




DICECULUS

Basic Instructions (Tabletopia)







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DICECULUS – BASIC INSTRUCTIONS (TABLETOPIA)

Players: 1–7
Playtime: 15–60 min
Game Type: Math / Dice / Tactical

GAME COMPONENTS

4 Decks of Cards – one for each stage of the game

For each player:

- **7 six-sided dice** *(in player's color)* – for assigning values to variables
- **7 ten-sided dice** *(in player's color)* **+ 1 sign die** *(+/–)* – for displaying the round result
- **4 × 2 ten-sided dice** *(in player's color)* – to record stage totals
- **Operation dice –** for addition, subtraction, multiplication, and division *(in player's color)*

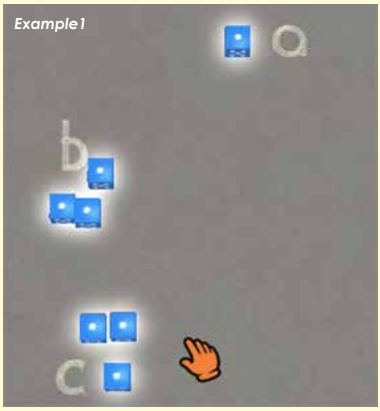
SETUP

1. Each player chooses a color and takes their dice.
2. Decide whether the winner will be the **highest** or **lowest** total score.
3. Players assign their 7 six-sided dice to variables for Stage 1 *(see Example 1)*.
4. Draw the first equation card from the Stage 1 deck – all players will use this equation.
5. The **"best mathematician"** goes first – time to raise the bar!

PLAYER TURN (ROUND)

1. Choose a **variable** and take the dice you assigned to it earlier.
2. Roll up to **3 times:**
    - o Do **not** set aside dice between rolls
    - o You **cannot return** to a previous result
    - o If you roll a **third time**, that result is **final**

3. Repeat this process for **all variables** in the current equation.
4. Calculate the result and display it using:
   - o Your **ten-sided dice**
   - o The **sign die** (+/–)
5. **Round your result:**
   - o Less than 0.5 → round **down**
   - o 0.5 or more → round **up**
6. The next player goes – turn order is **counterclockwise**.
7. Draw a **new shared equation card** for each round.
8. Add the round's result to your total using ten-sided dice. *(See Example 2)*



STAGES & VARIABLES

- **Stage 1:** 3 variables (a, b, c) – 3 rounds
- **Stage 2:** 3, 4, or 5 variables (a, b, c, d, e) – 4 rounds
- **Stage 3:** 5 or 6 variables (a, b, c, d, e, f) – 2 rounds
- **Stage 4:** 3 to 6 variables (a, b, c, d, e, f) – 2 rounds

□ If a variable has no assigned dice → its value is **0**
□ If a die is assigned to a variable **not in the equation** → it is **not used**

STAGE SCORING

At the end of the final round of each stage:

1. **Add the digits** of your result
2. Keep the **sign** (+ or –)

3. Record the total using your **stage score dice**
4. **Adjust the round score** if needed
5. Starting score for the next stage = final score from the previous one
   (See Example 3 for clarification)

Example 3

END OF THE GAME

After the final round of **Stage 4:**

- Add up **all your stage points**
- Declare the winner(s) based on your chosen win condition:
  - □ Highest or Lowest final result