

**THE GAME OF
INTRIGUING DICE,
TACTICAL CARD PLAY,
POWERFUL HEROES, &
UNIQUE ABILITIES!**

WELCOME TO
DICE
THRONE

RULES, GLOSSARY, AND EXAMPLE GAME

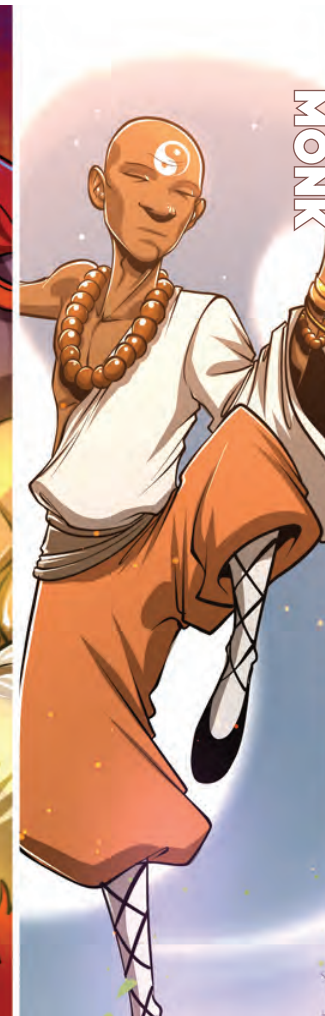
Version 0.9.4

OBJECT OF THE GAME!

Reduce your opponent's life to zero before they do this to you.
Seems simple, but be wary, as each hero has tricks up their sleeve to put you down first!

HERO CLASSES!

Dice Throne is ALL about the heroes! Each player must select their hero before the game begins. Your hero choice has a significant impact on the strategy and feel of the game, so pick one to suit your style. But note that some heroes require more complex strategy to be successful with.



PLAY THE GAME YOUR WAY WITH YOUR HERO!

SETUP

We recommend setting up your play area like this:

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HEALTH METER

0 10 20 30 40 50

0 1 2 3 4 5 6 7 8 9

CP METER (COMBAT POINTS)

6 5 4 3 2 1 0

7 8 9 10 11 12 13 14 15

BASIC ATTACK

☞☞☞: Deal 3 dmg

☞☞☞☞: Deal 5 dmg

☞☞☞☞☞: Deal 7 dmg

DEMISING SHOT

☞☞☞☞☞:

Inflct *Targeted*. Then deal 3 dmg.

ENTANGLING SHOT

SMALL STRAIGHT:

Inflct *Entangle*. Deal 7 dmg.

ECLIPSE

☞☞☞☞☞:

Inflct *Blind*, *Entangle*, & *Targeted*. Then deal 7 dmg.

COVERED SHOT

☞☞☞☞☞:

Gain *Evasive*. Deal 7 dmg.

EXPLODING ARROW

☞☞☞☞☞:

Roll 5☞.

Deal 3 + 2x☞ + 1x☞ dmg.

Additionally, opponent loses 1x☞ CP.

BLINDING SHOT

LARGE STRAIGHT:

Inflct *Blind*. Gain *Evasive*. Deal 8 dmg.

MISSED ME

DEFENSIVE ROLL 5☞:

On ☞☞☞, prevent ½ dmg (rounded up).

For every 2☞, deal 1 dmg back to attacker.

LUNAR ECLIPSE!

ULTIMATE ABILITY

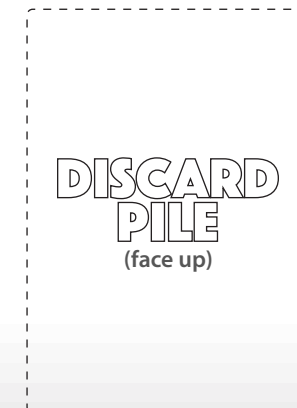
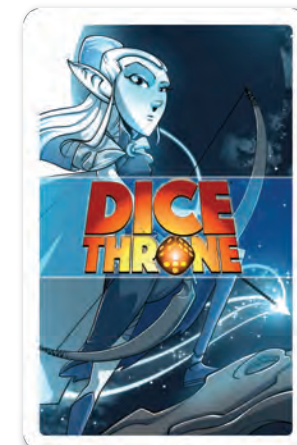
Gain *Evasive*. Inflct *Blind*, *Entangle*, & *Targeted*. Then deal 13 dmg.

