

Dice Forge Rules Summary (v1)

Setup:

- Place game board on the table (*room for cards on its sides*).
- There are 4 identical copies of each card. Use the number of each card to match the number of players (*rest into the box*).
 - For introductory games, use cards with **blue dot** at bottom.
- Place a stack of each card type around the game board*
 - Match the number at the bottom corners with the cost on the game board (*if two of a number, note if left or right*).
 - Dark numbered cards go on the dark side of game board (pay with **blue** shards). Pay with **red** shards on other side.
 - 2** players keep only 2 of each. **3** players keep only 3 of each.
- Put the rounds token on the 1 spot of the rounds track.
- Setup the die face tiles marketplace board (*should be ready*)
 - Ready if you packed up this board like this after your game
 - If not: place die faces as shown on the board sleeve
 - 2** Players: randomly remove 2 of each pool of die face tiles.
- Each player takes pawn of their color:
 - Puts pawn on their color in the center of the game board.
 - Takes the matching personal inventory tracking board.
 - Put 5 cubes of their color on the 0 spots of each row.
 - Takes two customizable dice and puts on these die faces:
 - Should be ready after last game. Die faces not placed on the marketplace board go on these 8 dice (2 per player):
 - Light: **Red 1** / **Gold 1** / **Gold 1** / **Gold 1** / **Gold 1** / **Gold 1**
 - Dark: **Green 2** / **Blue 1** / **Gold 1** / **Gold 1** / **Gold 1** / **Gold 1**
- Choose starting player (*gets 1st player token*).
 - Players adjust their gold marker (for all player counts):
 - 1st player: **3 gold**
 - 2nd player: **2 gold** (*dice rolls make up for less gold*)
 - 3rd player: **1 gold** (*dice rolls make up for less gold*)
 - 4th player: **0 gold** (*dice rolls make up for less gold*)

Game Play (*clockwise beginning with starting player*):

On their turn players do these four things (then end their turn):

- Roll their dice (*other players also roll and apply effects*).
 - In a 2 player game, everyone rolls their dice twice.
 - Apply the effects of both dice (*typically collect resources*).
 - If a conflict between players, apply in turn order.
- Apply effects of their "gear" cards (*reinforcements*).
 - In any order if you have more than one.
- Perform one of TWO actions (*buy dice faces or a card*):
 - Spend gold to buy die face tiles from the marketplace.
 - Cannot buy two identical die faces with the same action.
 - Put new die faces anywhere on either die*
 - Keep die faces removed off to the side of your board.
 - OR** spend **blue/red** shards to buy a specific card from the main game board (*pay first*), then:
 - Move your pawn onto the circle in front of that card.
 - If another player's pawn is there, "oust" them back to their home spot in the middle of the game board.
 - When ousted, a player rolls their dice and collects!
 - Take the card that you paid for**.
 - There are THREE card choices for the circle at the end
 - You may buy more than one copy of a card, but not with the same action (*may use step 4 to buy another*).

- May spend **2 red** sun shards to repeat step 3 (*just once*).
 - May be the same action as before (*buy a second card or more die face tiles*) or can be the "other" of the 2 actions.
 - For this extra action you may buy the same card as with your 1st action. Likewise, you may buy the same die face tile. This allows you to get a duplicate on just one turn.

After you complete these 3 steps (or 4 if you pay for an extra action in step 4) your turn ends. If you are the last player, advance the round marker.

End of Game and Scoring:

- At the end of the final round the game ends immediately.
 - Play **9** rounds for a 2 or 4 player game
 - Play **10** rounds for a 3 player game

Each player adds the **green victory points** on their cards to the **green victory points** on their player board. The most points wins. If a tie, tied players share the victory.

Three Types of Cards (*based on top left icon*):

- Tornado**: Instant! Apply effect immediately (*then place facedown with other no further effect cards*).
- Gear**: Reinforcement! Apply effect during Action step 2 (*keep the card next to your player board*).
- Hourglass**: Automatic! Apply the effect when the condition specified is met (*keep the card next to your player board*).

* During setup, there are 2 cards to choose from for most card spots with a cost higher than one. Use the card with the **blue dot** at the bottom for your first game. Choose one of the two for future games. Cards are explained inside the Hero Aid sheet.

IMPORTANT: when packing up the die face tiles on the marketplace board, first put all the die face tiles in the spaces matching the board sleeve, then carefully insert it into the sleeve and wrap the ribbon around it to keep it secure.

Observation:

The huge rulebook sheet (and 4 page Hero Aid sheet) look overwhelming and intimidating, but setup and game play is actually pretty straight forward!

Notes:

- * Hard to "pop off" a die face (to not fly across the room)?
The game suggests inserting another die tile under it and twisting or pushing up. I was concerned with damaging the tile so I use a pistachio nut shell instead (usually works).
- You may buy the same card twice or buy the same die face tile twice on one turn only if you pay **2 red** shards to take a second (*extra*) action (*and do so on the 2nd action*).
- ** Points only cards: tally those points at the end of the game.
- These cards involve OTHER players (*remind other players!*):
 - 3**: Satyrs (others roll, you gain)
 - 3**: Tenacious Boars (below)
 - 3**: Minotaur (opponents roll dice and deduct resources)
 - 5**: Mirror (get ?Copy die face - see below)
- These die faces involve OTHER players (*remind them*):
 - Teal ?**: copy an opponent die face (from **5**: card - above)
 - Boar face**: specified opponent gets resources too (from **3**:)