Vangelis Bagiartakis

Dice City™



ARTIPIA GAMES™

Rulebook

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Dice City

A Game by Vangelis Bagiartakis

For 1–4 players, ages 14 and up

INTRODUCTION

The Kingdom of Rolldovia is in turmoil. Her royal highness Queen Statisia, has decreed that there will be a new capital, after the beautiful city of Dienness was sacked by hordes of barbarians and bandits from the south. As leaders of one of Rolldovia's influential noble families, players vie with each other to establish their provincial city as the best home for Rolldovia's new capital.

As the head of one such noble family you must choose its path in gaining the approval of all others in the kingdom — will you choose to press your claim through a strong military taking the fight to the bandits, through new and wondrous buildings, or perhaps even through opening up trade routes?

Whatever you choose you must manage your city and the land's natural resources carefully, making the best of your luck with good choices and sound strategy, while watching out for attacks from jealous rivals.

Dice City is a dice-crafting game where the buildings and locations in your city become the faces of your dice as your roll them each turn.

GAME OVERVIEW

Players are nobles in charge of a growing city, attempting to build it up into the most prestigious population center in the country. You start with a player board and five different dice that represent your city. During the game, you use dice to activate locations in order to gather resources, train armies, and build even more grandiose locations. Adding locations, defeating bandits, and exporting goods with trade ships can reward you with victory points (VP).

GOAL

The player with the most VP at the end of the game wins.

COMPONENTS

Your game of Dice City should include the following. If it does not, contact customerservice@alderac.com for assistance.

4 Player boards



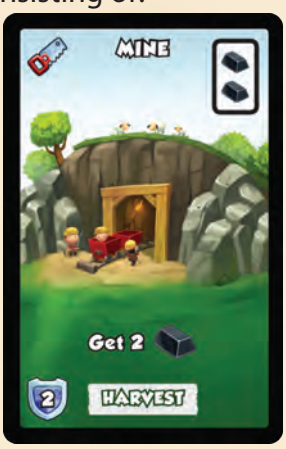
45 Harvest resource locations consisting of:



15 Lumber Mill



15 Quarry



15 Mine

15 Regular Army cards



60 Location cards



18 Bandits cards



11 Trade Ship cards



30 Resource tokens consisting of:



10 Stone



10 Wood



10 Iron

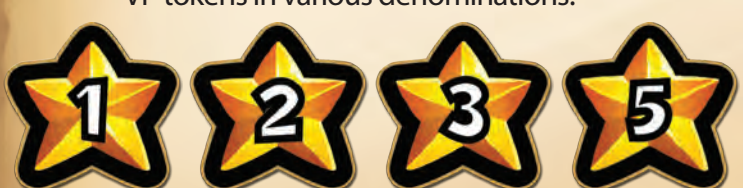
16 Deactivation tokens



1 Start Player token



VP tokens in various denominations:



8 x 1 VP

8 x 2 VP

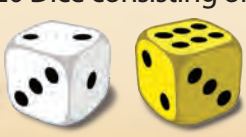
8 x 3 VP

6 x 5 VP

16 Pass tokens



20 Dice consisting of:



4 White

4 Yellow



4 Red

4 Blue

4 Black

LOCATION ANATOMY



1. **Title**

2. **Location Type:** The colored wash on the bottom of the card and symbol indicates which type of location the card is. Locations are classified into five different types: resource (green), military (red), economic (yellow), cultural (purple), and civic (blue). See chart on page 15.

3. **Cost:** These icons indicate the resources you need to spend in order to build the location.

4. **Ability:** Most locations trigger their ability when you activate them with a die. Some locations feature an "Ongoing" ability that is always activated after they are built. Some locations may have abilities that activate when you build them.

5. **Defense:** The number in the shield represents the location's defense. In order for players to attack the location, they need an army strength equal or greater than the defense. The greater the defense number, the more difficult it will be for opponents to attack.

6. **VP:** This value indicates how many VP the location is worth at the end of the game.

BANDITS CARD ANATOMY



1. **Defense:** The number in the shield represents the bandits' defense. In order for players to attack the Bandit, they need an army strength equal or greater than the defense.

2. **VP:** This value indicates how many VP the player is awarded after attacking the bandit.

TRADE SHIP CARD ANATOMY



1. **Cost:** These icons indicate the resources you need to spend in order to export goods.

