

RULES OF PLAY
VERSION 1.0

MARVEL

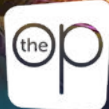
DICE THRONE

This rulebook is a living document.
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usaopoly.



2-6 30 8+



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.

TUTORIALS

HATE READING RULES?

We got you covered. Watch a Video Tutorial:
<http://mdtlearn.dicethrone.com>

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2 **KINETIC ENERGY**
 Positive Status Effect Stack limit: 8
 Boosts damage & burst at stack limit:
 • For every 2 Kinetic Energy, increase damage from your Attacks by 1 Attack Modifier.
 • Upon reaching Kinetic Energy stack limit, immediately remove all Kinetic Energy tokens. Then gain 2, draw 2, and deal 5 to a chosen opponent as an isolated source of undefendable dmg.

3 **VIBRANIUM SUIT**
 Unique Status Effect Stack limit: 1
 Prevent incoming damage:
 A player with this token may spend it to prevent 3 incoming damage. This token may not be transferred by any means (but can be removed).

1 SLASH
2 SLASH
3 SLASH
4 VIBRANIUM
5 VIBRANIUM
6 PANTHER

8

4
HEALTH
 5 0

1

VIBRANIUM CLAWS
 Deal 4 dmg
 Deal 5 dmg
 Deal 6 dmg

STEALTH STRIKE
 Deal 3 undefendable dmg.

METEORIC PUNCH
 SMALL STRAIGHT
 Gain Kinetic Energy
 Then deal 6 dmg.
 LARGE STRAIGHT
 Gain 2 Kinetic Energy
 Then deal 8 dmg.

ANCESTRAL POWER
 Gain Vibranium Suit
 Gain 2 Kinetic Energy
 Then deal 4 undefendable dmg.

ENERGY ABSORPTION
 PASSIVE
 Whenever dmg is successfully dealt to you, gain Kinetic Energy (excluding dmg from an Ultimate).

HEART-SHAPED HERO
 Gain Vibranium Suit and 3 Kinetic Energy

TRIPLE THREAT
 Deal 6 dmg & roll 2
 Add 1 x dmg.
 On , gain 2 Kinetic Energy
 On , draw 1.

BASHENGA'S HONOR
 DEFENSE ROLL 3
 Deal 1 x dmg.

WAKANDA FOREVER!
 Gain Vibranium Suit and 3 Kinetic Energy. Then deal 11 dmg.
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.

"I am a fighter, not a savior."

2
COMBAT POINTS
5

1 2 3 4 5 6 7

6

DISCARD PILE
 (face up)

GAME SETUP

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

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

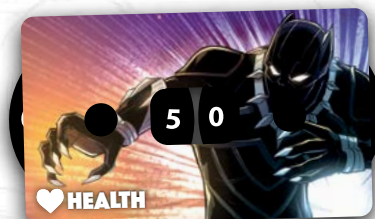
TURN PHASES

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 **CP** & draw **1** card from your deck. Start Player skips their first *Income Phase*.
- 3 MAIN PHASE (1)** - Spend **CP** to play *Hero Upgrade* cards or *Main Phase Action* cards. Sell (discard) unwanted cards for **1** 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 **1** each until you have **6** 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 defeated" than you).
- You may heal a maximum of 10 points above your starting health.



COMBAT POINTS CP

- 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 **1**.
- 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



ABILITY DESCRIPTION **G**

- 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 **H**

- 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 **I**

- The number of dice you roll when activating your *Defensive Ability*.
- For example, **DEFENSE ROLL 3** means Black Panther rolls 3 dice during his *Defensive Roll Phase*.
- These dice are only rolled a single time.

PASSIVE ABILITY **E**

- Always active and/or available for use.

ULTIMATE ABILITY **F**

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.

YOUR HERO LEAFLET

COVERT OPS
Unique Status Effect Stack limit: 3

Use to look at or rearrange cards:
You may spend this token once per turn during your *Main Phase* to do one of the following effects:

- Put an Ability Upgrade from your hand into play.
- Look at the top 3 cards of your deck.
- If none of them are Ability Upgrades, you may reveal these cards and search your deck for an Ability Upgrade. Show it to your opponent and add it to your hand. Then shuffle your deck.
- Otherwise, put them back in any order.

This token may not be transferred or removed by any means.

AGILITY
Positive Status Effect Stack limit: 2

Spend & roll 1-3 to avoid $\frac{1}{2}$ damage:
When a player with this token receives damage, they may spend it and roll 1 $\frac{1}{2}$. If the outcome is 1-3, prevent $\frac{1}{2}$ incoming damage (rounded up).

TIME BOMB
Negative Status Effect Stack limit: 2

Roll a 6 to attempt to defuse.
Take 4 dmg if you run out of time:
When inflicting this token, if you have at least 6 Ability Upgrades in play, place it on the $\frac{1}{2}$ side up. Otherwise, place it on the $\frac{1}{2}$ side up.

