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DICE THRONE

RULES OF PLAY
VERSION 2.3



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DICE THRONE

GAMEPLAY OVERVIEW

A heart-pumping, fast-playing game of skilled card play and dice manipulation. The game is played over a series of rounds where you will be rolling your hero's dice up to 3 times. You will use the combination of dice symbols or numbers to activate your hero's abilities to attack your opponent(s).

WINNING THE GAME

Defeat your opponents by reducing their health to 0.

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2
 3

EVASIVE
Positive Status Effect Stack limit: 3

Spend & roll 1-2 to dodge an Attack:
When a player with *Evasive* receives damage, they may choose to spend this token. If spent, roll 1 die. If the outcome is 1-2, no damage is received (although other associated effects may still apply). Multiple *Evasive* tokens may be spent in an attempt to prevent the same source of damage.

RELOAD
Positive Status Effect Stack limit: 2

Spend & add ½ of 1 die to Attack dmg:
If a player concludes their *Offensive Roll Phase* with an Attack, they may spend this token. If spent, roll 1 die and add ½ the value as dmg (rounded up). Attack Modifier.

KNOCKDOWN
Negative Status Effect Stack limit: 1

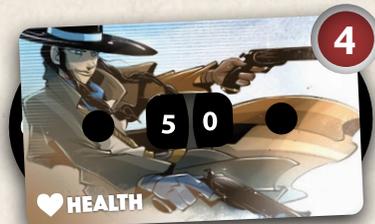
Spend 2 or skip *Offensive Roll Phase*:
To remove this token, a player afflicted with it must spend 2 before the start of their *Offensive Roll Phase*. If the player does not, they must skip their *Offensive Roll Phase* and then remove this token.

BOUNTY
Negative Status Effect Stack limit: 1

Receive +1 dmg & Attacker gets 1:
When a player afflicted with this token is Attacked by an opponent, the attacker increases their dmg by 1 and gains 1 Persistent.

1 BULLET
2 BULLET
3 BULLET
4 DASH
5 DASH
6 BULLSEYE

8



FILL'EM UP
Gain *Evasive* 1. Inflict 10 Persistent. If you spend a *Reload* token, deal 10 Persistent.

ULTIMATE



SHOWDOWN

SMALL STRAIGHT

After targeting an opponent, you each roll 1 :

If your roll is equal or greater, deal 7 dmg, otherwise deal 5 dmg.

DEADEYE

Inflict *Knockdown* .

Deal 6 *undefendable* dmg.

FAN THE HAMMER

LARGE STRAIGHT

Gain 2 *Evasive* .

Deal 7 dmg.

DUEL

DEFENSE ROLL 1

You and your attacker each roll 1 :

If your roll is greater, you may choose to either deal 3 dmg or prevent $\lfloor \frac{1}{2} \rfloor$ dmg (rounded up).

If your roll is not greater, deal 1 dmg.



GAME SETUP

Each player should place all of their chosen hero's components in front of them:

- 1 **HERO BOARD**
- 2 **HERO LEAFLET**
- 3 **TOKENS**
 - Stack your Status Effect and Companion tokens on your leaflet in their associated places.
- 4 **HEALTH DIAL**
 - Set your starting Health to 50 (for a 1v1 game).
- 5 **COMBAT POINTS DIAL**
 - Set your starting CP to $\lfloor \frac{1}{2} \rfloor$.
- 6 **DECK**
 - Shuffle your cards to create a deck.
 - Draw the top $\lfloor \frac{1}{4} \rfloor$ cards from your deck. This is your starting hand.
- 7 **DICE**
 - Roll 1 . The player who rolls the highest number is considered the Start Player and gets to go first.
- 8 **ADDITIONAL SETUP**
 - Some heroes require unique setup steps. If applicable, these steps will be located on the back of your Hero Leaflet.

WITH LEAD!

At Bounty $\lfloor \frac{1}{2} \rfloor$ & *Knockdown* . Then deal 10 dmg.

: you may re-roll that die one time.

Dice may be altered to prevent an Ultimate. Otherwise, no action of any kind may be performed by any opponent until the ability fully completes.

TURN PHASES

Beginning with the Start Player, take turns as the Active Player, with each turn progressing through the following phases:

- 1 UPKEEP PHASE** - Resolve any *Upkeep Phase* maintenance (generally specified by Status Effects or Passive Abilities **E**).
- 2 INCOME PHASE** - Gain  & draw  card from your deck. Start Player skips their first *Income Phase*. 
- 3 MAIN PHASE (1)** - Spend  to play *Hero Upgrade* cards or *Main Phase Action* cards. Sell (discard) unwanted cards for  each. 
- 4 OFFENSIVE ROLL PHASE** - Roll any number of your dice in up to 3 *Roll Attempts* and activate a single *Offensive Ability* that your Final Dice Result meets the Activation Requirement for (reference **A** and **B**). Any player may play *Roll Phase Action* cards. 
- 5 TARGETING ROLL PHASE** - Skip this phase in a 1v1 game. If you are playing with more than 2 players, see page 11. Any player may play *Roll Phase Action* cards.
- 6 DEFENSIVE ROLL PHASE** - If you activated an *Attack* during your *Offensive Roll Phase*, your opponent activates their *Defensive Ability* **H** with a single *Roll Attempt*. Any player may play *Roll Phase Action* cards. 
- 7 MAIN PHASE (2)** - Identical to *Main Phase (1)*.
- 8 DISCARD PHASE** - Sell (discard) cards for  each until you have  or fewer cards in your hand. 

