SÉBASTIEN DUJARDIN - XAVIER GEORGES - ALAIN ORBAN

Troyes Dice

Artwork: Alexandre Roche



PEARL GAMES

INTRODUCTION

This game invites you to discover the city of Troyes during the Middle Ages. At that time, society was organized around three orders: noble, civil, and religious. The first is responsible for protecting the land; the second, furnishing the goods essential for life in the city; the third, maintaining spirituality and increasing knowledge.

Make the best of the game's 8 days to contend with events, open shops in the Great Hall, or participate in constructing the Cathedral. You can also contribute to the construction of the city's 3 work buildings: the Count's Palace, City Hall, and the Bishopric.

At the end of the game, the player with the most victory points wins!

CONTENTS

1 scorepad



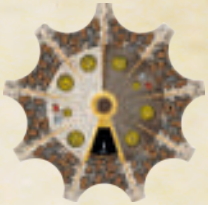
9 Plaza tiles



3 transparent dice and 1 black die



1 wheel to assemble



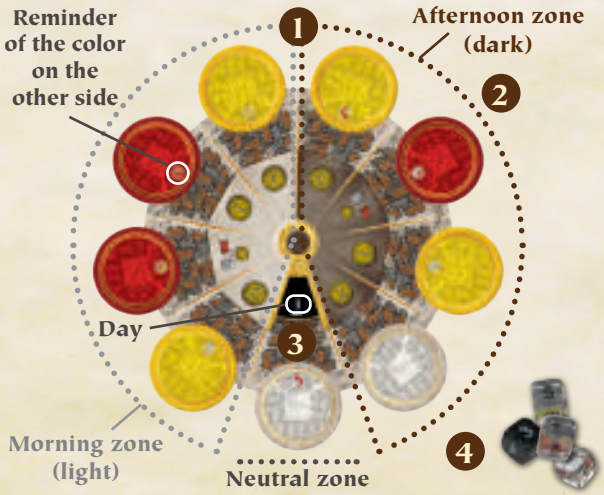


8 tiles for the Banquets and Raids expansion



this rulebook

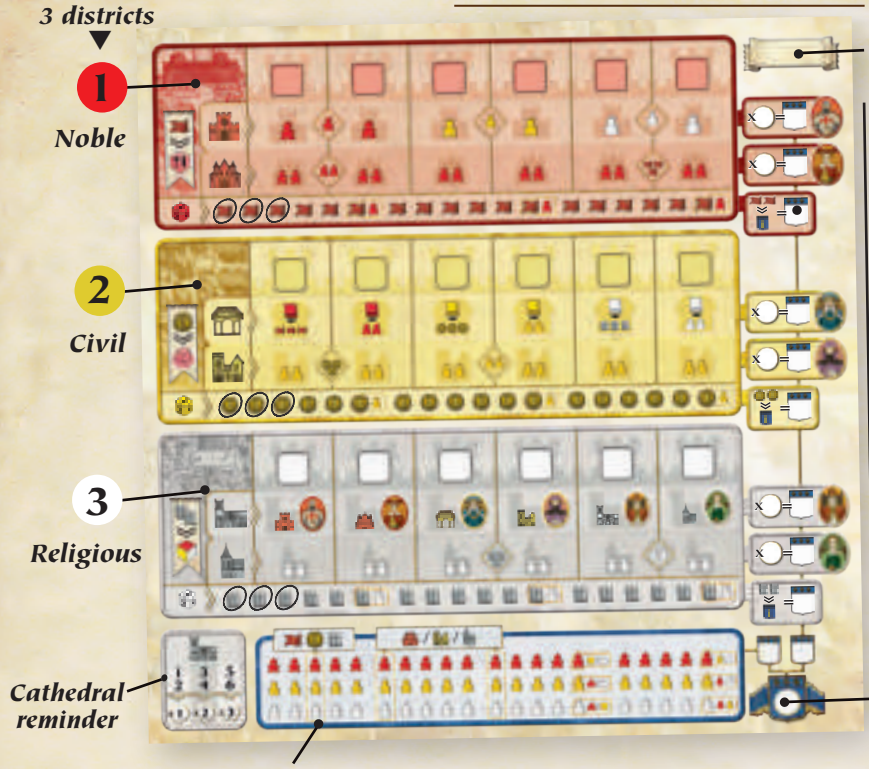
SETUP



1. Place the **wheel** in the middle of the table.
2. Place the **9 Plaza tiles**, flipped randomly, in random notches of the wheel's large layer.
3. Turn the wheel's **small layer** so day number 1 is visible in the window of the neutral zone of the wheel.
4. The player who most recently won a game of Troyes is dubbed the **town crier**, and takes all 4 dice. The town crier is responsible for the dice the entire game.
5. Give each player a **scoresheet** and a pencil (not included). Each player numbers their scoresheet as explained on page 3.