2. **VP:** This value indicates how many VP the player is awarded after exporting goods.

SETUP

1. **Setup Players:** Each player takes a player board and a set of five colored dice (1 white, 1 yellow, 1 red, 1 blue, and 1 black). Return the unused player boards and dice to the box.

2. **Setup Locations:** Separate the Lumber Mill, Quarry, Mine, and Regular Army cards into four individual stacks and place them face-up. These are cards that are always available to build (unless they run out). Shuffle all of the location cards to form a face down location deck next to these card stacks. Then draw eight cards from the deck and place them face-up in a row next to the deck. This forms the display of cards that are available for players to build.

3. **Setup Bandits:** Set up the bandits cards in three piles. Each pile, worth 2, 3 and 4 VP will have a number of cards equal to the total number of players plus 2.

4. **Setup Trade Ships:** Set up the trade ship cards in three piles. 5 VP trade ships equal to the number of players plus 2, 10 VP trade ship cards equal to the number of players and one 20 VP trade ship card.

5. **Setup Resources, Pass Tokens, Deactivation Tokens, and VP Supply:** Make three piles of the resource tokens (wood, stone, and iron) within easy reach of the players. Place the VP tokens nearby to form a supply. Make separate piles of the Pass  and Deactivation  tokens.

6. **Determine Starting Player:** The player who last rolled a die in a game takes the starting player token.

7. **Setup Dice:** Each player rolls all of their five dice and assigns them to their location on their player board. For example, if the white die rolls a "3" result, place it on the third space in the white row. See "Assigning Dice" on page 9 for more details on how to assign dice to your player board.

EXAMPLE SETUP





ASSIGNING DICE

The following is an example of a player rolling dice and assigning them to the corresponding spaces of their player board. Note that each color that corresponds to a dice has an associated row. Each number that can be rolled on the dice has an associated column.



HOW TO PLAY

The starting player takes the first turn of the game. When a player finishes his or her turn, the next player clockwise around the table takes a turn. Players continue taking turns until the end of the game.

Taking a Turn

When a player is taking a turn, they are considered the active player. During your turn, you must take the following steps in order:

1. Use Dice Step
2. Attack Step
3. Building and Trade Step
4. End of Turn Step

1. Use Dice Step

When you start your turn, your dice are already on your player board on their corresponding spaces. With each die you may take one of the following actions, in any order, by removing the die from its location:

- Use the location beneath the die and resolve its ability.
- Move another die to an adjacent space on that die's own row.
- Discard four of the location cards in the display that are available to build and reveal four new ones. **Important:** You may only take this action once per turn.
- Reactivate a deactivated location anywhere in your city.
- Pass and gain a pass token. **Important:** You may only take this action once per turn.

In addition to using dice, you may also spend two pass tokens to take one of the following actions (as many times as you have the two pass tokens to do so):

- Gain one resource of your choice
- Increase your army strength by +1 for the turn. See "Army Strength" page 11.
- Force all other players to re-roll one of their dice of your choice (this happens in clockwise order starting from your left).

After you use each die, remove it from the location and place it to the side of your player board.

When you finish using all of your five dice, this step ends and you proceed to the Attack Step.

Each time you use a location that produces one or more resources those resources are added to your stock.

Each time that you use a location that generates VP take a VP token from the supply and place it face down in front of you.

2. Attack Step



Army Strength

Some military (red) locations feature a sword icon in their text ability (which may be preceded by a number). These are considered Army locations. When you use such a location, it adds the number of swords to your army strength. Activating additional locations with sword icons adds to your total army's attack strength. Your army strength only lasts for the duration of your turn and automatically returns to zero at the end of your turn.

If you have enough army strength from used locations, you may perform one or more attacks during this step. There are three kinds of attacks: attack bandits, attack locations, and attack stock.

Attack Bandits

Choose a bandits card for which you have an army strength equal or greater than its defense and take that bandits card, placing it face down in front of you. If all of the bandits cards in one pile have been taken, then those bandits cannot be attacked.

Attack Locations

Choose one or more locations on another player's board for which you have an army strength equal or higher than the locations' defense. Then place a deactivation token on each location chosen and gain VP from the supply equal to each location's VP value, placing the tokens face down in front of you. If a location doesn't have VP value (for example the Harvest resource locations), then you simply place a deactivation token on it without gaining any VP.