HEALTH

- The moment your health is reduced to 0, you have been defeated.
- If all remaining players are simultaneously reduced to 0 health, the game is a draw (an opponent cannot be 'more dead' than you).
- You may heal a maximum of 10 points above your starting health.



COMBAT POINTS

- CP is spent primarily to pay for cards.
- You can have a maximum of **15CP**. If you gain CP while you are already at **15CP**, do not increase your CP Dial.
- At the start of your *Income Phase*, increase your CP Dial by .

Important: The Start Player must skip their first *Income Phase*.



OFFENSIVE ABILITY **A**

- May be activated at the end of your *Offensive Roll Phase*.
- You may only activate a single ability as the result of your *Offensive Roll Phase*.

ACTIVATION REQUIREMENT **B**

The Final Dice Result required to activate an *Offensive Ability*.

- Offensive Abilities* generally require a specific set of symbols **B** to activate:



- Small Straight** abilities **C** require any 4 sequential numbers in a row (e.g. 2-3-4-5) and are represented by 4 escalating dice:



- Large Straight** abilities **D** require any 5 sequential numbers in a row (e.g. 1-2-3-4-5) and are represented by 5 escalating dice:



YOUR HERO BOARD

REVOLVER

Deal 2 dmg

Deal 4 dmg

Deal 5 dmg

BOUNTY HUNTER

Inflct Bounty 1.

Then deal 1 undefendable dmg.

QUICK DRAW

PASSIVE

During your Upkeep Phase, gain Reload 1.

TAKE COVER

Gain Evasive 1.

Deal 3 dmg.

PASSIVE ABILITY

- Always active and/or available for use.

GUNSLINGER

"The gun is mightier than all of you."

FILL'EM WITH LEAD!

Gain Evasive 1, Inflct Bounty 1 & Knockdown 1. Then deal 10 dmg. If you spend a Reload, you may re-roll that die one time.

ULTIMATE

Dice may be altered to prevent an Ultimate. Otherwise, no action of any kind may be performed by any opponent until the ability fully completes.

ULTIMATE ABILITY

Your hero's most powerful attack! If activated, the effects are completely unstoppable.

IMPORTANT: The damage and effects of an *Ultimate Ability* can be enhanced, but cannot be reduced, prevented, avoided, responded to, or interrupted by **anything** (e.g. cards, Status Effects, Companions, etc). Opponents may take no action of any kind from the time it is Activated until the conclusion of the *Roll Phase*. The only way to prevent an *Ultimate Ability* is to alter a die roll **before** its activation.

ABILITY DESCRIPTION

- The effects to be resolved when an ability is activated.
- Dice rolled as part of the ability's effects may apply multiple times during the resolution of the ability.

DEFENSIVE ABILITY

- Activated when you are *Attacked* by an opponent.
- If you have the choice of more than one *Defensive Ability*, choose one before rolling your dice.
- The *Defensive Ability* is not activated if the incoming damage type is *undefendable*, *pure*, *collateral*, or is the result of an opponent's *Ultimate Ability* (see "Damage Types" on page 10).

DEFENSIVE DICE

- The number of dice you roll when activating your *Defensive Ability*.
- For example, **DEFENSE ROLL 1** means the Gunslinger rolls 1 die during her *Defensive Roll Phase*.
- These dice are only rolled a single time.

YOUR HERO LEAFLET

STATUS EFFECTS

CURSED DOUBLOON

Unique Status Effect Stack limit: 5/3

- Receive 1 dmg in Upkeep Phase (except Pirate):
- Any player other than the Pirate afflicted with Cursed Doubloons is dealt 1 dmg per Cursed Doubloon during their Upkeep Phase.
 - These Persistent tokens may not be moved or removed from any player except as a result of abilities on the Pirate's hero board.
 - Whenever the Pirate would gain a Cursed Doubloon, she may choose not to.
 - Cursed Doubloon tokens may stack up to 5x on the Pirate and up to 3x on anyone else.

POWDER KEG

Negative Status Effect Stack limit: 1

- Roll 1 d6 in Upkeep Phase.
- On 1-2, receive 3 dmg, on 6 pass it to anyone:
- A player afflicted with this token must roll 1 d6 during their Upkeep Phase. On 1-2, the Key blows up. On 3-5, nothing happens. On 6, the player afflicted with Powder Key may transfer the token to a chosen player. Additionally, if a player becomes afflicted with Powder Key while already afflicted with Powder Key, the first Key immediately blows up. When a Key blows up, remove it and deal 3 as an isolated source of undefendable dmg.

WITHER

Negative Status Effect Stack limit: 2

- Attacker deals 1 dmg per token:
- If a player with a Wither token would deal damage as a result of their Offensive Roll Phase, reduce that dmg by 1 per Wither token. Persistent.