Ultimate Abilities cannot be defended, prevented, or reduced in any way.

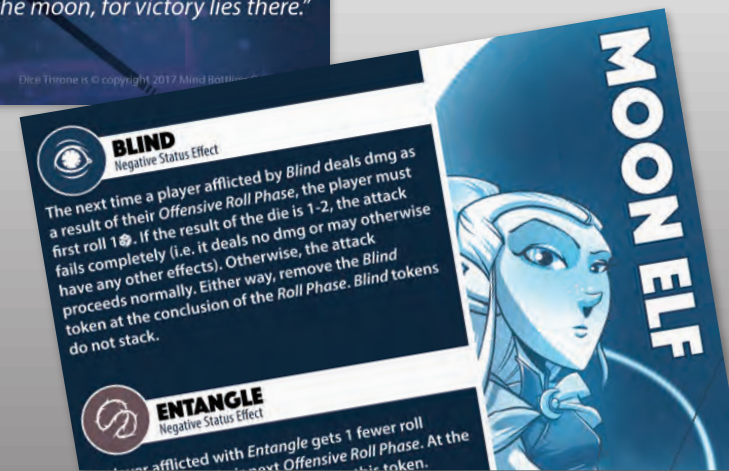
DICE THRONE

MOON ELF

"Look deep into the moon, for victory lies there."



Don't forget to keep your status effect leaflet nearby as you're learning the game.



GET TO KNOW YOUR HERO BOARD!

Your hero board is where you make choices in the heat of battle. All of your attacks and defensive abilities come from here.

OFFENSIVE ABILITY:

A typical hero board is made up of 7 offensive abilities. A single ability may be activated during the offensive portion of the *Roll Phase*.

DEFENSIVE ABILITIES:

A defensive ability may be activated during the defensive portion of the *Roll Phase* (after being attacked by an opponent). The specified number of dice are rolled a single time while defending.

ABILITY COST:

The ability cost refers to what a hero needs to roll in order to activate that ability during the *Roll Phase*.

ULTIMATE ABILITY:

Each hero possesses a unique *Ultimate Ability* that is activated by rolling five 6's. This is always their most powerful ability on the board.

BASIC ATTACK
 2d6: Deal 3 dmg
 3d6: Deal 5 dmg
 4d6: Deal 7 dmg

ABILITY COST

ABILITY DESCRIPTION

ABILITY NAME

DEFENSIVE ABILITIES

ULTIMATE ABILITY

STATUS EFFECT AREA:

MOON ELF
 "Look deep into the moon, for victory lies there."

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STATUS EFFECT AREA:

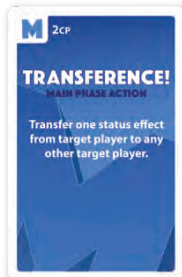
The gutter in the center of the board is a great location to place active status effects.

CARD TYPES

HERO UPGRADE

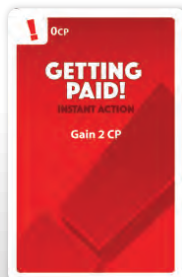


Hero Upgrade Cards are played directly onto your hero board, permanently improving a previous version of the same ability for the remainder of the game. These cards can only be played during your *Main Phase*. A level III Hero Upgrade may be played before the corresponding level II upgrade. However, if upgrading from a level II to a level III, only the CP difference must be paid, rather than the full cost.



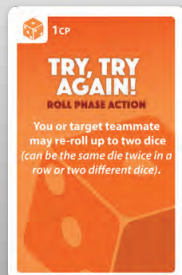
MAIN PHASE ACTION

Main Phase Action cards may only be played during your Main Phase and are then discarded after use.



