

# DICETOPIA

2.0

Ah, the neon-clad city of Dicetopia lies before you! A seething cauldron of petty thieves, devious corporations and ruthless smugglers. Or in other words, the city of opportunity for you and your factions highly questionable motives!

Unleash your agents to take over neighbourhoods, snatch tasty loot, perform shifty actions and carry out sneaky missions. Be the unbridled predator, you've hopefully never dreamt of being in real life, and lay the city before your feet!



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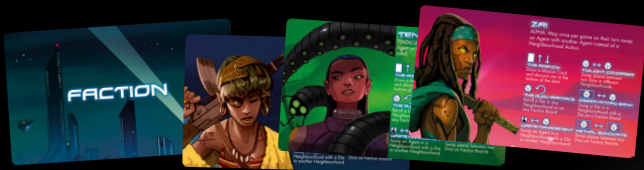
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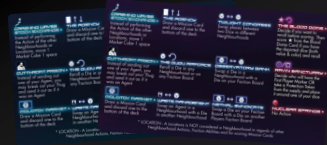
# 1. COMPONENTS



1 x Game Board



20 x Faction Cards



6 x Rebalance Cards



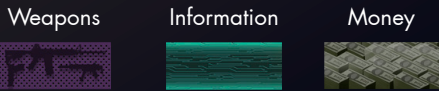
6 x Faction Boards



15 x Scenario Cards



57 x D6 Dice (19 x 3 colors)  
representing the following resources:



10 x Ability Tokens



60 x Mission Cards



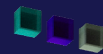
1 x First Player Marker



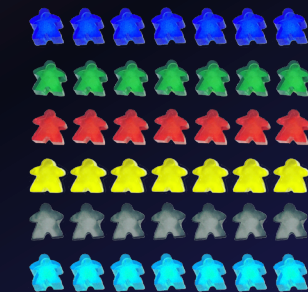
1 x Blood Dome Card



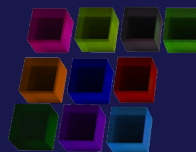
7 x Orange Magmacorium Dice



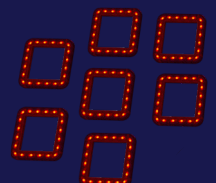
3 x Stock Exchange Cubes



42 x Agents  
(7 x 6 colored Agent Meeples)  
represented by this symbol:



10 x Thugs (1 x 10 colored Cubes)  
represented by this symbol:



7 x Protection Tokens

## 2. OVERVIEW

On Players turn they will send out one Agent from their Faction Board by swapping it with a Die from a Neighbourhood or Location on the Game Board. This will determine the Die resource they'll collect, their domination in the Neighbourhood or Location, and what Action they'll perform.

Once all Agents has been deployed, the Player with the most Victory Points (★) from Dice resources, Neighbourhoods, Locations and Missions wins the game!

## 3. SETUP

1. Randomly determine a First Player and give that player the First Player Token.
2. Roll all the Dice in Nuclear Springs Location (all the other Dice has already been randomly distributed and rolled)
2. Deal 3 Mission Cards to each Player. They each get to keep two and discard one, without revealing any information to other Players. Shuffle all leftover Mission Cards with the rest of the deck.

### REBALANCE CARDS

Decide which side to use of the Rebalance Cards. The side with the purple background is the new rebalanced version of the game, and the side with the blue background is the traditional version (with more player interaction). Place the Rebalance Cards on top of the Neighbourhood summary section of the Faction Card with the decided version facing up.



Setup of an Rebalance Card

### SCENARIO CARD (OPTIONAL)

Once you're comfortable with the game, you may mix it up for more variation by using a Scenario Card. Scenario Cards introduce unique conditions that bend the rules of the game. Choose one, randomly or by choice, before the setup and apply the new rules. If you use "Back to Square One", remove the "Scavenger" Mission Card.



Scenario Card

## 4. GAME ROUND

Starting with the First Player and in clockwise order, Players take turns swapping one of their Agents from their Faction Board (from left to right) with a Die in a Neighbourhood or Location on the Game Board and performing it's corresponding Action afterwards (if possible). Please note, Players can NOT send their Agent to the Crashing Waves Stock Exchange and Cutthroat Prison Locations (please see special rules of how those Locations work below).

In the example to the right the yellow Player swaps one of his Agents (represented by Cubes) with a white Die of value 6 from the Neighbourhood The Gugu Airforce. Afterwards he performs the corresponding Action "Reroll a Die in any Neighbourhood or on any Faction Board" and rerolls a Die from 6 to 2 in the Nethal Syndicate Neighbourhood.



## 6 . NEIGHBOURHOODS & LOCATIONS

The Locations of the Docks and the Wasteland work similar to the City's Neighbourhoods, with some very important differences. A Location is NOT considered a Neighbourhood in regards of Neighbourhood Actions, Faction Abilities and for scoring Mission Cards (only if specifically referred to as Locations). Locations are also NOT considered a part of the City (only Neighbourhoods are).