PARLAY

Negative Status Effect Stack limit: 1

- Deal no dmg when Attacking:
- A player afflicted with Parlay may not deal any damage as a result of their Offensive Roll Phase (although other effects may still apply). At the conclusion of the Roll Phase, remove this token.



- CUTLASS
- CUTLASS
- CUTLASS
- BOOTY
- BOOTY
- SKULL

STATUS EFFECTS AND COMPANIONS

A Rules for your hero's Status Effects & Companions.

DICE KEY

B The symbols on each face of the hero's dice.

COMPLEXITY RATING

C A value between 1 and 6 that measures how difficult a hero is to play. Higher complexity heroes often take more time to master and require good strategy to play effectively.

HERO SETUP

D Some heroes require additional setup steps before the game begins.

FREQUENTLY ASKED QUESTIONS

E The answers to questions about complex rules for this hero.



Complexity: 4

Weapons of Choice: Cutlass

Get her passion for adventure & the Seven Seas has won her riches untold. Unfortunately, her captives have also won her a curse so dire that her life hangs in the balance. To confront the most notorious fang of the Cursed Pirate will likely result in a one-way trip to Davy Jones' Locker.

Credits: Design and development by Kate Chubbler, Hanny Hestaby, and Armin Wolfram. Illustrations by Henry Tremblay and Michal Malara. Graphic design by Grant Brown.

HERO SETUP
Before you start the game, gain 1 Cursed Doubloon and place your Item Board "WITHER".

COMPONENTS
Dice x 5 • Health Deck x 1 • Combat Point (CP) Deck x 1 • Folding Hero Board x 1 • Hero Leaflet x 1 • Hero Cards x 13
Turn Order Card x 1 • Cursed Doubloon x 4 • Powder Keg x 4 • Parlay x 3 • Wither x 4

FREQUENTLY ASKED QUESTIONS

- Q: Is there any way to flip my hero board from the Cursed Pirate side back to the "Turner" side?
A: No. Once flipped, it stays that way for the remainder of the game.
- Q: If the Pirate inflicts a Powder Keg on an opponent, does the token on it as an isolated instance of dmg?
A: It is an isolated instance. The opponent would immediately receive 1 dmg. Then you would proceed to determine dmg from the Attack normal.
- Q: Do there any gains a Cursed Doubloon when an ally says "Gain Cursed Doubloons"?
A: No. Gaining Cursed Doubloons is always optional for the Pirate.
- Q: If the Pirate says "Gain Cursed Doubloons" and an opponent already has Powder Key, does that opponent receive 1 dmg to my Persistent Ability?
A: No. Since the opponent results in a "Hit", Acting on the ability they activate deals damage that targets another player, they do not receive the Powder Key. If that Player still means the ability does not deal any damage. Similarly, if they fail a challenge, they still "Attacked", it just failed.

Each hero has a unique set of Status Effects, represented by tokens. If you need more tokens than are provided, represent them with something else.

Positive or Negative Status Effects can be gained or inflicted on yourself or other players. Status Effects are usually gained or inflicted through cards or Offensive Abilities.

When you gain or inflict a Status Effect, take the corresponding token from your Hero Leaflet and place it in the middle of the receiving player's Hero Board. This Status Effect is now considered to be "in play". If a player is defeated, Status Effects they inflicted on other players remain in play.



SHOWDOWN

SMALL STRAIGHT
After targeting an opponent, you each roll 1 d6. If your roll is equal or greater, deal 7 dmg, otherwise deal 3 dmg.

FAN THE HAMMER

LARGE STRAIGHT
Gain 2 Evasive and Deal 7 dmg.

GUNSLINGER

REMOVING STATUS EFFECTS

When a Status Effect is removed, return the token to the appropriate space on its Hero's Leaflet. When using cards or abilities that remove a specific number of Status Effects, remove that many tokens.

SPENDABLE STATUS EFFECTS

Some Status Effects are removed when you spend them. Unless otherwise specified, you may spend these status effects at any time during any phase of any player's turn and their effects are immediate.

PERSISTENT STATUS EFFECTS

A Status Effect marked as "Persistent" remains in play until the end of the game, or until a card or ability causes its removal.



STACK LIMITS

Many Status Effects can be applied multiple times to a hero, creating a stack of them. The Stack Limit **G** represents the maximum number of tokens of a particular Status Effect that can be on a single Hero Board at a given time (e.g. a Status Effect with a Stack Limit of 2 can have a maximum of 2 tokens on each Player).

Example (left): Cursed Pirate has inflicted a Powder Keg **F** and two Wither **H** Status Effects on the Gunslinger. Wither is marked as Persistent in the Status Effect description, so it will remain on the Gunslinger's Hero Board until the Gunslinger is able to remove it. Wither has a Stack Limit of 2 **G**, allowing the Cursed Pirate to inflict it twice on the Gunslinger.

INCREASING STACK LIMIT

If a player **increases** the Stack Limit of a Status Effect, the increase only applies to that player, and lasts for the duration of the game.

