

# Dice Forge

## Set-Up:

- Follow the instruction in the rulebook to set-up the box as explained. This will help with each game set-up.
- Lay out the Island board on the table (holds the cards), and put the Temple tray (holds the new die faces) in the top of the inset (Foundations). Now, butt the box up against the Island board, see picture in rule book.
- For introductory game, place the cards with the blue dot (on the back) in their respective locations. Match the cost on the bottom of the cards with the cost on the board. There are 4 cards per stack in a 4 player game.
- Put the round marker on the “1” space of the circle and the youngest player becomes first player.
- Each player takes a “Hero Inventory” board with cubes that go in all “0” spaces, 1 hero pawn to be placed on the Island board inside the “round tracker” circle, and 2 dice - 1 dark (4 gold, 1 moon, 1 VP) and 1 light (1 sun, 5 gold)
- 1<sup>st</sup> player takes 3 gold, 2<sup>nd</sup> takes 2, 3<sup>rd</sup> takes 1, and last player take nothing.
- See the bottom of the first page of the rulebook for changes if playing with only 2/3 players.
- See the front page of the rulebook for anatomy of a card.

## Game Flow:

- Yellow nugget = Gold, Blue Moon icon = Moon Shard, Orange ember = Sun shard, Green Laurel = Victory Points
- In this game, ALL PLAYERS will roll their dice and earn the rolled resources on EVERY PLAYER’S TURN! If conflict occurs surrounding the actions of the dice rolled, resolve in turn order.
- Only the active player will be allowed to take 1 action: either **Make an Offering or Perform a Heroic Feat!**
- Before choosing one of these actions however, the active player may activate any card with a (cog) symbol on it for the available effect.
  - **Making an Offering to the Gods**
    - This essentially is buying as many dice faces as you can from the Temple by spending gold.
    - Can’t buy 2 identical faces on the same turn.
    - After buying faces, apply them to either of your 2 dice by removing a side permanently and applying the newly acquired face.
    - Mark the spent gold on your Inventory Board.
  - **Perform a Heroic Feat**
    - This essentially is spending the resources shown on the board (moon/sun shards) and obtaining 1 of the cards. Move your player pawn to this location.
    - If another player is currently at the place you moved to, place their pawn back at the starting area (Ousting) and that player gets to roll their 2 dice (collecting responses) at this time.
    - After the “ousting” if possible, and the other player rolls their dice, the active player pays the resources, takes the wanted card, and applies any (tornado) effects.
    - Yes, you can own 2 of the same card
- Before the turn is over, once a turn, a player may spend 2 sun shards in order to take a 2<sup>nd</sup> action of his choice.
- Resources are lost if the tracker cube can’t move any further on the track.
- The next player will go in clockwise order.
- When all players have been the “active player” the round will end, move the round marker. If this was the last round (9 rounds in a 2/4 player game, 10 rounds in a 3 player game) then go to final scoring.

## End Game:

- After 9 or 10 rounds (2/4, 3 players), add up points from your Inventory board and your cards.
- Most points is the winner, no tie breaker!