

Dice Hoarders : Board Game Guide

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Game Overview

In Dice Hoarders, players use Dice Cards to complete challenges, perform actions, trade, and so much more. The goal is to strategically manage your Dice Cards and horde to accumulate the most valuable dice collection.

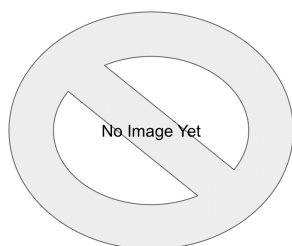
Sheets of all Cards planned to be in the game: [Dice Hord Cards](#)

TTS Wordshop: <https://steamcommunity.com/sharedfiles/filedetails/?id=3306263335>

Cards

Mystic D20 Action Ability: Roll the die: - 11 or above - Draw a Card, - 10 and under - Discard this card for either roll Horde Property: Allows a die to be rerolled (Once per game)	<u>Dice Cards</u> - Action Ability: These are abilities that can be played on your turn if needed. Some play Require a dice to roll, some may have you draw a card. - Hoard Property: When in your horde or collection, each dice has an effect on the horde or even how you play. Up to 3 dice cards can be active at a time. - Value: On the top right is the value of the dice. This is what needs to be counted at the end,
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Dragon's Hoard



Action Ability: None

Horde Property:

(Limit: 2) Draw 2 card for this bag and add them to your horde

Bag Card

- Typically these cards have no action ability.

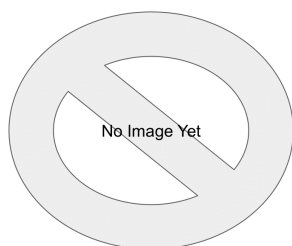
- **Horde Property**

This is an effect from a certain # of dice cards in your horde

Notes:

- Bags are always faced up when in your hoarder, but the cards applied to the bag are always faced down.
- You cannot activate a horde property from a card in a bag.

Not so Secret Swap



Action Ability:

Swap one card from your hand with a card from another player's hand. Both cards are revealed.

Other

These cards have a single action on them, and once used it is discarded.

Trading(Optional)

Trading is a way to allow players to exchange cards to possibly get cards they want, or cards they need. This can only happen in the horde management phase of a turn.

Trade Proposals:

- **Initiation:** A player may propose a trade at any time during the trading phase or between turns.
- **Offer:** The offering player must specify the cards they wish to trade and what they are seeking in return.
- **Acceptance:** The receiving player may accept, reject, or counter the trade offer. Counter offers should be clear and mutually agreeable.

Trade Rules:

- **Card Types:** Trades can include any type of card as long as both players agree. However, a minimum of one dice card must include and be from your horde.
- **Card Quantity:** Players may trade any number of cards, provided the trade is "balanced" (e.g., trading two cards for two cards).

- **Secrecy:** Cards can be faceup or down during the trade (e.g. all facedown, or 1 up and 2 down).

Setup

Deck Preparation: Shuffle the Dice Cards deck :)

Starting Hand: Deal X amount of cards to each player

4 players: 5 cards

2-3 players: 7 cards

Gameplay

A standard match should be 10 rounds, but feel free to play more or less than this:

A Turn has three phases:

- Draw Phase
- Action Phase
- Horde management

Each player will have a hoard in this game that starts empty. This is a separate pile where the cards you want to collect and not play, or keps. This is what will be counted in your final scores. In the pile, only cards with a horde properties can be in here (dice or bag cards)

More Details:

Draw Phase:

- **Draw a card:** Draw a card from the Dice Cards deck.

Action Phase (Play or Collect):

- **Play a Card and Discard it:** Play any Cards from your hand. Follow the card's instructions for its effects on dice rolls, your horde, or other players.
- **Collect a Card:** Add a card to your horde face down.

Horde Management:

- **Change Active Horde Cards:** Up to three horde properties can be active and faced up at a time, otherwise the card remains face-down in your horde
- (If needed) **Change Bags:** Swap out cards in your bag if necessary.

- **Trading:** You can trade between yourself and other player, for what is deemed 'fair between the parties

End Turn:

- **Discard:** If you have more than the maximum hand size (if applicable), discard down to the allowed number of cards.
- **Pass Turn:** End your turn and pass the play to the next player in turn order.