UNIQUE STATUS EFFECTS

These fundamentally break the standard Status Effect rules (explained in their description). Unique Status Effects often have a custom shape and/or size **I**.



INTERRUPTING STATUS EFFECTS

If a Status Effect is spent, its effects cannot be interrupted. For more information, see "timing conflicts" on page 15.

COMPANIONS

Some heroes have Companions, which are represented by tokens, dials, or other custom components. Companions are not Status Effects, and are therefore immune to cards and abilities that alter Status Effects (e.g. **K**).

Companions feature custom rules on the Hero Leaflet **A**. They cannot be removed, transferred, or destroyed, unless otherwise specified in the Companion's ruleset.



HERO CARDS

There are two types of cards: *Hero Upgrade* cards and *Action* cards.

During your *Income Phase*, you draw a card from your deck. If you need to draw a card, but your deck is empty, shuffle your Discard Pile to create a new deck first.

Playing cards costs Combat Points **CP**. This cost is indicated on the left hand side of the card. Cards costing **0CP** are free to play.

You must conclude your *Discard Phase* with no more than **6** cards in your hand. If you reach the *Discard Phase* with more than this, you must sell cards until you have **6** or fewer. To sell a card, discard it and increase your CP Dial by **1CP** (all cards are worth **1CP** when sold, no matter how much it costs to play).

The phase during which a card may be played is indicated by the symbol on the left hand side of the card **J**.



HERO UPGRADES

Hero Upgrade cards permanently upgrade the space with the same name on your Hero Board. Identified by a  icon on the left side of the card.

Offensive Ability upgrades  have a white border, *Defensive Ability* upgrades  have a green border, and *Passive Ability* upgrades  have a purple border.

Hero Upgrade cards:

- may only be played during your *Main Phase (1)* or *Main Phase (2)*.
- may not be sold after they have been played.
- may be upgraded directly to level III. If upgrading an already upgraded ability (i.e. upgrading from level II to level III), play the new card over the top of the previous *Hero Upgrade* and pay only the difference in  cost between the upgrades.



Offensive Ability Upgrade



Defensive Ability Upgrade



Passive Ability Upgrade

TO PLAY AN UPGRADE CARD

- 1 Spend the required  (shown on the left side of the card).
- 2 Place the card onto the space of your Hero Board with the same name.



ACTION CARDS

Action cards (identified by a  icon) are single use cards that provide a benefit. *Action* cards may be played at different times, depending on their color.

TO PLAY AN ACTION CARD

- 1 Spend the required  (shown on the left side of the card).
- 2 Perform the described action and then place the card onto your Discard Pile.

INSTANT ACTION CARDS

- Identified by a red border and a  icon.
- May be played at any time, during any player's turn (as indicated by the  icon on the left side of the card).
- May be played to interrupt actions or abilities (except other *Instant Action* cards), and are resolved immediately. The interrupted action or ability completes afterward (see "Timing Conflicts" on page 15).
- *Instant Action* cards cannot be interrupted.





MAIN PHASE ACTION CARDS

- Identified by a **blue border** and a **★** icon.
- Only playable on your own turn, during *Main Phase (1)* or *Main Phase (2)* (as indicated by the **M** icon on the left side of the card).

ROLL PHASE ACTION CARDS

- Identified by an **orange border** and a **★** icon.
- May only be played during an *Offensive Roll Phase*, *Defensive Roll Phase*, or *Targeting Roll Phase* (as indicated by the **R** icon on the left side of the card).
- May be played during any player's turn.



RESOLVING TEXT

“ROLL [#] 🎲”

Roll the indicated number of dice **A** a single time, then resolve the effects that follow. Dice rolled previously cannot be used to resolve the listed effects.

“ON [SYMBOL]”

If your roll contains the symbol shown **B**, you get the listed benefits **C**. However, you only get these benefits *once*, even if your roll contains the required result multiple times.



MULTIPLICATION (e.g. “4 × 🖐️”)

Multiply the [number] by the [quantity] of your dice displaying the symbol **D** to determine the total.

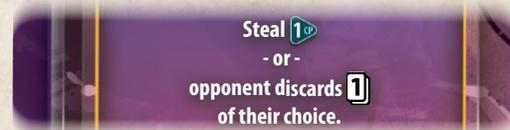
“THEN”

You may spend Status Effects and play *Instant Action* cards or *Roll Phase Action* cards at the point of a ‘Then’ statement. The effect following a ‘Then’ statement is performed after the effects that came before it.



“OR”

When statements are separated by an “or”, you may resolve only one of the options.



“STEAL”

Take the indicated resource from your opponent and give it to yourself.

When stealing Health/CP, increase your Health/CP Dial and reduce their dial accordingly.

If your opponent does not have the specified amount, Steal as much as they have.



DAMAGE TYPES

The current amount of damage waiting to be dealt to a player is considered “incoming damage”.

There are 5 damage types: normal (denoted as simply “dmg”), *undefendable*, *pure*, *collateral*, and *ultimate*.