INSTANT ACTION

Instant Action cards may be played without restriction and at any time. They are then discarded after use. The effects of an Instant Action occur immediately (before resolving anything else currently happening within the game). The only exception to this is that an additional Instant Action may be played to interrupt a previous one.



ROLL PHASE ACTION

Roll Phase Action cards may be played at any time during the offensive or defensive *Roll Phases* for any player. These cards may still be played even *after* the last roll of the defensive *Roll Phase*. Discard the card after use.

SELLING CARDS:

During your *Main Phase*, any number of cards in your hand may be sold (discarded without effect) for 1 CP each.

ABILITIES

OFFENSIVE ABILITIES



ABILITY NAME: A flavorful description of the ability.

ABILITY COST: At the conclusion of your offensive *Roll Phase*, a single hero ability may be activated (*if the outcome of the dice sufficiently satisfies the required Ability Cost*).

ABILITY DESCRIPTION: An explanation of what should be done if this ability was activated successfully.

DEFENSIVE ABILITIES



DEFENSIVE ROLL INDICATOR:

The notation "Defensive Roll X" means that X number of dice should be rolled a single time. Then refer to the ability description to resolve the defense.

ULTIMATE ABILITY

If an opponent rolls an *Ultimate Ability*, you may play a card that would alter the outcome of their dice (thus preventing the ultimate from ever happening). However, if an *Ultimate Ability* is rolled successfully, the effects cannot be defended, prevented, or reduced in any way.

TURN ORDER/PHASES

UPKEEP PHASE: Apply any applicable status effects during your *Upkeep Phase* (such as *Poison* or *Concussion*).

INCOME PHASE: Gain 1 CP (as long as it is below the maximum of 15).

DRAW PHASE: Draw 1 card from the top of your draw pile (if the pile is empty, shuffle your discard pile to create a new draw pile).

MAIN PHASE (1): Play *Main Phase Action* cards, *Hero Upgrade* cards, and/or sell cards (by placing them in the discard pile from your hand for 1 CP each). Unlimited actions may be taken during both *Main Phases*.

ROLL PHASE (OFFENSE): It's time to roll some dice and activate some abilities! All of the following steps are optional, except for the first one:

- 1) Roll all 5 dice (1st roll).
- 2) Set aside any dice that you would like to keep. Then re-roll the remainder (2nd roll).
- 3) Set aside any dice that you would like to keep. Then re-roll the remainder a final time (3rd roll).
- 4) Choose & activate a single ability whose *Ability Cost* is satisfied by the final outcome of the dice.

ROLL PHASE (DEFENSE): If your opponent deals damage to you as a result of their *Roll Phase*, then your *Defensive Ability* may be activated. The notation "Defensive Roll X" means that X number of dice should be rolled a single time. Then refer to the ability description to resolve the defense.

MAIN PHASE (2): The second *Main Phase* takes place after combat concludes, but is otherwise identical to the first *Main Phase*.

DISCARD PHASE: Before your turn concludes, you must sell cards until you are within the maximum 6 card limit.

SETTING UP A NORMAL GAME

- Each player shuffles their deck and then draws four cards.
- Each player sets their life meter to 50 and their CP meter to 1.
- Determine who will go first.
- The player who goes first must skip their *Income Phase* & *Draw Phase* (on their first turn only).
- The game is now played one turn at a time (adhering to the *Turn Order/Phases* section), until all of your opponent's life totals reach 0 or until this happens to you.

PLAYING YOUR FIRST GAME

LIKE MOST GOOD STRATEGY GAMES, THERE IS A LEARNING CURVE TO DICE THRONE.

To make things as simple as possible, here are the recommended guidelines for your very first game:

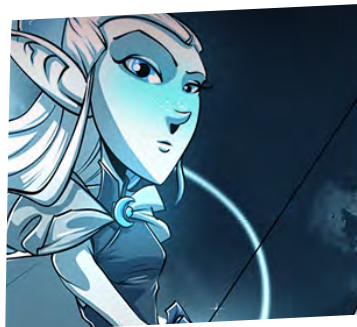
- Play 1v1.
- Each player starts with 25 health (instead of the normal 50).
- Each player selects the Barbarian or Moon Elf (since the strategy needed to achieve victory with these heroes is more straightforward).