Pay attention to important notes in red frames.

Setup — Your Scoresheet



3 prestige buildings

- Fortress
- Great Hall
- Cathedral

3 work buildings

- Count's Palace
- City Hall
- Bishopric

3 types of resources

- Influence
- Deniers
- Knowledge

The 3 Citizen tracks. *Each citizen you gain is worth 1 victory point (or VP) at the end of the game.*

Each district is divided into **6 columns**, each of which has a blank die at the top. You must number these columns before each game.

For your first game, number **all 3 districts** 1 – 6 from left to right:

1	2	3	4	5	6
1	2	3	4	5	6
1	2	3	4	5	6

When you **play again**, the town crier must:

- Roll a die to determine the leftmost value.
- Choose whether the numbers will increase or decrease as you go to the right.

Example: *4, 5, 6, 1, 2, 3 (increasing) or 4, 3, 2, 1, 6, 5 (decreasing).*

You may also choose to play on **expert mode**, in which the town crier can simply choose which number goes where.

- Each value from 1 – 6 must be used precisely once per district.
- Everyone must use the same numbering.
- All 3 values in a column must be identical.

PLAYING THE GAME

The game lasts 8 days, each of which is divided into 2 half days: morning and afternoon.

At the beginning of each half day, the town crier rolls all 4 dice, and places them on the plazas for the current half day. Then, after resolving the event determined by the black die, everyone simultaneously chooses a transparent die to perform an action. At the end of each day, turn the wheel's small layer until the next day's number is visible in the window.

1 Roll the Dice

The town crier **rolls all 4 dice**, and places them smallest to largest on the 4 plazas for the current half day. In the morning, use the plazas in the light portion of the wheel; in the afternoon, use the plazas in the dark portion of the wheel. Place the lowest-number die on the plaza with 0 cost. Place the other dice clockwise from that one, in increasing die value order.

> Always place the black die before others with the same value. It is always considered to be slightly lower in value.

If several transparent dice have the same value, they are placed on neighboring plazas.



Example: *At the beginning of morning, the town crier rolls all 4 dice. The lowest-number die is a 1, which they place on the 0-value plaza. They place the black die next, because its 3 is considered to be slightly less than the transparent die's 3. Finally, the 6 goes in the last plaza.*

> A transparent die on a red plaza is referred to as a "red die", a transparent die on a yellow plaza is a "yellow die", and a transparent die on a white plaza is a "white die".

2 Resolve the Event

At the beginning of each half day, the black die destroys the plaza on which it sits: Pull the plaza out from the wheel, and place the black die on the table where the plaza just was.

Starting on the third day, in addition to destroying a plaza, the black die destroys a die on each player's scoresheet.
You will see a reminder of this destruction in the window of the wheel. The town crier announces the following in a loud voice:

- **the value of the black die,** which determines the value of the die attacked.
- **the color of the plaza destroyed,** which determines the color of the die attacked.

Each player must **cross out that die** on their scoresheet.
If this die is already crossed out, there is no further effect.

> Exception: Players who have constructed the Fortress in the column being attacked are protected from destruction of dice in that column (see page 7).

You can no longer construct prestige buildings and work buildings in this colored section of this column. As a reminder, in addition to crossing out the die, cross out these buildings if they are not already constructed.

> Buildings already constructed are never destroyed.



Example: *The black die, which is a 3, attacks the white plaza. Because it is day 4, everyone must also cross out a die on their scoresheet: their white 3. Because Valentin has not yet built the Cathedral in this column, he crosses it out; however, he has already constructed the Bishopric in this column, and does not cross it out.*

Morning 1 ▸ 2 ▸ 3 ▸ 4

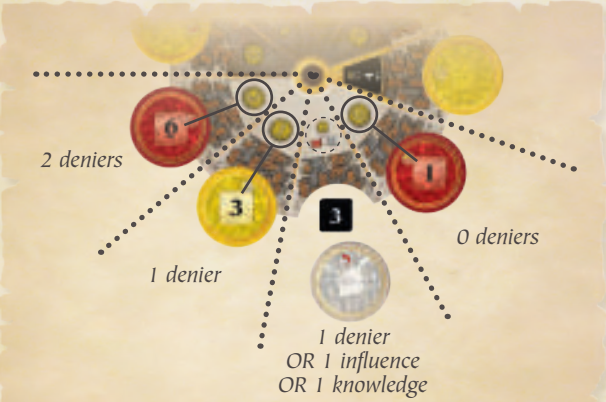
Afternoon 1 ▸ 2 ▸ 3 ▸ 4 ▸ 5

3 Perform an Action

All players **simultaneously choose a die** from 1 of the 3 remaining plazas to perform an action. Leave the die where it is; several players can choose the same die.