DAMAGE TYPE ATTRIBUTES

Each damage type has one or more of the following attributes:

- **Defendable** - If the damage is the result of your opponent’s *Offensive Ability*, you may perform your *Defensive Ability*.
- **Avoidable** - Can be reduced, prevented, avoided, or interrupted by cards and/or Status Effects.
- **Modifiable** - Can be changed with *Attack Modifiers*.
- **Special Targeting Rules** - The player to receive the damage is specified in the description. No *Targeting Phase* is necessary to determine who will receive this damage.

NORMAL DAMAGE

- This is the most common type of damage, denoted by a black circle with a number in it (e.g. 5) followed by “dmg”.
- Defendable, Avoidable, and Modifiable.
- No Special Targeting Rules.

UNDEFENDABLE DAMAGE

- Another common type of damage denoted by a red circle with a number in it (e.g. 2) followed by “*undefendable* dmg”.
- Not Defendable, but it is Avoidable (with cards / Status Effects).
- Modifiable.
- No Special Targeting Rules.

PURE DAMAGE

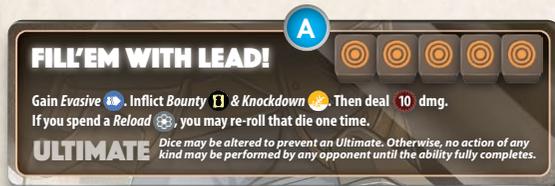
- A special type of *undefendable* damage denoted by a red circle with a number in it (e.g. 2) followed by “*pure* dmg”.
- Not Defendable, but it is Avoidable and Preventable.
- Not Modifiable.
- No Special Targeting Rules.

COLLATERAL DAMAGE

- A special type of *undefendable* damage denoted by a red circle with a number in it (e.g. 2) followed by “*collateral* dmg”.
- Not Defendable, but it is Avoidable.
- Not Modifiable.
- Has Special Targeting Rules (specified on the ability/card).
- Does not qualify as an “Attack” since it does not directly target.
- When dealt to multiple players of the same team at the same time, reduce the Health Dial by the combined total dealt.

ULTIMATE DAMAGE

- A special type of *undefendable* damage dealt by your *Ultimate Ability* A.
- Denoted by a red circle with a number in it (e.g. 2).
- Not Defendable or Avoidable.
- When Modified, may only be increased, but not decreased.
- No Special Targeting Rules.



Gunslinger’s *Ultimate Ability*

DAMAGE TYPE CHART

	Defendable	Avoidable	Modifiable	Special Targeting Rules
NORMAL DAMAGE	✓	✓	✓	✗
UNDEFENDABLE DAMAGE	✗	✓	✓	✗
PURE DAMAGE	✗	✓	✗	✗
COLLATERAL DAMAGE	✗	✓	✗	✓
ULTIMATE DAMAGE	✗	✗	✓	✗

ATTACK MODIFIERS

Any card or Status Effect that modifies an *Attack* is considered an "Attack Modifier."

They can be played before or after the *Defensive Ability* is activated.

Damage added by Attack Modifiers is considered to be of the same damage type as the original damage being dealt.

Attack Modifiers can only be used on *Attacks* (i.e. an *Offensive Ability* that targets an opponent with at least 1 dmg).

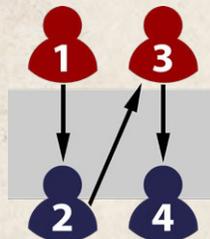


4 PLAYER GAMES

2v2 TEAM GAME

When playing with 4 players, apply the following rule changes:

- The game is played in teams of two.
- Teammates sit next to each other and are encouraged to view each other's hands & strategize.
- Roll to determine the Start Player.
- Turn order alternates between teams in a zigzag pattern.
- Teammates share one Health Dial beginning with 50 health.
- The Start Player skips the *Income Phase* of their first turn.
- When one teammate receives damage, reduce the shared Health Dial by the corresponding amount. If both teammates take damage at the same time, reduce the Health Dial by the combined total of damage taken by both teammates.
- Teammates still have their own individual CP Dials. A player's CP may only be spent on their own cards and abilities.
- Players cannot intervene to reduce their teammate's incoming damage unless specified by a card/status effect (e.g. the card 'Not This Time!' can be played on teammates because it refers to "A chosen player").
- Players may alter dice to prevent a teammate from taking damage in the first place or to improve their dice outcome.



3 PLAYER GAMES

KING OF THE HILL

When playing with 3 players, apply the following rule changes:

- Each player begins the game with 35 Health.
- Roll to determine the Start Player.
- Players take turns in a clockwise order.
- When *Attacking*, you may target any player desired. However, you receive a bonus card if you choose to *Attack* the Leader.
- The player(s) with the most Health remaining are considered the Leader(s).
- If you target a Leader with an *Attack*, you draw 1 card from your deck. The card draw happens immediately after choosing your target (before any other effects occur).
- If you *Attack* an opponent who is tied with you for the lead, (e.g. you and another player both have 30 Health), you still draw 1 bonus card.
- If you are the only Leader (i.e. you alone have the most Health), you cannot earn a bonus card.

OTHER MODES

Dice Throne can be played with up to 6 players. However, we strongly recommend that your group does not attempt this until everyone is very familiar with the game. 5-6 player games are fun and intense for seasoned players, but will drag on if attempted by new players.