EXAMPLE OF A ROUND

Here are a couple of turns to serve as an example of proper gameplay:

SETUP:

The game type is 1v1, Moon Elf vs. Barbarian, with the standard 50 health.



Both players roll to determine who goes first.

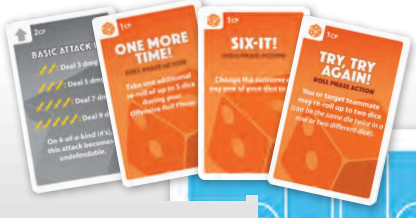


Moon Elf rolled higher, so she goes first.

MOON ELF CARDS



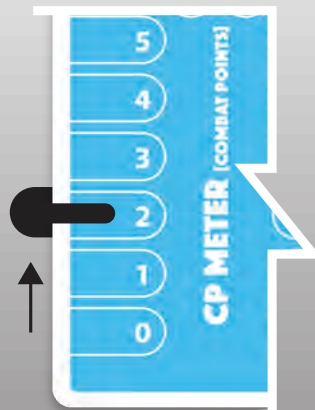
BARBARIAN CARDS



They start the game by each drawing 4 cards:

MOON ELF'S TURN

Since this is the first turn of the game, she skips her *Income Phase* and *Draw Phase*. She plays the *Vegas Baby!* card, and rolls a 2, gaining 1 CP.



She wants to be able to play her *Twice as Wild!* card this turn, so she sells her *Transference!* card and gains 1 more CP.



She now begins her *Offensive Roll Phase*.

She rolls all 5 dice and gets:



She could go for the small straight (by re-rolling the 1 & 4) in hopes of getting *Entangling Shot*. Or she could re-roll the 6 and go for one more ↗ to get *Covered Shot*. But since she has her *Twice as Wild!* card available, she decides to press her luck. She keeps the ⬤ and goes for her *Ultimate Ability* by re-rolling the other four dice.

After her second roll she has:



She could re-roll the 5 in hopes of getting one more ↗ and activating *Demising Shot* which would be the safer bet, but she keeps the two ⬤ and rolls one more time since she can at least activate *Eclipse* by using her wild card.

She ends up with:



EXAMPLE OF A ROUND (CONT.)

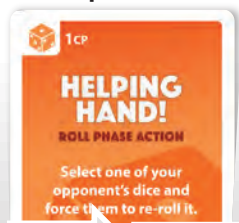
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Here are a couple of turns to serve as an example of proper gameplay:

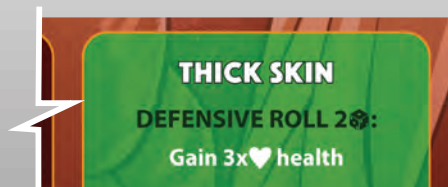
Unfortunately, she didn't get that additional 🌀 that she wanted. But she plays *Twice as Wild!* anyway and turns the two 5's into two 6's, and activates *Eclipse*.



The Barbarian has a chance to play *Instant Action* or *Roll Phase Action* cards in response (like a *Helping Hand!* card), but he doesn't have anything that can help him currently.



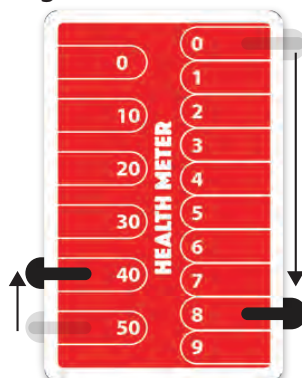
So the *Offensive Roll Phase* concludes and now the Barbarian begins the *Defensive Roll Phase*.



The Barbarian uses his *Thick Skin* defensive ability. As instructed, he rolls 2 dice and gets:



Thick Skin allows him to heal for 3 times the number of hearts rolled (which was 1 in this case). So he takes 5 damage from *Eclipse*, but also heals 3, for a net loss of 2 health. He adjusts his meter from his starting 50 health down to 48.