To perform one of 3 possible actions (see pages 6 to 9), you must pay the die cost indicated on the segment of the wheel's small layer corresponding to the die chosen.

Note: To spend a resource, cross out a resource you have circled.



Example: *the red die of value 1 costs 0 deniers. The yellow die of value 3 costs 1 denier and the red die of value 6 costs 2 deniers. The black die can never be purchased.*

- You begin the game with 3 resources of each type (symbols circled on your scoresheet).
- If and only if you do not have enough resources to buy a die and no die is available for free, instead of performing an action, gain 1 of each resource.

4 End of a Half Day

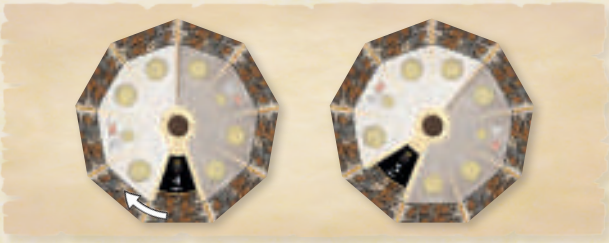
At the end of each morning and each afternoon, the town crier must flip the plaza destroyed by the black die to its opposite side before returning it to its notch in the wheel. Now the plaza has been reimagined and rebuilt; the next half day can begin.



5 End of a Day

At the end of each day (not at the end of the morning), the town crier must turn the wheel's small layer 1 step clockwise, so the next day number appears in the window.

The game ends at the end of the eighth afternoon (see End of the Game).



THE ACTIONS IN DETAIL

1. Gain Resources

When you choose a die to gain resources, circle as many resources as the value of the die you chose, from left to right on the track of the same color.

Influence requires a red die.

You may spend influence to **modify the value** of the die you chose to perform an action. Each influence you spend lets you adjust its value ± 1.

Note: The die doesn't "wrap"; changing it from 1 to 6 (or from 6 to 1) requires 5 influence. You cannot increase the value of a die beyond 6.

Deniers require a yellow die.

You must spend deniers to **buy certain dice** in order to perform an action.

Knowledge requires a white die.

You may spend **2** knowledge to **modify the color** of the die you chose to perform an action.

When you gain a resource linked to a citizen , gain this citizen by circling it on its track.

The Citizen Tracks



Each type of citizen has its own track: **knights** , **artisans** , and **priests** .

When you gain citizens, circle them left to right. Each citizen you gain is worth 1 victory point at the end of the game.

Note: When you gain a citizen in a track in which you have already circled them all, you can circle a citizen of another track instead.



Example: *You spend 1 denier to use the red die of value 5. You then spend 2 knowledge to modify the color of the die, changing it from red to yellow. Then, you spend 1 influence to modify the value of the die and changing it from 5 to 6. Finally, you use your yellow die of value 6 to gain 6 deniers and 1 yellow citizen.*

2. Construct a Prestige Building

When you choose a die to construct a prestige building, draw around the silhouette of the prestige building corresponding to the color and value of the die you chose. The drawing does not need to be precise, as long as it is clear to you.



The **Fortress** requires a red die.



Having a Fortress in a column allows you to **ignore black die rolls that attack this column** during Phase 2 **Resolve the Event**. To help you remember this protection, draw around the silhouette of the towers around each of the dice in this column.

The Fortress also allows you to immediately gain the citizen depicted in its silhouette, and if applicable, a link bonus.

Link Bonus



Several pairs of prestige buildings and work buildings have a link bonus depicted in a lozenge between them. You earn this bonus, which could be citizens or resources, as soon as you have drawn both buildings surrounding the bonus.



Example: *You spend 0 deniers to use the red die of value 1 to construct a Fortress in column 1. You gain the red citizen depicted in the Fortress, as well as the bonus red citizen in the lozenge, because the 2 Fortresses surrounding it have been drawn.*



The **Great Hall** requires a yellow die.

Having a Great Hall in a column **immediately gains you something related to this column.** From left to right, the gains are as follows:



Gain 3 influence per red die available.



Gain 2 red citizens per red die available.



Gain 3 deniers per yellow die available.



Gain 2 yellow citizens per yellow die available.



Gain 3 knowledge per white die available.