You cannot attack a location that already has a deactivation token. You cannot attack a location that does not have a defense value, such as the starting locations on a player board.

Attack Stock

Choose another player and take one or more of the player's resources in his or her stock. For each resource, an army strength of 2 is required. For example, if you want to take two resources from a player, you would need an army attack strength of 4 or more.

Your army strength is spent after each attack. However, if there is still enough army strength from your remaining total left after each individual attack, you may use it to perform additional attacks. For example, if you manage to gather an army strength of 8 during a turn, you may use 3 strength to attack a bandit, 3 strength to attack another player's location, and 2 strength to attack a player's stock and take a resource. You may attack the same player multiple times during a turn, or attack different players as long as you have enough army strength to do so.

3. Building and Trade Step

You may build new locations in your city from those available in the display. Choose a location and spend resources from your stock, according to the location's cost. Spent resources are returned to their supply piles. Then take the newly built location and place it anywhere on your player board. You may even place the new location on top of another card. However, only the top card is considered in play — discard the previous location card. After a location is built, immediately draw a card from the top of the location deck and add it to the display face-up.

You may build as many locations as you have resources for; there is no limit to the number of locations you may build during your turn.

During this step, you may also use trade ships to export goods in order to gain VP. Choose a trade ship and spend your resources according to the trade ship's cost. Spent resources are returned to their supply piles. Then take that trade ship card and place it face down in front of you. For example, if you export goods on the trade ship that requires 2 wood, 2 stone, and 2 iron, you would take a 5 VP trade ship card. If all of one value of trade ship cards has been taken, the players can no longer use that trade ship.

4. End of Turn Step

If you have any resources remaining, you may store one of each type, i.e., one wood, one stone, one iron. The resources are considered to be in stock. Any resources not stored are returned to their piles.

You may keep any number of pass tokens — there is no limit to the number of pass tokens you may have. Note that pass tokens are not considered to be in stock; only resources are kept in stock.

Then roll all of your dice and assign them to their place on your player board (see "Assigning Dice" on page 9).

At the end of your turn, your army strength reverts to zero. Then the next player clockwise around the table takes a turn.

5. Additional Notes

Pass tokens, resource tokens, deactivation tokens, and VP tokens are considered infinite. There is plenty of each in the game to cover most circumstances, but if for any reason you run out, you should use proxies if players require to access additional tokens.

END OF GAME

The game ends after any of the following conditions is met:

- All of the cards have been taken from all three of the bandits piles.
- All of the cards have been taken on two or more trade ship piles.
- The location deck runs out of cards.
- Two or more rows in a player's city have been filled with built locations and none of them have any deactivation tokens (optional — the player that meets this condition chooses if he or she wishes the game to end or not).

When one of the conditions is met, the players continue until everyone has had an equal number of turns.