He then adds the *Blind*, *Entangle*, and *Targeted* status tokens to the middle of his board (as instructed to do so by the Elf's *Eclipse* ability).



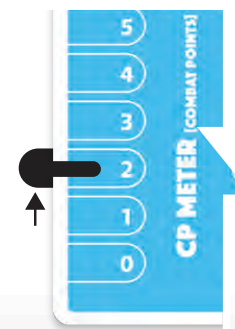
Both players have one final chance to play *Roll Phase Action* cards, but neither of them choose to, so the *Roll Phase* concludes.

The Elf now has her second *Main Phase*, but she has no cards she wants to play or sell, so her turn concludes.

BARBARIAN'S TURN: The Barbarian has 3 status effects (*Blind*, *Entangle*, & *Targeted*), but none of them have any effect during the *Upkeep Phase*.



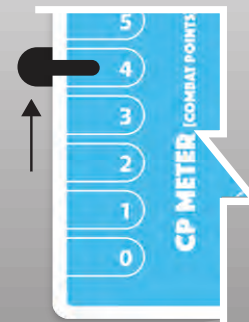
For the *Income Phase*, he gains 1 CP.



For the *Draw Phase*, he draws 1 card:



It is now the *Main Phase* and he can play *Hero Upgrade* cards. So, he first plays *Getting Paid!* to go up to 4 CP.



EXAMPLE OF A ROUND (CONT.)

Here are a couple of turns to serve as an example of proper gameplay:

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He then pays 2 CP to play *Basic Attack II*. This card is laid over the top of *Basic Attack* on his Hero Board and permanently improves that ability for the remainder of the game.



He now begins his *Offensive Roll Phase*. He rolls all 5 dice and gets:



Since he is *Entangled*, he only gets 2 rolls instead of 3. So he decides to play it safe and go for more ⚔. He re-rolls the 5 & 6 and gets:



He now removes the *Entangled* status effect token and is out of rolls.



He could play his *Try, Try Again!* card in an attempt to make the 1 become a 3, which would result in his attack being undefendable thanks to his *Basic Attack II* upgrade, but he decides to save the card for later.

He now has to resolve the *Blind* status effect. So he rolls one die and gets a 2. Bummer! His attack is a complete failure. But luckily he hung on to that *Try, Try Again!* card, so he spends 1 CP to play it:



He rolls for the *Blind* again, and this time gets a 1. Doh! He has one last chance, so he rolls again and this time gets a 6--whew, the attack succeeds!

So he now has 9 damage going at the Moon Elf and he concludes his *Offensive Roll Phase*.

The Elf begins her defensive *Roll Phase*.

She uses her *Missed Me* ability by rolling all five dice and gets:



She rolled 2 ⚡, successfully preventing 1/2 damage (rounded up), which means she prevented 5 of the 9 dmg, and takes 4. Additionally, she rolled 3 ⚡. For every 2 ⚡, she deals 1 dmg back to the attacker, so the Barbarian takes 1 dmg in return.

The Barbarian now has his second *Main Phase*, but he doesn't wish to play any additional cards, so his turn concludes.

TAKE THE THRONE:

The game continues in this fashion between the two players until one of them successfully reduces their opponent's life to 0, thus claiming victory and the Dice Throne for themselves!

GAME VARIATIONS

2V2: This is the favorite game type among many players and includes the following rule changes:

- Each team shares a single health pool, starting at 50.
- After the offensive *Roll Phase* has finished, a single die must be rolled to determine which opponent will be the target of the attack:
 - 1-2 targets the opponent on your left, 3-4 targets the opponent on your right, 5-6 allows you to freely choose your target.

FREE FOR ALL: This game type may be played with 3-5 players and includes the following rule changes:

- All players start with 25 health (or more if a longer game is desired).
- After the *Offensive Roll Phase* has finished, a single die must be rolled to determine which opponent will be the target of the attack:
 - In a three player game, 1-2 targets the opponent on your left, 3-4 targets the opponent on your right, 5-6 allows you to freely choose your target.
 - In a four player game, 1-2 targets the opponent on your left, 5-6 targets the opponent on your right, 3-4 targets the opponent in-between them.
 - In a five player game (*requires an expansion or 2nd copy of the game*), if the outcome is 1-4, count around the table moving clockwise starting on your left to see who you will target. If the outcome is a 5, you may target either the opponent on your left or your right as you wish. If the outcome is 6, you may choose to target any opponent at the table.