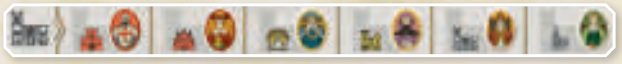
Gain 2 white citizens per white die available.

Note: If you spend 2 knowledge to modify the color of the die you chose to construct the Great Hall, this color change is not taken into account to determine the gain related to this construction.



Example: *You spend 1 denier to use the yellow die of value 5 to construct the Great Hall in column 5; you gain 6 knowledge because there are 2 white dice available.*

THE ACTIONS IN DETAIL (CONTINUED)

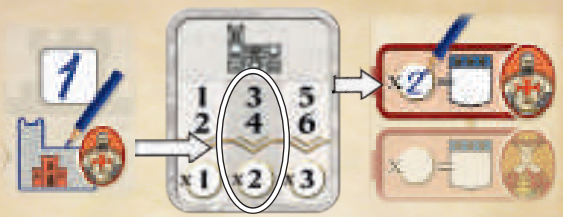


The **Cathedral** requires a white die.

Having a Cathedral in a column **unlocks your endgame scoring for a type of building.** The type of building scored is indicated in the Cathedral you built. The character associated with this construction is depicted to the right of the building. To unlock this scoring, immediately write a number in the circle to the left of this character in the final scoring column. Write:

- the number 1 for your first two Cathedrals.
- the number 2 for your next two Cathedrals.
- the number 3 for your final two Cathedrals.

This number indicates the number of VP you will gain for each building of this type that you have drawn by the end of the game.



Example: *You use a white die of value 1 to construct the Cathedral. This is the third Cathedral you've built, so you write the number 2 in the circle in the final scoring column. At the end of the game, you will earn 2 VP for each Fortress you've drawn on your scoresheet.*

From left to right, the endgame Cathedral scorings are as follows:



Hugues de Payns: *Gain 1, 2, or 3 VP for each Fortress drawn on your scoresheet.*



Isabeau de Bavière: *Gain 1, 2, or 3 VP for each Count's Palace drawn on your scoresheet.*



Thibaut II: *Gain 1, 2, or 3 VP for each Great Hall drawn on your scoresheet.*



Jeanne de Champagne: *Gain 1, 2, or 3 VP for each City Hall drawn on your scoresheet.*



Urbain IV: *Gain 1, 2, or 3 VP for each Cathedral drawn on your scoresheet.*



Marie de Champagne: *Gain 1, 2, or 3 VP for each Bishopric drawn on your scoresheet.*

3. Construct a Work Building

When you choose a die to construct a work building, draw around the silhouette of the work building corresponding to the color and value of the dice you chose. Then, gain 2 citizens of the same color as the building, and if applicable, a link bonus (see page 7).



The **Count's Palace** requires a red die.



The **City Hall** requires a yellow die.

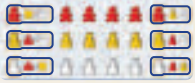


The **Bishopric** requires a white die.



Example: *You spend 1 denier to use the yellow die of value 5 to construct the City Hall in column 5: You gain 2 yellow citizens.*

Citizen Tracks: Track Bonus



The 15th and 20th citizens on each of the 3 Citizen tracks are linked to a bonus.

When you circle the 15th citizen on one of the tracks, immediately construct one of the two depicted prestige buildings (Fortress, Great Hall, or Cathedral). Draw the building according to the usual rules of the Construct a Prestige Building action.

When you circle the 20th citizen on one of the tracks, immediately gain the 2 citizens depicted.

Citizen Tracks: Column Bonus

You gain a column bonus when you have circled all 3 citizens of the 3rd, 6th, and 11th columns.



Immediately gain 1 of each resource.



Immediately construct the work building of your choice. Draw the building in the column of your choice according to the usual rules of the Construct a Work Building action.

Once you have crossed out a prestige building or work building from a column following an event, you can no longer construct that building, and you can no longer gain any link bonus associated with it.

END OF THE GAME

The game ends at the end of the 8th day.

Count your victory points:

- Gain points for the buildings in each **Cathedral** you've drawn. The number written in the circle of the final scoring column defines the number of VP you gain (1, 2, or 3 VP) for each building of this row that you have drawn. Write the total VP gained in the coat of arms at the end of the row.

