

Several hand-drawn dice with various faces are scattered around the top half of the page. The faces include smiling, sad, angry, and neutral expressions. The dice are colored in green, red, and blue.

# DICECULUS

## Advanced Rules (Tabletopia)

Several hand-drawn dice with various faces are scattered around the bottom half of the page. The faces include smiling, sad, angry, and neutral expressions. The dice are colored in green, red, and blue.

 DICECULUS

$$2a+bc=?$$



# DICECULUS – ADVANCED RULES (TABLETOPIA)

## READY TO LEVEL UP?

Once you're familiar with the basics, add extra challenge and variety with one or more of these advanced rules!

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### CHOOSE GAME LENGTH

Decide how intense your game will be:

- **Short Game**

- o Stage 1: 3 rounds
- o Stage 2: 4 rounds
- o Stage 3: 2 rounds
- o Stage 4: 2 rounds

- **Long Game**

- o Stage 1: 5 rounds
  - o Stage 2: 8 rounds
  - o Stage 3: 4 rounds
  - o Stage 4: 4 rounds
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### ALTERNATIVE WIN CONDITIONS

Go beyond simply highest or lowest result:

- Closest to a specific target number
- Result closest to a perfect square
- Result divisible by a chosen sequence (e.g. 3, 6, 9...)
- Any fun and creative mathematical goal agreed on by the group



## CUSTOM STAGE SCORE TRANSITIONS

Spice up how points carry over between stages:

- Instead of summing digits, use **subtraction, multiplication, or division**
- You may flip the +/- **sign die** – each player can choose the sign of their result
- Similarly, allow players to choose whether **multiplication or division** applies
- Combine digits in creative ways
- Apply mathematical logic such as **parentheses, square roots, or fractions**

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## PRECISION MODE

Disable rounding for hardcore play!

Use full decimal values in your calculations to test accuracy and strategy.

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## CUSTOMIZE & CREATE!

These advanced rules let you tailor DiceCulus to your group's style, skill, and creativity.

Mix, match, or invent your own twists — and enjoy the mathematical mayhem!



$$20 + 50 = 70$$

