

## OVERVIEW

Dice Team is a cooperative dice manipulation adventure! Players fight against lanes of enemies to gain access to the Boss before they complete their evil scheme. Heroes choose their lane simultaneously, changing their dice pool based on which teammates they are fighting alongside. Use unique abilities to modify your dice pool and results to defeat enemies and unlock MORE abilities! Teamwork is crucial to overcome the odds, as every "1" rolled provides the Boss with progress toward their evil scheme. Assemble your Dice Team from 14 unique heroes to overcome the chosen Boss and Scenario combination.

## GAME SETUP

1. Choose a Boss and Scenario card, and take their corresponding Effect and Villain cards.
  - a. Place markers on the Boss Threat track as listed on SETUP on the chosen Boss card, and complete any other SETUP effects described.
2. Create Villain Lanes
  - a. Randomly choose 5 Villains from one additional Villain group, and shuffle these Villains with the 8 card Villain group named on the Boss card, and 12 Minions from the minion group named on the Scenario card, for a total of 25 cards. Then deal the cards face-down to form 5 Lanes of 5 cards.
  - b. If playing a 5 or 6 player game, use all 14 Minions and all 8 cards of the additional Villain group for a total of 30 cards, and deal them to form 6 Lanes of 5 cards.
3. Each player chooses a Hero (in a solo game, choose 2-4 Heroes)
  - a. Take the chosen Hero card, 5 Ability cards, and standee.
  - b. If playing with fewer than 4 Heroes, take additional Hero standees and Hero cards to form a team of 4 Heroes (you do not need ability cards for the additional heroes).
  - c. Take a health track and 1XP. Set the health track to the printed value on the Hero card.
4. Each Hero takes a starting ability at Level 1
  - a. Shuffle each Hero's 5 Ability cards, then draw 2 and choose 1, placing it in the Level 1 slot on their player board. New players may select the Start card instead of randomly drawing.
  - b. Place the non-chosen card on the bottom of the Ability card deck, then place the Hero card face-up on top of the Ability cards on the Hero/Ability slot on the player board.

[PICTURE: SETUP]

## Round Sequence

1. Reveal and resolve Plot card
  - Plot cards act as a game timer and trigger environment and/or boss event text
2. Reveal Villains in empty Lanes

3. Heroes with the required amount of XP may spend it to level up: Gain a new Ability (draw 2, choose 1, unchosen placed on the bottom of the deck) and 2 Health.
4. Assign Heroes to Lanes
  - Each Hero's Team size die depends on the number of Heroes in a lane together
5. Resolve Lanes left to right
  - Lanes without a Hero gain a Threat token, which accumulate to accelerate the Boss and hinder Heroes
  - Heroes in a lane roll their dice to fight off evil in Combat (See Combat)
  - The final lane is the Boss lane. The Boss makes a Boss Attack (described on the unique Boss card). Then, the next round begins.

## Combat

Heroes in the same lane perform the following steps simultaneously

1. Collect dice pool
  - a. Team Size die
  - b. Strength bonus die (when in combat against a matching color enemy)
  - c. Dice listed at the top of each Ability.
2. Heroes may use Abilities and/or Innate Powers that grant additional dice or effects. **Important:** Abilities that add dice to the dice pool must be used before rolling!
3. Roll!
4. Boss Captures all 1s
  - a. Heroes cannot re-roll 1s. Discard each die with a result of 1, and the Hero who rolled it gains 1XP
  - b. The Boss gains 1 Threat for each die captured, advancing their evil scheme. Some Bosses have Special Rules when capturing dice.
5. Heroes use Ability cards, Innate Powers, and/or XP to manipulate results
  - a. 1XP per re-roll, may do this on any number of dice any number of times.
  - b. If a re-roll result is a 1, the die is captured!
6. Commit Dice
  - a. Players select up to 2 dice from all dice rolled to sum the values as the Power for the attack.
  - b. From the remaining dice, Players select 1 die to deal damage (based on the size/color of the die, **not** the rolled value)
  - c. Heroes can commit dice to Ability, Boss, or Scene Effect cards that meet the placement requirements.
  - d. A die showing its maximum value may be committed to Refresh an Ability.
7. Resolve Damage
  - a. If the Heroes' Power total is less than the Villain's Power value, Heroes in the lane suffer the Damage value printed on the Villain card, split as evenly as possible.

- b. If the Heroes' Power total is greater than or equal to the Villain's Power value, the Villain suffers damage based on the Damage die size/color.

## KEY TERMS/GLOSSARY

### Armor

Armor reduces **each source** of damage by a flat amount. For example, if Nightcrawler uses his Swashbuckling ability to commit an additional damage die against Blob, Blob reduces the damage dealt by each die by 1. [PICTURE: BLOB]

### Captured Dice

Whenever a die roll results in a value of 1, the die is immediately captured. The Hero who rolled the die gains 1 XP, the Boss gains 1 Threat, and the die is discarded. **It cannot be re-rolled or used for other effects.** Some Boss cards describe additional effects that occur when a die is captured.

### Damage

When Heroes are dealt damage from a printed value, the damage may be split among Heroes in the same lane. When Heroes are dealt damage from a die roll (typically a Boss Attack), die values cannot be split among Heroes.

### Threat

Villains left alone in their lanes gain Threat. A Villain may only hold 3 Threat. Any Threat gained in excess is transferred directly to the Boss, accelerating their evil scheme. Each Boss has one or more effects that trigger when their Threat level meets a threshold listed on their Boss card, most importantly their final goal: EVIL WINS!

### Wounded/KO'd

When a Hero is reduced below 1 Health, they become Wounded. When a Hero is Wounded, immediately reveal and resolve the next Plot card. If multiple Heroes are wounded simultaneously, reveal and resolve a Plot card for each of them. If a Wounded Hero is ever reduced below 1 Health, they are KO'd, and EVIL WINS!