

# Looney Dejarik

a new game for  
a Dejarik set by  
Andrew Looney

## Background

Remember the holographic chess game between R2-D2 and Chewbacca? (“Let the wookiee win!”) It’s called Dejarik. Did you know there’s a real-life version you can play? We bought one and did not really care for the gameplay, so Looney Labs’ resident game designer created his own game you can play with a Dejarik set. He calls it Looney Dejarik. To add some chaos while keeping it in-universe, he added some Chance Cubes to the list of equipment you need.



## Game Overview

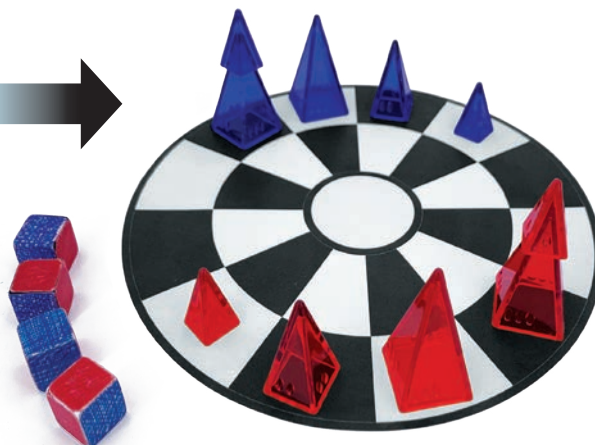
This is a simple abstract game for two players. Each player has four pieces of increasing strength and point value. Combat is resolved by piece size plus a luck bonus and position bonus. To win, you must capture the enemy’s Leader or leave them with no one to lead.

## Official Equipment

- One Dejarik Game Set (we recommend using a permanent marker to add size pips to the front and back of each base)
- Chance Cubes (a set of 4)

## DIY Equipment: Red and Blue Option

- Printable game board
- 4 different red pieces and 4 different blue pieces, like:
  - Lego towers (a set of stacks 1, 2, 3, and 4 bricks tall in each color)
  - Looney Pyramids (a red trio and a blue trio, plus a Leader piece for each color made of a small pyramid on a large pyramid)
- 4 Chance Cubes (you can make your own using old dice and paint or stickers: 3 sides red, 3 sides blue)



## DIY Equipment: Black and White Option

- Printable game board
- 8 Chess pieces (a Queen, Knight, Rook, and Pawn from each side)
- 4 Othello game pieces (which work very nicely as two-sided dice) instead of Chance Cubes



**Who Goes First:** Roll one Chance Cube. The player whose color is shown on the cube goes first.

**Setup:** Arrange the pieces on the board as shown here.

**Overview of Play:** On your turn, you will move one (or maybe two) of your pieces and possibly launch an attack.

**How to Win:** There are two ways to win. Either capture the other player's largest piece, or capture all three of their other pieces.

**Movement:** On your turn, you get 4 movement points to spend among your pieces (you do not have to use them all). Each type of piece uses movement points equal to its size to move one space. For example, you could move your largest piece (the Leader) one space with your 4 points, or you could move your 2-point piece two spaces. Movement is only orthogonal (no diagonals), and only one piece may occupy a space at a time. Moving through/jumping over pieces is not allowed.

**Attacking:** To initiate an attack on an enemy piece, you move into its space, and battle to see who will remain there. The strongest combatant wins. Strength is determined by piece size plus Chance Cube results, plus bonus points, if applicable, for Support and for having the High Ground.

**Chance Cube Results:** Roll 4 Chance Cubes. You gain one Strength point for each cube that matches your color.

**Support Bonus:** If at least one of your pieces is adjacent to the space you are either defending, attacking, or attacking from, you get to throw the Chance Cubes again and add the results to your Strength score.

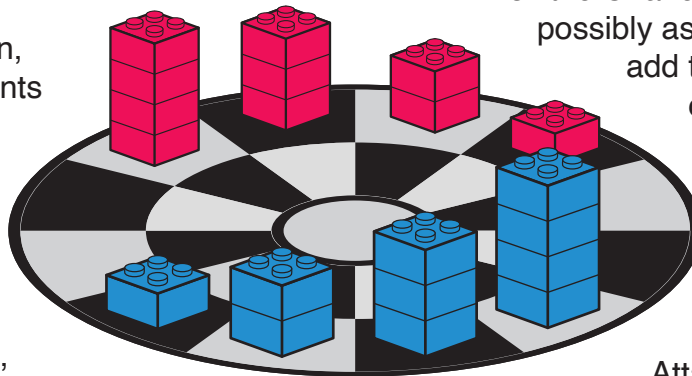
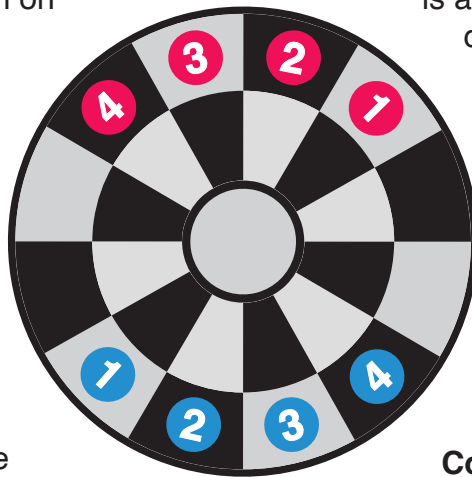
**High Ground Bonus:** The center circle is called the High Ground. If you are defending the High Ground, you get to throw the Chance Cubes again and add the results to your Strength score.

**Combat Results:** Each player will roll the Chance Cubes at least once, and possibly as many as three times, and add those results to the number corresponding to the size of the piece involved in the battle. The Defender takes all of their dice rolls, announces the number to be beaten, and then passes the dice to the Attacker to take all of their dice rolls. Here are the possible outcomes:

- **Loser:** Regardless of who launched the attack, the lower-scoring piece is removed.
- **Stand-Off:** In the event of a tie, the attacker is moved back to the space they entered from.

**Force Ghost:** When a piece loses, place it to the side of the board. These pieces become Force Ghosts, who each have a special power. Force Ghosts can only be used once, after which the piece is removed from the table. Force Ghosts are played after a battle to change the outcome:

- **3 Point Ghost:** Roll your Chance Cubes one more time, and add their value to your total.
- **2 Point Ghost:** The fight now ends in a tie.
- **1 Point Ghost:** Do the whole fight over again.



Do you have questions  
about the rules for  
Looney Dejarik?  
Go check out our FAQ! ►



The rules for this game are the official  
2025 Looney Labs Holiday Gift!

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