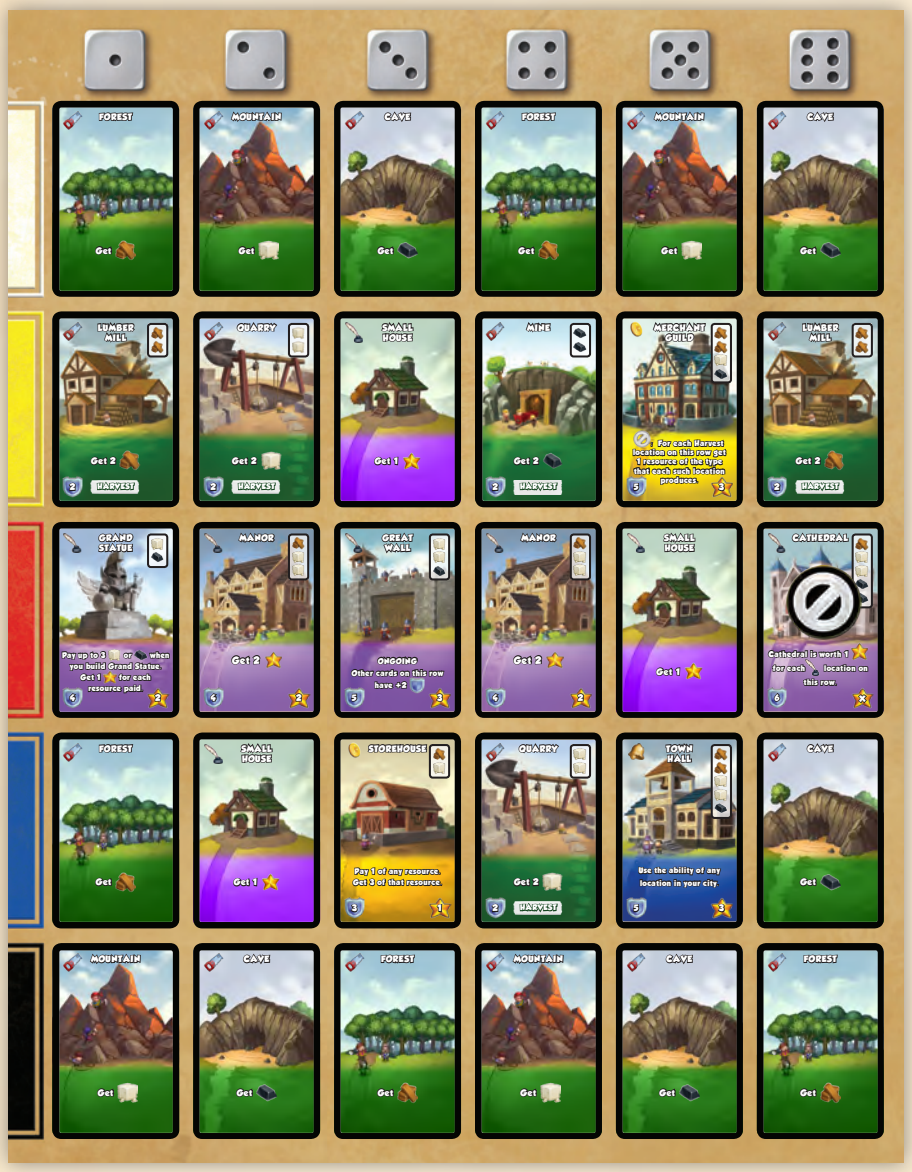
Scoring

When the final round ends, each player counts the VP tokens they have in front of them and the VP from the trade ship and bandits cards they have taken, and adds the VP values of all the locations in their city, both active and deactivated. Locations that have been discarded by building other locations on top of them are not considered to be part of the city any more so they do not count towards scoring.

The player with the most VP wins the game! In case of ties, the player with the most location cards in his or her city wins. If there is still a tie, the player with the most VP from trade ships and bandits wins. If there is still a tie, closest to the starting player wins.

Scoring Example

Angela, the last player in the game, has just ended the game by defeating the final bandits card. Charles is now ready to add up his VP total. Charles has pursued a much more pacifistic approach to winning the game, combining some trade with a magnificent central row in his city.







First, Charles looks at his trade ships. He has managed to secure two of the 5 VP ships. In addition, he has secured a total of 9 VP from his Manor, Small Houses and from an extra stone and iron resource that he paid when he erected his Grand Statue. With his early commitment to an economic and cultural strategy, Charles has not secured any VP from bandits leaving that to Angela and Beth.

With a total of 19 VP from tokens and cards, it is now time for Charles to add in his major source of VP — his built locations.

The Harvest locations, whilst being very useful to his strategy do not gain any VP. However his economic and civic buildings have not only helped his strategy, but add a total of 7 VP (3, 3 and 1 respectively for the Town Hall, Merchant Guild and Storehouse). However, his red row is going to score most heavily for him. The Statue, Manor, Wall and second Manor score 2, 2, 3 and 2 VP. Although the Small House is worth no VP, it is still a cultural location and so does add to the value of the Cathedral, which will score even though it was deactivated in an earlier attack from Beth. The magnificent Cathedral is therefore worth 6 VP, meaning that his red row is worth a total of 15 VP.

His final total is therefore 41 VP — 10 from trade ships, 9 from activated abilities in the game and 22 from locations built. A good score!