For full rules on 5-6 player games (and other variants), visit: <http://variants.dicethrone.com>

TURN BREAKDOWN

At this point you should have enough knowledge of how Dice Throne works to try out a 1v1 game. We recommend you return to this reference section when you have a question.



The following is a detailed breakdown of each phase of a turn.

1. UPKEEP PHASE

- 1** Determine if any of your Status Effects or abilities activate during your *Upkeep Phase*. Then resolve these effects (note: this will not be applicable for most heroes during the beginning of the game).
- 2** If there are multiple effects, the Active Player may choose the order in which they are resolved.
- 3** All damage and/or healing effects are accumulated and are applied simultaneously at the conclusion of the phase.



2. INCOME PHASE

Important: The Start Player skips the *Income Phase* of their first turn.

- 1** Increase your CP Dial by 1 CP (skip this step if you already have the maximum of 15 CP).
- 2** Draw 1 card from the top of your deck and add it to your hand. If your deck is empty, shuffle your Discard Pile to create a new deck.



3. MAIN PHASE (1)



Perform any of the options below in any order, and as many times as you like:

- A** **Sell any card**
 - Place 1 card from your hand onto your Discard Pile.
 - Increase your CP Dial by 1 CP (all cards are worth 1 CP when sold, no matter how much it costs to play).
- B** **Play Main Phase Action cards** ★
 - Reduce your CP Dial by the CP cost shown on the left side of the card.
 - Perform the described action(s).
 - Place the card onto your Discard Pile.
- C** **Play Hero Upgrade cards** ↑
 - Reduce your CP Dial by the CP cost shown on the left side of the card.
 - If you are upgrading from level II to level III, only pay the difference in cost.
 - Place the card onto the correspondingly named space on your Hero Board.



4. OFFENSIVE ROLL PHASE



During this phase, any player may choose to play *Roll Phase Action* cards after any step listed below.



- 1** **Perform up to 3 Roll Attempts:**
 - Roll all 5 of your dice.
 - Optional: reroll any number of dice.
 - Optional: for a second time, reroll any number of dice.
- 2** **When you are satisfied with your roll, you may either:**
 - Announce the *Offensive Ability* that you intend to Activate (your Final Dice Result must meet its Activation Requirement). Ask your opponent if they would like to alter your dice or allow the ability to activate successfully.
 - Announce that you are not going to Activate an *Offensive Ability* at all.
 - Tip:** Activating a weak *Attack* against an opponent with a powerful *Defensive Ability* is not always advisable.
- 3** **If you, a teammate, or an opponent have altered any of your dice at this point (e.g. someone played 'Twice As Wild'), you may either:**
 - Announce a different *Offensive Ability* based on the new Final Dice Results.
 - Return to step 1 of the *Offensive Roll Phase* and use any remaining unused rerolls.
- 4** **Activate the *Offensive Ability* (if one was chosen):**
 - Determine its variable effects (some abilities require additional steps to determine their full effects).
 - Resolve any effects that do not require a target (e.g. gain *Evasive* ⚡, gain *Back Strike* ⚡, Heal 5, etc).

5. TARGETING ROLL PHASE

If you have more than one opponent, you must determine your target.

Note: Targeting an opponent still applies even if you have activated an ability that does no damage, but has effects that must be reconciled (e.g. 'Mark the Target' inflicts *Bounty* ).



In King of the Hill variants, simply choose an opponent to *Attack* (see "King of the Hill" on page 11).

To decide who the Defender will be in 2v2 games:

1 Roll 1 die.

This die may be manipulated with cards, unless the *Attack* is an *Ultimate Ability*. Dice could have been manipulated before an *Ultimate Ability* Activated, but as this is now the *Targeting Roll Phase*, the *Ultimate Ability* has already Activated and simply requires a target.



2 Determine the Defender who will be receiving the damage based on the result of your die roll:

- **1 or 2** - Target the opponent on your left.
- **3 or 4** - Target the opponent on your right.
- **5** - Your opponents choose which of them you target.
- **6** - Choose either opponent as your target.

Note: For targeting rules on other variants, visit: <http://variants.dicethrone.com>

6. DEFENSIVE ROLL PHASE

If the Active Player's *Offensive Roll Phase* results in an *Attack*, then the Defender now begins the *Defensive Roll Phase*.



- 1 Resolve any effects from the *Offensive Ability* that require a target and are not damage related (e.g. gain *Evasive* , inflict *Bounty* , steal *CP* , etc).
- 2 If the *Offensive Ability* results in an *Attack* and if that *Attack's* damage type is defendable, the Defender may activate their *Defensive Ability*.

Note: Most heroes only have 1 *Defensive Ability*. However, if a hero has 2, they must choose one now.

- 3 Defender performs one *Roll Attempt* with the indicated number of dice (e.g. **DEFENSE ROLL 1**  means roll 1 die).
 - 4 Based on the dice results, the Defender resolves all non-damage effects (e.g. gain *Synth* , inflict *Shame* , gain *CP* , etc).
 - 5 There is one last opportunity for any player to spend Status Effects or play cards.
 - 6 Finally, all damage, prevention, and/or healing effects are accumulated and are applied simultaneously at the conclusion of the *Roll Phase*.
- Note:** If all remaining players are simultaneously reduced to 0 health, the game is a draw.