During their *Upkeep Phase*, a player afflicted with this token must roll 1 $\frac{1}{2}$:

- On 1-5, advance the *Time Bomb*.
- On 6, remove the token.

When a *Time Bomb* is advanced:

- If the token is on the $\frac{1}{2}$ side, flip it to the $\frac{1}{2}$ side.
- If the token is on the $\frac{1}{2}$ side, the player afflicted with this token removes it and receives 4 dmg as an isolated source of *undefendable* dmg.

ESPIONAGE
BATONS
BATONS
BATONS
WIDOW

Leaflet Front

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.

COMPONENTS

D A list of all the components that are included with the hero.

RULES CLARIFICATIONS

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

Identifying Time Bomb If a *Time Bomb* is transferred, the token is placed on the same side it was on before the transfer.

Spending Cards from an upgraded Passive If you activate your *Active Ability* and one of the upgrades chosen is *Red Room Training II*, you cannot draw a card for playing the second upgrade after it. The upgrades are considered to have been played *simultaneously*. However, all other means of getting an Ability Upgrade into play will trigger the draw card benefit of *Red Room Training II*.

Spending Agility You can spend *Agility* at any time and prevent any damage type, except *Immune*.

Preventing damage with Agility If you prevent $\frac{1}{2}$ of the incoming damage twice, 100% of the damage is prevented. This is because all damage and prevention is calculated simultaneously at the conclusion of the *Roll Phase*.

Not activating If you prevent $\frac{1}{2}$ and also prevent $\frac{1}{2}$ from your defense, you do not activate $\frac{1}{2}$ from incoming damage, then prevent $\frac{1}{2}$ of the remainder (rounded up).

Playing Ability Upgrades during Roll Phase You may play an Ability Upgrade just before activating that ability. However, your opponent still has the opportunity to alter your dice after you have played your Upgrade, preventing you from activating it.

Components
Dice x 5 • Health Dial x 1 • Combat Point (CP) Dial x 1 • Hero Board x 1 • Hero Leaflet x 1 • Hero Cards x 32
TurnOrder Card x 1 • Covert Ops x 1 • Agility x 1 • Time Bomb x 1 • Bonus Hero Tokens x 1

Leaflet Back

STATUS EFFECTS

Each hero has a set of Status Effects **A**, 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 *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 **F**. 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.

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).

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 usually 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 $\frac{1}{2}$ 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 $\frac{1}{2}$ (all cards are worth $\frac{1}{2}$ when sold, no matter how much they cost 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**.

BUH, BYE!


Remove a status effect token from a chosen player.

HERO UPGRADES

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

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.

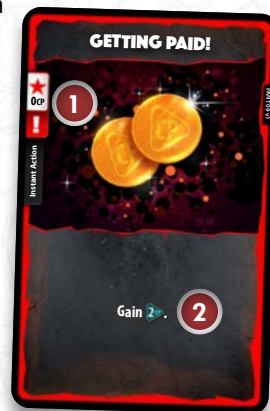
TO PLAY AN ACTION CARD

- 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  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  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 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 , you get the listed benefits . However, you only get these benefits *once*, even if your roll contains the required result multiple times.



MULTIPLICATION (e.g. "1 x [symbol]")

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

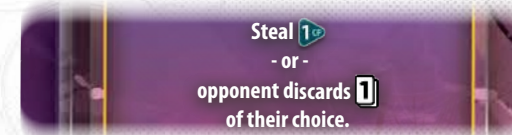
"THEN"

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/, 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

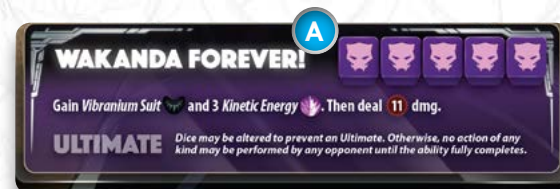
- A special type of *undefendable* damage denoted by a red circle with a number in it (e.g. 2) followed by “*pure* dmg.”
- Not Defendable, but it is Avoidable.
- Not Modifiable.
- No Special Targeting Rules.

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.



Black Panther’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).

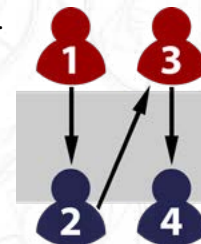


4 PLAYER GAMES

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 (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 (all cards are worth 1 when sold, no matter how much they cost to play).

B Play Main Phase Action cards

- Reduce your CP Dial by the 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 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: re-roll 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 *Agility*, gain *Radiance*, 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. 'Web Shot' inflicts *Webbed*).

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* is 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 *Bag of Tricks*, inflict *Webbed*, 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 *Crackle*, inflict *Time Bomb*, draw 1, 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 1 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 1 for each card sold (more expensive cards are not worth more CP).
- 3 Place any sold cards onto your Discard Pile.