  Example: *You gain 1 VP for each Great Hall drawn on your scoresheet, thanks to Thibaut II; that's 4 VP. You gain 2 VP for each City Hall drawn on your scoresheet, thanks to Jeanne de Champagne; that's 8 VP. You gain 1 VP for each Cathedral drawn on your scoresheet, thanks to Urbain IV; that's 4 VP. You gain 2 VP for each Bishopric drawn on your scoresheet, thanks to Marie de Champagne; that's 4 VP.*

- Each **pair of identical resources circled and not crossed out** earns you **1 VP.**

  Example: *You gain 1 VP for your 2 unspent influence, 1 VP for your 2 unspent deniers, and 2 VP for your 5 unspent knowledge.*

- Each **circled citizen** on the 3 Citizen tracks earns you **1 VP.**

  Example: *You gain 30 VP for your citizens on the 3 Citizen tracks. Your final score is 54 VP.*

The player with the most total victory points wins.

In the event of a tie, the tied players share the victory!



BANQUETS AND RAIDS EXPANSION

This expansion introduces more variability to your game by adding positive effects (banquets) and negative effects (raids).

These come in the form of double-sided tiles.

Setup

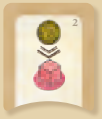
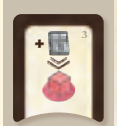
Take 3 random tiles from the expansion, and place them Banquet side up beside the 3 Plaza tiles whose front and back colors are identical. Return the other tiles to the box; you won't be using them.

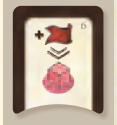
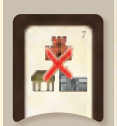
Playing the Game

Each Banquet/Raid tile in play has an effect that applies when you choose the die from the plaza with which this tile is associated (unless indicated otherwise; see below for the tiles' effect details).

At the beginning of the game, a tile's effect is always positive (Banquet side).

Over the course of the game, when the black die destroys the plaza with which the Banquet tile is associated, it is flipped at the same time as the plaza. From now on, for the rest of the game, it remains on its Raid side, and its effect will be negative.

Banquet	*Raid*
	
Banquet side: *You may modify the value of this die ± 2 (instead of ± 1) by spending 1 influence.* ***Raid side:*** *You cannot use influence to modify the value of this die.*	
	
Banquet side: *This die is free.* ***Raid side:*** *This die costs you 1 denier in addition to the cost indicated on the wheel.*	
	
Banquet side: *If you use this die to construct a Cathedral, you gain 1 of each resource.* ***Raid side:*** *This die costs you 1 knowledge in addition to the cost indicated on the wheel.*	
	
Banquet side: *If you use this die to construct a work building, you gain 1 additional citizen matching the color of the building you constructed.* ***Raid side:*** *This die has a value of 0. You can use influence as usual to modify its value.*	

Banquet	*Raid*
	
Banquet side: *You may modify the color of this die by spending 1 knowledge (instead of 2).* ***Raid side:*** *You cannot use knowledge to change the color of this die.*	
	
Banquet side: *If you use this die to construct a Fortress, you gain 1 additional red citizen and 1 additional yellow or white citizen.* ***Raid side:*** *This die costs you 1 influence in addition to the cost indicated on the wheel.*	
	
Banquet side: *If you use this die to construct a Great Hall, calculate your gain as if there were an additional die of the required color available.* ***Raid side:*** *You cannot use this die to construct a prestige building.*	
	
Banquet side: *If the black die attacks this plaza, ignore it. You can use this black die as if it were a transparent die (it takes the color of the plaza on which it sits). At the end of the half day the black die is here, flip this tile to its Raid side.* ***Raid side:*** *Treat a transparent die on this plaza as if it were a black die. The plaza is destroyed, and (starting on the third day) a die on your scoresheet is destroyed.*	

Achievements

At the end of each game, examine whether you have fulfilled one or more of the conditions below. If you have, write your initials in the box corresponding to each of your achievements. You can try to fulfill all these conditions alone or with the help of everyone who plays your copy of Troyes Dice!

Play 3 games of Troyes Dice:

- ☐ ☐ ☐ as a solo game
- ☐ ☐ ☐ as a multiplayer game
- ☐ ☐ ☐ with the Expansion

End a game with at least:

45 VP ☐, 55 VP ☐, 65 VP ☐

- ☐ Win a multiplayer game with more than 60 VP
- ☐ End a game by gaining 18 VP from a single character
- ☐ End a game with at least 40 citizens

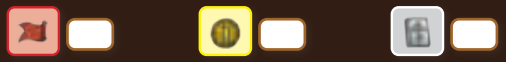
End a game having drawn around all the prestige buildings of one of the rows



End a game having drawn around all the work buildings of one of the rows



End a game having circled all the resources of one of the tracks



End a game having circled all the citizens of one of the tracks



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· English translation of the rules: **Nathan Morse** · Additional editing: **Paul Grogan of Gaming Rules!**

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