7. MAIN PHASE (2)

Identical to *Main Phase* (1).

8. DISCARD PHASE

- 1 Sell cards from your hand, until you have 6 or fewer cards.
- 2 Increase your CP Dial by  for each card sold (more expensive cards are not worth more *CP*).
- 3 Place any sold cards onto your Discard Pile.



The following 2 pages are intended for advanced players and tournament play. This knowledge is not required to play the game casually.



FINAL DMG TOTAL

Occasionally, calculating a Final Total of damage (the amount you reduce your health dial by at the conclusion of the roll phase) can become complex when the Incoming Damage of the attack is affected by your *Defensive Ability*, cards, and status effects played by you and your opponent.

Luckily, you can easily calculate the Final Total by following the steps below, in the order shown, after both players are completely finished taking actions:

1. DETERMINE INCOMING DAMAGE

Incoming Damage is the amount of Damage that is waiting to be dealt to you at any point during the game. Most frequently this damage comes from *Offensive* and *Defensive Abilities*, but *Incoming Damage* can also come from status effects like Pyromancer's *Burn* or Shadow Thief's *Poison*.

2. ADD & SUBTRACT (SUBTOTAL)

We now apply anything that used addition or subtraction to affect Incoming Damage. *Defensive Abilities*, status effects, or cards that would subtract (prevent) or add a **specific** amount of damage are applied to Incoming Damage during this step. The result is called the Incoming Damage Subtotal.

3. MULTIPLY & DIVIDE (FINAL TOTAL)

Finally, calculate anything that affects Incoming Damage using multiplication or division. All division and multiplication is **applied at the end**, regardless of what order cards, status effects, or Defensive Abilities were activated.

Also, in the case that you need to calculate more than one multiplier, each multiplier is calculated independently using the original Incoming Damage Subtotal determined by Step 2.

Anything else that uses Incoming Damage as part of a multiplication or division calculation (e.g. Paladin's *Retribution* status effect) is also calculated at this time.

BARBARIAN VS PALADIN EXAMPLE

Below is an example of a series of events that transpire during the *Offensive* and *Defensive Roll Phase* between the Barbarian (attacking) and the Paladin (defending).

1. Barbarian activates his *Overpower* Offensive Ability, which will deal 18 damage to the Paladin.
2. Paladin spends his *Retribution* status effect, which will deal half of the Incoming Damage back to the Barbarian.
3. Paladin spends his *Protect* status effect, which will prevent $\frac{1}{2}$ of the Incoming Damage.
4. Paladin activates his *Divine Defense III* ability, which will prevent 3 dmg. He also gains another *Protect*.
5. Barbarian plays his *Get Some* Attack Modifier card which inflicts *Concussion* and adds 5 dmg.
6. Paladin plays *Absolution* card which will prevent 3 dmg.
7. Paladin spends his other *Protect* status effect which again will prevent $\frac{1}{2}$ of the Incoming Damage.

BARBARIAN VS PALADIN EXAMPLE (CONTINUED)

A lot of stuff just happened. Let's calculate damage:

1. DETERMINE INCOMING DAMAGE

18 Incoming Damage from *Barbarian's Overpower* (Event 1, above).

2. ADD & SUBTRACT (SUBTOTAL)

- 18 Incoming Damage (Event 1 - *Overpower*)
- 3 dmg (Event 4 - *Divine Defense III*)
- 5 dmg (Event 5 - *Get Some*)
- 3 dmg (Event 6 - *Absolution*)

17 Incoming Damage (Subtotal)

3. MULTIPLY & DIVIDE (FINAL TOTAL)

Determine the value of each multiplier simultaneously and independently (Note: all division in Dice Throne is always rounded up):

$$\text{Event 2 (Retribution)} = \frac{17 \text{ (Subtotal)}}{2} = 9 \text{ dmg}$$

$$\text{Event 3 (Protect)} = \frac{17 \text{ (Subtotal)}}{2} = 9$$

$$\text{Event 7 (Protect)} = \frac{17 \text{ (Subtotal)}}{2} = 9$$

Then apply all of this to the Subtotal:

$$17 \text{ Incoming Damage} - 9 - 9 = -1 \text{ Incoming Damage}$$

Using *Protect* twice, Paladin prevents all damage, which means the Final Total of damage the Paladin receives is 0.

Additionally, the Barbarian will receive 9 dmg in return since the Paladin spent his *Retribution* token (Event 2).

TIMING CONFLICTS

When multiple players perform *Instant Actions* that cause confusion as to whose action is resolved first, the player whose turn it is has priority, regardless of who initiated their action first. And remember, spending a status effect token is considered an *Instant Action*.

For example, if your opponent wants to avoid your *Attack* by spending an *Evasive* token, and then you play a *Buh Bye* (*Instant Action* card) to remove your opponent's *Evasive* token, your card would resolve first, because it's your turn.



