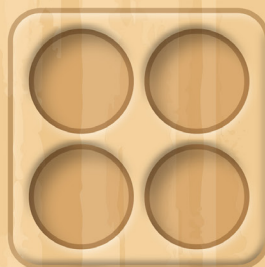
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Knock-Off™

by J.K. Cook



player one



player two