

Diceland®

Paper Dice Game

Dragons Supplemental Rules

Welcome to the world of Diceland: Dragons. This set contains twelve new dice in four teams, and is a self-contained set ideal for up to 4 players. The four teams are Meleinn (Ice, 21 points); N'talii (Storm, 20 points); Suarani (Lava, 22 points); and Timaliik (Swamp, 23 Points). These armies are ancient sworn enemies, at least until you decide to mix and match them. Then they're the best of friends.

Game Overview

Diceland® is a fast-playing dice game with elements of luck, strategy, and skill, played with armies of paper 8-sided dice. This is a supplemental rules sheet with a brief review of the basic rules and full details on the new abilities in this set. Complete rules can be found in any **Diceland** boxed set (we recommend **Diceland: Space**), or as a free download from www.diceland.com.

Army Construction

Players may use the four pre-built teams, or they may construct armies of up to 30 points total. If the dice are all from the **same team**, an army can have as many as **30+X** points, where **X** is the value of the smallest die. The dice in **Diceland: Dragons** are non-unique, which means that you can use multiple copies of each die in your army, and multiples of the same die can be in play.

Basic Gameplay

The player with the smallest team (lowest total point value) decides who will go first. If the armies have the same total value, determine randomly who will go first. The first player places one die in the center of the table, in any orientation. From then on, players must throw dice to put them into play.

To throw a die, you must release it at least one foot away from your edge of the table. Your edge is a straight line, even if the table is not square; you cannot throw dice from anywhere beyond this line.

Hitting other dice with your throw is legal, as long as nothing is knocked off the table.

On your turn, you may throw one die and activate it, or you may activate one of the dice you already have in play. "Activation" means maneuvering, firing a weapon, or using a special ability. Some abilities, like **Mastery**, allow you to activate other dice with a single action. In this way you can control several dice in the same turn.

Movement and Damage

A die can **maneuver** using the green dots in its corners. To maneuver a die, push down on the green dot, and turn the die to the next side. **Entry Points**, described below, are small green dots in white circles. These dots are useable for maneuvering, but only on the turn a die enters play.

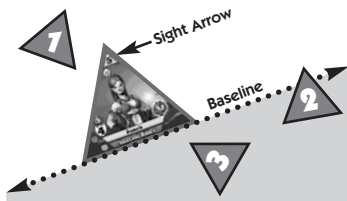
When a die takes **damage** (i.e., it is hit for less than its block value), it rolls to the next lower side number in the manner described above, but using the red dots. If a face has no red dots (because it's on Side 1), or if it can't take damage because of an obstacle, then any damage will kill it.

Sight Arrows

Most effects are represented by arrows, showing what the active die can see. A die with one arrow sees half the table, described by the baseline opposite the arrow. If a die has arrows in all three corners, it sees the entire table.

In the diagram at right, the Suarani Rider can see dice 1 and 2, but not die 3.

If dice 1 and 2 were both enemies, her attack could hit only die 1, because it is a short-range weapon. This is described by the shape of the sight arrow, as follows:



Short-Range Arrows: This is the smallest arrow, a simple triangle with a concave base. This type of shot can only hit the **closest visible target**.



Long-Range Arrows: This arrow is a bit larger than the Short-Range arrow, and has a two-piece "pinched" bottom edge. A Long-Range shot can hit **any single target** it can see, not just the closest one. The choice of target is up to the owner of the die.



All-Range Arrows: This is the largest arrow and is distinguished by a long "fishtail." A shot with an All-Range arrow hits **every visible target**.

When you use an All-Range sight arrow, you can't pick and choose from the legal targets; your shot hits every legal target.

Hit, Block, and Immunity

When one die hits another with a **weapon**, compare the attacker's **hit value** (the number in the arrow) to the defender's **block** (the number in the shield). If the hit is equal to or greater than the block, the defender is **killed**. It goes into **reserve**, returning to its owner's hand after one full round. If the hit is less than the block, the defender takes **damage**, as described above. This will always be one point of damage, regardless of the difference between the hit and block.

Dice with a colored shield icon are **immune** to all effects of that color, including weapons, other harmful effects, and even helpful effects like **Power Up**.

Multiplayer Rules

Diceland: Dragons has enough dice for a 3- or 4-player game. Each player can take one team; the player with the smallest team decides who goes first. In the 3-player game, each team fights for itself and treats dice from both other teams as enemies. Play until one player scores 35 points.

You can play a 4-way free-for-all, but it's more interesting to play in two teams. In this format, each player treats his teammate's dice as allies, which means (among other things) that one player's Dragon Masters can control his teammate's Dragons. The game ends when either team scores a total of 50 points.

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Abilities and Effects

Diceland: Dragons has several special abilities, described below. Effects that are new in this set include **Backfire**, **Mastery**, **Thunder Clap**, **Smoke**, and **Swamp Gas**.

Entry Points

Entry points are represented as a green dot within a white circle. An entry point is like a green maneuver dot, but is only useful on the turn when a die enters play. When a die has just been thrown, it can maneuver using its entry points. On subsequent turns, these points are useless.

Jumping allows a die to use its entry points, even if this is not the die's first turn in play.