Conversely, if your opponent has a *Reload* token when they *Attack* you, and you attempt to play a *Buh Bye* card to remove it, they may still spend that *Reload* token successfully (because it's their turn) and your *Buh Bye* card may not be played to remove that token or any other tokens played by the *Attacker*.

The player whose turn it is takes precedent regardless of how many instants a player desires to use during an interaction.

Cards/abilities that are not considered “instant” are interruptable. For example, when you play a *What Status Effects* card (*Main Phase Action*), your opponent may still spend valid status effects before the card resolves completely (e.g. *Tactical Advantage*, *Nyra's Bond*, etc).

Note: When playing with more than two players, the player whose turn it is has first priority, followed by subsequent players in turn order. After all interruptions are complete, the previous order of play continues normally.

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For hero specific credits, see hero leaflets.

And the BIGGEST thanks goes to you for purchasing this game and helping us to pursue our dream of creating Dice Throne.

 Join our community:
<http://community.dicethrone.com>

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QUICK REFERENCE

2/3/4/5-of-a-kind: When the dice show the same number (not symbol) 2/3/4/5 times.

Additionally: Statements following an “Additionally” resolve after the other listed effects.

Attack: An *Offensive Ability* that deals at least 1 dmg that targets an opponent (i.e. not *collateral* dmg).

Attack Modifier: A Status Effect or card that adds an effect to an *Attack* and /or modifies its damage.

Collateral Damage: Damage that does not have a target and therefore does not qualify as an *Attack*. Not defensible, but it is avoidable. Cannot be Modified.

Combat Points : Spent to play cards and activate abilities from your Hero Board. Players can have a maximum of 15 CP. Players Gain  at the start of their turn (except the Start Player's first turn).

Companion: Reference your Hero Leaflet for their unique definition (see “Companions” on page 7).

Defender: The player who is being targeted by an *Attack*.

Final Dice Result: The result of your five dice after all rerolls and dice modification are finished.

Gain: For Status Effects, take the corresponding token and place it on the middle of your Hero Board. For Health or , increase your Health or CP Dial by the specified amount.

Heal: Increase your Health Dial by the specified amount. You may heal up to 10 Health beyond your starting Health.

Incoming damage: The current amount of damage waiting to be dealt to a player.

Inflict: Take the Status Effect's corresponding token and place it in the middle of the receiving player's Hero Board.

Instant Action card: An *Action* card that may be played at any time during any player's turn. These cards can interrupt normal play (but not Spendable Status Effects or another *Instant Action / Roll Phase Action* card).

Large Straight: 5 of your dice show a sequence of numbers (i.e. 1-2-3-4-5 or 2-3-4-5-6).

Main Phase Action card: An *Action* card that may be played during the Active Player's *Main Phase (1)* or *Main Phase (2)*.

On [symbol]: If your roll contains the required symbol(s), you get the benefits. Even if your roll contains the required symbol(s) multiple times, you only get the benefits once.

Or: When statements are separated by an “Or”, you may resolve only one of the separated statements.

Persistent Status Effects: Remain in play until some other card or ability causes their removal.

Pure Damage: *Undefensible* damage that can't be changed by *Attack Modifiers*, but can be prevented or avoided.

Roll Attempt: A dice roll performed by the player to activate an *Offensive* or *Defensive Ability*.

Roll Phase Action card: An *Action* card that may be played during the *Offensive / Targeting / Defensive Roll Phase*. These cards can interrupt normal play (but not Spendable Status Effects or another *Instant Action / Roll Phase Action* card).

Roll Phase: If an ability references “the conclusion of the *Roll Phase*,” this occurs just before *Main Phase (2)* begins.

Roll [#] : Roll the indicated number of dice to resolve the listed effects.

Sell: During a player's *Main Phase*, they may take any card from their hand, place it onto their Discard Pile, and then increase their CP Dial by .

Small Straight: 4 of your dice show a sequence of numbers (i.e. 1-2-3-4 or 2-3-4-5 or 3-4-5-6).

Spendable Status Effects: Remain in play until you choose to spend them.

Spent / Spend: If a Status Effect is Spent, you discard the token and receive the benefit. This has no  cost. You may gain this Status Effect token again later in the game.

Stack Limit: Specifies how many tokens of the same type can be on any one hero at any time (unless a card or ability increases that limit).

Steal: Take the indicated resource from your opponent and give it to yourself. If your opponent does not have the specified amount, steal as much as they have.

Then: ‘Then’ statements create a break in play during which players may play *Instant Action* cards, *Roll Phase Action* cards, or spend Status Effects. Statements following a “Then” are always resolved after the statements preceding the “Then”.

Ultimate Ability: Opponents CANNOT DO ANYTHING until the ability completes. This includes reducing, preventing, responding to, or interrupting its damage and effects. The ability also ignores any Status Effects in play that would reduce the effectiveness of the ability. However, the ability can be enhanced. The only way to prevent an *Ultimate Ability* or avoid its damage is to alter a die roll to stop its activation.

Undefensible Damage: Damage which players cannot activate a *Defensive Ability* against. However, the damage may still be avoided, reduced, or enhanced.

Unique Status Effects: Contain rules in their description that break the normal rules for Status Effects.