HERO UPGRADE DECK: This variation may be added to any other game type. It simply involves separating all hero upgrade cards into their own draw pile. Whenever a card is to be drawn, the player may choose to draw from their hero upgrade deck or their action deck. This variation slightly reduces the random-factor of the game and increases the strategic choices that may be made.

SIMPLIFIED: This variation can be used to play with children or anyone else who prefers a simpler version of Dice Throne:

- Play 1v1.
- Each player starts with 25 health instead of 50.
- Each player selects the Barbarian or Moon Elf (*since the strategy needed to achieve victory with these heroes is more straightforward*).
- No cards or CP will be used in this game. This means that the only game phases that apply are the offensive and defensive *Roll Phases*.

GENERAL GLOSSARY

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2/3/4/5-OF-A-KIND: A roll qualifies as a 4-of-a-kind (etc) when the required number of dice faces all show the same numerical value (e.g. 3-3-3-3). Having the same symbol does not qualify; it must be the same number.

CP: An abbreviation for "Card Points." 1 CP is gained at the start of every turn (except for the very first turn of the game). They may also be gained by selling cards. These are spent to play Action cards and Hero Upgrade cards.

GAIN: Add the specified token or CP to the hero who "gained" it (i.e. this token cannot be given to any other hero at the time that it is gained).

HEAL/GAIN HEALTH: Increase health by the specified amount. This amount applies even if the current health is higher than the starting health.

INSTANT ACTION: A card that may be played at anytime regardless of whose turn it is or what is happening in the game. *Instant Action* cards supersede any other effects or previous *Instant Actions* that may be occurring.

LARGE STRAIGHT: A roll qualifies as a *Large Straight* when the numerical values of all five dice are in sequence (e.g. 1-2-3-4-5 / 2-3-4-5-6).

MAIN PHASE ACTION: An action card that may only be played during your own *Main Phase*. This takes place before your *Roll Phase* and again after completing your *Roll Phase*.

ROLL PHASE ACTION: A card that may be played during any portion of the *Roll Phase* for any player. This includes both the offensive and defensive portions of the *Roll Phase*.

SELL: During your own *Main Phase*, any number of cards may be sold (*discarded without effect*) to gain a single CP in return.

SMALL STRAIGHT: A roll qualifies as a *Small Straight* when the numerical values of four dice are in sequence (e.g. 1-2-3-4 / 2-3-4-5 / 3-4-5-6).

STEAL: A player who steals CP from another player removes CP from the targeted player while increasing their own CP by an equal amount. The targeted player must have the CP in order for it to be stolen (i.e. this ability has no effect if the targeted player has 0 CP).

ULTIMATE ABILITY: No portion of a hero's *Ultimate Ability* may be defended, reduced, or prevented by any means or in anyway. The effect of an *Ultimate Ability* always occurs in full.

UNDEFENDABLE: No defensive roll abilities may be made against an attack that is *Undefendable*. However, other means of defense (cards, status effects, etc) may still be utilized.

STATUS EFFECTS



ACCURACY (POSITIVE STATUS): A player with an *Accuracy* token may discard the token at the conclusion of their *Offensive Roll Phase* to make their attack *Undefendable*. *Accuracy* tokens do not stack.



BLESSING OF DIVINITY (POSITIVE STATUS): The next time a player affected by *Blessing of Divinity* would have their life reduced to 0, remove this token and set their life total back to 1 instead. This token may not be removed, transferred, or stolen by another player. *Blessing of Divinity* tokens do not stack.