Weapons

A **weapon** is any attack with a number in the sight arrow, and will not be specifically defined in the rules. **Hot Shot**, **Snowstorm**, and **Tornado** are examples of weapons. **Exception:** Green-colored weapons containing the word "Poison" are **Poison Attacks**, and are defined as follows.

Poison Attacks: Along with doing damage as usual, a Poison Attack puts a **poison counter** on its target. Poison counters activate at the beginning of their creator's turn, doing a point of damage each time. For timing purposes, these counters act **after** you re-check all short-range continuous effects.

Dice can't take on more than one poison counter at the same time. Dice that are immune to green can't be hit by poison shots and can't have poison counters. If a die with a poison counter **becomes** immune to green (by maneuvering to a green-immune side, for example) the poison counter goes away.

There are currently three ways to clear poison counters. **Jump** and **Jump Ally** remove them, as does **Repair** (found in **Cyburg** and **Deep White Sea**). They are also removed when a die is killed.

Special Abilities

A special ability might have a blank sight arrow, like **Confuse**, or might have none, like **Jump**. This depends on whether the ability affects other dice. **Mastery** uses the arrow of the die's main ability.

Backfire: A die with the "backfire" ability fires its weapon immediately when it is **killed**. This ability is not optional, and only activates when the die is killed (not when it is damaged, and not when it is removed from play in some other way, such as **Remove**, from **Diceland: Space**).

For timing purposes, any points scored by the backfiring die are assigned **immediately after** the points scored for killing it.

Confuse: Confuse works on enemies. It allows you to tip an enemy die one step in any direction, regardless of its move or damage dots. Confuse can move a die to a weaker side, but is never lethal; you can not kill a die by confusing it off its Side 1, and you cannot confuse a die into an obstacle or off the table.

Jump: To Jump a die means to pick it up and throw it again. The die can activate as normal when it lands. If the die lands on another Jump face, it can Jump again, and so on. Jumping clears poison counters, and also removes command and control flags. Entry points are usable after a Jump.

Jump Ally: This ability allows one die to Jump another. The same rules for Jump apply to Jump Ally.

Mastery: “Dragon Master” is written on the Side 1 of the dice that have it, and is represented by an “M” icon on other sides that have the ability. **Mastery does not have a color.**

Dragon Masters can control allied Dragons as follows: When you activate the Dragon Master, you can first put control flags (similar to command flags) on **allied** Dragons you can see. Control flags allow dragons to activate. Sight lines for the Mastery ability are defined by the sight arrow on the die; some Masters can see all Dragons, some can see only the closest, and so on. The Dragon(s) you control will act **before** the Master acts, with the closest acting first. The Master can then take its normal action.

Mastery is a special class of pre-action ability which, along with Clone (from **Cyburg**) is limited to **one use per turn**. If a Dragon Master is somehow given a second action in the same turn, it can't use the Mastery ability again.

Thunder Clap: This ability damages enemy targets a number of times equal to the number shown. For example, **Thunder Clap: 3** will damage an enemy target three times.

To carry out a Thunder Clap on multiple targets, perform all the damage on the closest target before moving on to the next. (This only matters when one die might move into or out of the way of another.)

Continuous Effects

A continuous effect is described by a sight arrow with a “C.” Continuous effects are active all the time; they do not require activation.

If a continuous effect uses an all-range arrow, it affects all legal targets at all times. However, if it uses a short-range arrow, like Freeze, it must pick a target by the short-range rules. It does this only at certain times: at the beginning of each turn, and each time the **source** of the effect is nudged or damaged.

If the closest legal target of a short-range continuous effect is immune to it, the effect **does not** seek another target.

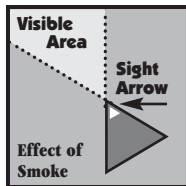
Freeze: Freeze affects enemy dice. A die under the influence of Freeze can't be activated (can't move, can't shoot, can't use any special ability), and if it takes any damage it dies.

Freeze does not shut down continuous effects, but it **does** prevent all other abilities, including **Backfire** and **Mastery**. Freeze does not prevent a die from **receiving** a control or command flag.

Power Up: Power Up affects allies, increasing the value of their **weapons** by the number shown. For example, a **Power Up: 6** increases the value of allied weapons by 6 points.

Smoke: Smoke affects **enemy weapon sight lines**. A die under the influence of Smoke gets “tunnel vision.” Each sight arrow now represents a 60° arc, rather than the usual 180° arc, originating at the corner with the sight arrow. A die with sight arrows in each corner sees three separate 60° arcs.

Smoke affects enemies only, and only **weapon** sight lines. It does not affect the sight lines of other abilities, even those abilities that use a weapon's sight arrow (such as **Mastery**).



Swamp Gas: Swamp Gas affects enemies. An enemy that fires its **weapon** while under the influence of Swamp Gas takes damage equal to the value of the Swamp Gas. For example, while within range of a **Swamp Gas: 4**, an enemy die that fires its weapon will take a hit of 4 points.

If a die is under the influence of two Swamp Gases, it takes damage twice, once for each of them (the closer Swamp Gas acts first). Swamp Gas only affects dice when they fire **weapons**, not when they maneuver or use non-weapon abilities. Swamp Gas is green, but **does not** create poison counters. A weapon that hits multiple times, such as **Thunder Clap**, still only counts as firing once.