End Game

Once X rounds are completed, each player will add up the total value of their 'horde'. Some cards may have effects that may affect the value of the total horde or another player's horde that need to be dealt with.

Note:

- At this point all cards are considered active and horde properties can be used in a 'final round'.

Bonus Scoring (Optional

Full House

- **Definition:** Having the full set in your horde
- **Bonus Points:** 10 points

Ruler of d20s

- **Definition:** Having the most d20 dice in your horde at the end of the game.
- **Bonus Points:** 10 points

Ruler of d12s

- **Definition:** Having the most d12 dice in your horde at the end of the game.
- **Bonus Points:** 10 points

Ruler of d10s

- **Definition:** Having the most d10 dice in your horde at the end of the game.
- **Bonus Points:** 10 points

Ruler of d8s

- **Definition:** Having the most d8 dice in your horde at the end of the game.
- **Bonus Points:** 10 points

Ruler of d6s

- **Definition:** Having the most d6 dice in your horde at the end of the game.
- **Bonus Points:** 10 points

Ruler of d4s

- **Definition:** Having the most d4 dice in your horde at the end of the game.
- **Bonus Points:** 10 points

Tie Breaking

Ties Breaker (If there is multiple players with the same highest value)

Method 1 (Singular Highest): The players with the ties will find the highest value cards in their horde, and compare. Player with the singular highest value card wins.

Method 2 (Least Dice): Count the amount of dice cards each player has, the player with the least cards wins.

Method 3 (Player's choice): Each player picks a card in their horde and other players vote on their favorite card (cannot vote for themselves)

Components

- 1 set of Dice (d4,d6,d8,d10,d20)
- 122 Dice Cards:
 - Mystic Die (d4, d6, d8, d10, d12, d20)
 - Infernal Die (d4, d6, d10, d20)
 - Sketch Die (d4, d6, d8, d10, d12, d20)
 - Chainmail (d6, d8, d10, d12, d20)
 - Wraith's Touch (d6, d8, d10, d12, d20)
 - Galactic Rift (d6, d8, d10, d12, d20)
 - Kraken's Tentacle (d6, d8, d10, d12, d20)
 - Gorgon's Eye (d6, d8, d10, d12, d20)
 - Lost Artifact (d6, d8, d10, d12, d20)
 - River's Flow (d6, d8, d10, d12, d20)
 - Cyclose's Eye (d100)
 - Solar Star (d8)
 - Origami Die (d6, d8, d10, d12, d20)

- Enchanted Mirror (d4, d6, d8, d12, d20)
- Rainbow Die (d4, d6, d8, d10, d12, d20)
- Blood Shard (d6)
- Weighted Down - Critical Fail (d20)
- Weighted Up - Critical Success (d20)
- Oops a Mimic (d4, d6, d8, d10, d12, d20)
- Magic d8 Ball (d100)
- True Balance
- Unexpected Twist
- Dice Frenzy
- Dice Draft
- Duel of Dice
- Draw or Discard
- Plot Twist
- Friendship Bracelet
- Secret Swap
- Bag of Shuffling
- DM's Pouch
- Arcane Master's Pocket
- Thieves Satchel
- Shadow Dice (d6)
- Ancient Tome (d6)
- Frozen Heart (d6)
- Time Warp (d6)
- Elemental Surge (d6)
- Mythical Mists (d6)
- Guardian's Shield (d6)
- Chaotic Winds (d6)
- Orb of Power (d6)
- Enchanted Vortex (d20)
- Cosmic Insight (d20)
- Arcane Echo (d20)
- Temporal Shift (d20)
- Raging Storm (d20)
- Celestial Favor (d20)
- Lucky Satchel
- Treasure Chest
- Dragon's Hoard
- Mystic Bag
- Sudden Storm
- Time Warp
- Divine Intervention
- Global Freeze
- Duel of Wits

- Critical Something
- Riddle of Fate
- Luck of the Draw
- Bag of Shuffling
- DM's Pouch
- Arcane Master's Pocket
- Thieves Satchel
- Lucky Satchel
- Treasure Chest
- Dragon's Hoard
- Mystic Bag