BLIND (NEGATIVE STATUS): The next time a player afflicted by *Blind* deals dmg as a result of their *Offensive Roll Phase*, the player must first roll 1d6. If the result of the die is 1-2, the attack fails completely (i.e. it deals no dmg or may otherwise have any other effects). Otherwise, the attack proceeds normally. Either way, remove this token at the conclusion of the *Roll Phase*. *Blind* tokens do not stack.



BURN (NEGATIVE STATUS): A player afflicted with *Burn* is dealt 2 dmg during the *Upkeep Phase* of their turn. *Burn* tokens do not stack.



CHI (POSITIVE STATUS): A *Chi* token may be discarded at anytime to reduce incoming damage by 1. *Chi* tokens may stack up to 7x.



CLEANSE (POSITIVE STATUS): A player with a *Cleanse* token may discard it at anytime to remove a single status effect from themselves. *Cleanse* tokens may stack up to 3x.



CONCUSSION (NEGATIVE STATUS): A player afflicted with *Concussion* must skip their *Income Phase* & *Draw Phase*. Then remove this token. *Concussion* tokens do not stack.



CRIT (POSITIVE STATUS): A player with a *Crit* token may discard the token at the conclusion of their *Offensive Roll Phase* to deal 1.5x dmg (*rounded up*). *Crit* tokens do not stack.



DIVINE PROTECTION (POSITIVE STATUS): This token may be discarded during a *Defensive Roll Phase* to reduce incoming dmg by half (*rounded up*). *Divine Protection* tokens do not stack.



DEFLECT (POSITIVE STATUS): A *Deflect* token may be discarded after being attacked (during an opponent's *Roll Phase*) to deal half of the damage (*rounded up*) back to the attacker. *Deflect* tokens do not stack.



ENTANGLE (NEGATIVE STATUS): A player afflicted with *Entangle* gets 1 fewer roll attempts during their next *Offensive Roll Phase*. At the conclusion of the *Roll Phase*, remove this token. *Entangle* tokens do not stack.



ENTER THE SHADOWS (POSITIVE STATUS): When a player with an *Enter the Shadows* token is damaged as a result of an *Offensive Roll Phase*, no damage from the attack is received (although the attack still "succeeds" & other effects may apply). Additionally, if their own *Offensive Roll Phase* attack that would deal dmg, roll 1d6 and add the value of the die to the dmg total. Then immediately remove this token. In any case, remove this token after the affected player completes one full turn while under the effects of it. *Enter the Shadows* tokens do not stack.



EVASIVE (POSITIVE STATUS): When a player with *Evasive* receives damage, they may choose to discard this token. If discarded, roll 1d6. If the outcome is 1-2, no damage is received (although other associated effects may still apply). *Evasive* tokens may stack up to 3x.



FIRE MASTERY (POSITIVE STATUS): A player with *Fire Mastery* tokens must "cool off" (i.e. remove 1 *Fire Mastery* token) during the *Upkeep Phase* of each turn. *Fire Mastery* tokens may stack up to 5x.



KNOCKDOWN (NEGATIVE STATUS): A player afflicted with *Knockdown* must spend 2 CP to remove this token. If the player cannot afford or does not choose to forfeit this CP, they must skip their *Roll Phase* and then remove this token. *Knockdown* tokens do not stack.



POISON (NEGATIVE STATUS): A player afflicted with *Poison* is dealt 1 dmg per *Poison* token during the *Upkeep Phase* of their turn. *Poison* tokens may stack up to 3x.



STUN (NEGATIVE STATUS): A player afflicted with *Stun* may take no actions of any kind (i.e. no cards may be played, no defense may be made, no status tokens or passive abilities may be used, etc). Additionally, the affected player's next turn is skipped completely. After the turn has been skipped, remove this token. *Stun* tokens do not stack.



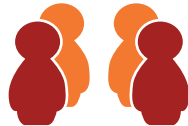
TARGETED (NEGATIVE STATUS): When a player afflicted with *Targeted* is damaged as a result of an *Offensive Roll Phase*, add +2 to the dmg total. *Targeted* tokens do not stack.

DICE THRONE

www.dicethrone.com



AGES 8-ADULT



2-4 PLAYERS



20-30 MINUTES



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