DISCARD PILE
(face up)

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 Black Widow's *Time Bomb* or Loki's *Bag of Tricks*.

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. Black Widow's *Agility* Status Effect) is also calculated at this time.

EXAMPLE

DOCTOR STRANGE VS BLACK WIDOW

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

1. Doctor Strange activates his *Mystic Bolts Offensive Ability*, which will deal 9 damage and allow him to Cast a Spell.
2. Doctor Strange casts a Spell that adds 3 dmg.
3. Black Widow spends her *Agility* Status Effect and successfully rolls a 1, which prevents 1/2 of the Incoming Damage.
4. Black Widow activates her *Sabotage II Defensive Ability*, which will prevent 2 dmg and deal 2 dmg.
5. Doctor Strange plays his *Icy Tendrils Attack Modifier card*, which adds 1 dmg and allows him to Cast another Spell.
6. Doctor Strange casts a Spell that adds 4 dmg.
7. Black Widow spends her second *Agility* status effect and successfully rolls a 1, which will again prevent 1/2 of the Incoming Damage.

DOCTOR STRANGE VS BLACK WIDOW (CONTINUED)

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

1. DETERMINE INCOMING DAMAGE

9 Incoming Damage from Doctor Strange's *Mystic Bolts* (Event 1, above).

2. ADD & SUBTRACT (SUBTOTAL)

- 9 Incoming Damage (Event 1 - *Mystic Bolts*)
- +3 dmg (Event 2 - *Spell*)
- 2 dmg (Event 4 - *Sabotage II*)
- +1 dmg (Event 5 - *Icy Tendrils*)
- +4 dmg (Event 6 - *Spell*)

15 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):

$$\text{Event 3 (Agility)} = \frac{15}{2} = 8$$
$$\text{Event 7 (Agility)} = \frac{15}{2} = 8$$

Then apply all of this to the Subtotal:

$$15 \text{ Incoming Damage} - 8 - 8 = -1 \text{ Incoming Damage}$$

Using *Agility* twice, Black Widow prevents all damage, which means the Final Total of damage she receives is 0.

Additionally, Doctor Strange will receive 2 dmg in return from Black Widow's *Defensive Ability* (Event 4).

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 some of your *Attack dmg* by spending *Agility*, and then you play a *Buh Bye* (*Instant Action* card) to remove your opponent's *Agility*, your card would resolve first, because it's your turn.



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

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. *Electrokinesis*).

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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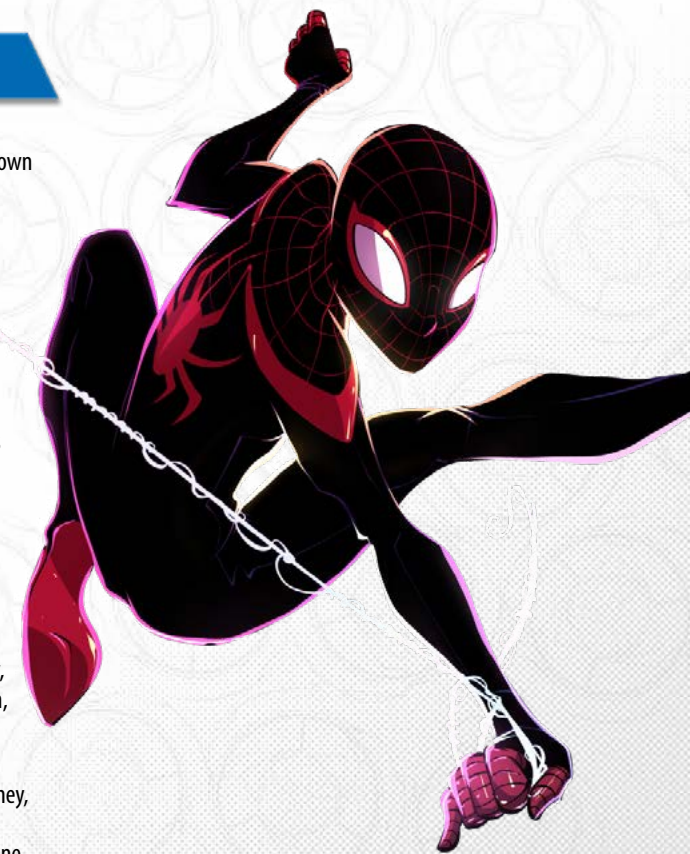
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For hero specific credits, see Hero Leaflets.



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>

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 CP: Spent to play cards and activate abilities from your Hero Board. Players can have a maximum of 15 CP. Players Gain 1 CP 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 CP, 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.

Inflct: Take the corresponding Status Effect 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).

Isolated Damage: Damage that is dealt immediately and may only be prevented or avoided as a separate instance of damage.

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 cannot be modified, but can be 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 [#] [die]: 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 1 CP.

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 CP 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.

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* or *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 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.