SOLO VARIANT

To play a solitaire game of Dice City, you will need to make the following adjustments:

- Setup the game as normal but place a single bandit and trade ship card of each value. Each bandit and trade ship card is considered to be always available and every time you are supposed to take one, simply take the VP directly from the supply.
- The solo variant can be played in one of two modes: normal and hard. To play the normal mode, shuffle the location deck and draw eight cards, placing them in two rows of 4 cards. For the hard mode, draw ten cards, placing them in two rows of 5 cards. These are the available cards in the display that you may build.
- Whenever you build a location, do not draw a new location from the top of the deck. Instead, at the end of every turn, discard the bottom row of cards and draw a new row of cards (either four or five cards depending on the mode) placing them above the existing cards. Thus the top row becomes the bottom row at the end of each turn.
- When you discard the last cards in the bottom row (after 15 turns in the normal mode and 12 turns in the hard mode), the game ends. In order to win, your score must total 50 VP or more. If you manage to beat it, then increase the score to beat by 5VP next time you play.



RULES CLARIFICATIONS

Armies

Any location that produces one or more army strength (sword icons) is considered to be an Army location (it is also identified by the Army keyword).

Deactivated Locations

When a location has the symbol  in its text, it means that you need to deactivate it in order to perform it's ability. To do that, you take a deactivation token and you place it on the card.

When a location is deactivated for any reason (either from using its ability or as a result of an attack from another player) its abilities cannot then be used. This includes using its abilities from other locations, such as Town Hall or Church. It also does not count towards a completed row for purposes of ending the game (although it does score its VP at the end of the game).

Resource Locations

There are six resource locations in the game: Forest, Mountain, Cave, Lumber Mill, Quarry and Mine. The Lumber Mill, Quarry and Mine may also be referred to as Harvest locations. They provide two of their respective resource.

Ongoing Abilities

An Ongoing ability is always in effect, regardless of where a die lands or which player's turn it is. If a location has an ongoing ability but a deactivation token is placed on it, the location's ability is inactive. If the deactivation token is removed, the location's ongoing ability immediately takes effect.

Duration

Non-Ongoing abilities that affect other cards and locations (such as Training Camp and Mint) only last for the turn they are used.

Hidden VP

When you gain VP tokens or cards, you should place them face down to keep their values hidden from other players. You may look at your own VP but should be careful not to reveal their values to other players.

LOCATION TYPES


Resource


Military


Economic


Cultural


Civic

LOCATION CLARIFICATIONS

Barracks

If I use a Barracks, can I put a Regular Army on a space with a die on it and use it immediately?
Yes, you can.

Blacksmith and Watchtower

If I use the Blacksmith ability on the same turn as the Watchtower can the additional army strength be used against any target, or just the bandits?
It can be used against any target, as the Blacksmith provides an additional army strength that is not limited by the ability of the Watchtower.

Cathedral

Do the printed Small Houses on the board count for the Cathedral's ability?
Yes, they do.

If the Cathedral is deactivated at the end of the game does its text still count for ascertaining its VP?
Yes it does, the text is considered to be a clarification of its VP value.

Church /Town Hall

Can I use a Church or Town Hall to use the ability of a deactivated location?
No, a card must always be active in order for its ability to be used.

What happens if I use Church or Town Hall to copy a Cemetery/Merchant Guild/Bazaar/Catapult? Which card is deactivated?
The Cemetery/Merchant Guild/Bazaar/Catapult is the card that becomes deactivated. This means that if the ability is copied using the Church, then the die on top of the Cemetery/Merchant Guild/Bazaar/Catapult cannot be also used to activate the card (it will now be deactivated), unless another die is used to reactivate it first.

Grand Statue

When I build the Grand Statue do I spend the extra resources immediately, and do I have to spend 3 or 3 , or can I use any combination of those two resources?
The resources have to be paid when you build the statue, but you may use any combination of stone and iron, up to a maximum of three. For example, 2 additional and 1 additional could be used to get you 3 VP extra.

Great Wall

How does Great Wall work? Do I need to use a die to activate it and what does it affect?
This is an ongoing ability — it is always on, unless it has been deactivated. If a die lands on top of it, nothing more happens. Note that the Great Wall only affects other locations in its row, it does not affect itself.

Market Place

If I trade in 2 resources at the Market Place, can I get additional resources of more than one type?
Yes, for example if you traded in 2 , you could get 2 and 2 in return.

Merchant Guild

If a Harvest location on the same row is deactivated, do I get a resource for it when I land on a Merchant Guild?
No, you don't. You only take resources for the active Harvest locations on the same row.

CREDITS

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