Players Agents can therefore not be moved or swapped once placed in a Location (from the Wasteland Management Action for example), and you can't swap the Dice in a Location by using a Neighbourhood Action (such as the Observatory Bank). A Location also have 6 spaces instead of 5, but they do not have the standard core value of 5 ★ during scoring of Domination (only the left over Dice counts for ★ when scoring Locations).

### NEIGHBOURHOOD ACTIONS (THE CITY)



#### THE AGENCY

Draw a Mission Card and discard one to the bottom of the deck

"Not happy with what you've been dealt? Well, buhu! ...No wait, you know I might just have an even worse alternative for you"



#### THE GUGU AIRFORCE

Reroll a Die in any Neighbourhood or on any Faction Board

"Roger that! We'll take it from here. Yeah, most likely something out there will get hurt. No guarantees though as we're not huge fans of getting hurt back"



#### WASTE MANAGEMENT

Swap an Agent in a Neighbourhood with a Die in another Neighbourhood

"Our motto is beautifully simple: Apply just the right amount of brute force and just about anything or anyone can be exchanged"



#### TWILIGHT CONGRESS

Swap places between two Dice in different Neighbourhoods

"In this city, kid, everything can be bought, or stolen... Really, it's just a different mindset. You'll get into it soon enough. That conscience thing? It will pass"



#### OBSERVATORY BANK

Swap a Die in a Neighbourhood with a Die on your Faction Board

"Hey now, if we give something back to you, it's not really stealing is it? Glad we could clear that up. Goodbye sir and have a very merry day!"

**Advanced Variant: Swap a Die in a Neighbourhood with a matching Die in color or number on a Faction Board. Replaces the normal Action, makes it less powerful and more tricky to use (decide upon use before setup)**



#### NETHAL SYNDICATE

Swap a Die on your Faction Board with a Die on another Players Faction Board

"Whatcha talkin bout, it was a fair trade! Most importantly, it was authorized by the Syndicate. If you got a problem with that, take it up with them... Yeah, thought so"

### LOCATION ACTIONS (THE DOCKS)



#### CRASHING WAVES STOCK EXCHANGE

A player can NOT send an Agent to the Crashing Waves Stock Exchange. But they may skip the Action of the Neighbourhood or Location they've sent their Agent to, and instead perform the Action of the Crashing Waves Stock Exchange by moving one of the Stock Exchange Cubes one step up or down. This might change the ★ value of that particular Dice resource. Players receive the ★ from the Stock Exchange just before the normal end game scoring starts.

"So the streets are too soft for ya? Well, the heartless sharks at the Stock Market is waiting for you with open arms my friend!"



#### CUTTHROAT PRISON

A player can NOT send an Agent to Cutthroat Prison. But before the end of the game, they must skip a normal Turn and instead brake out the Thug Cube of their player colour from the prison by swapping it with a Dice in a Neighbourhood or Location and perform its Action. The Dice left in the prison will be drafted by the end of the game in turn order before the scoring of the Stock Exchange occurs.

"Proudly protecting our city from thugs, conveniently and cost efficiently run by thugs!"

## THUG CUBES

Thug Cubes counts as 1.5 Agents (1 and a half) during the scoring of Domination, but they are NOT considered Agents in regards of Neighbourhood Actions, Faction Abilities and for scoring Mission Cards.



## MOLOTOV MARKET

A player can send their Agent here to change one of their Dice to any value.

*"If you don't mind the merciless smell, and the imminent risk of getting stabbed in the back, you really can trade anything here!"*

## LOCATION ACTIONS (THE WASTELAND)



### THE BLOOD DOME

When visiting the Blood Dome, if the visiting Player has matching Dice in both color and value on their Faction Board to those on the Blood Dome Card, they score ★ for them (1 match = 2 ★, 2 match = 4 ★, 3 match = 7 ★). Before scoring, the visiting Player may reroll the Dice on the Blood Dome Card, one time each. Finally, regardless of whether the player received ★ or not, place all Dice back in the bag, draw 3 new Dice and roll and place them on the Blood Dome Card.

*"When money is a little short, or you're just looking for an ultra violent shortcut, The Blood Domes door is always open. In fact, it doesn't even have one!"*



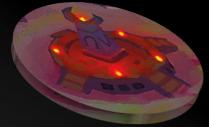
### RAVIN SANCTUARY

Decide who will get the First Player Marker OR take a Protection Token from the supply and place it around a Die on your Faction Board.

*"One of the last holy places where true political power lies, as well as considerable backup resources...."*

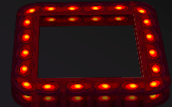
#### FIRST PLAYER MARKER

The Player with the First Player Marker starts the round. A round consists of each Player taking a turn in clockwise order. Once the current round is finished, a new round begins, starting with the Player with the First Player Marker.



#### PROTECTION TOKEN

Protects a Die from being swapped or rerolled. Place it above a Die on your Faction Board to indicate which Die is protected. The Player possessing the Protection Token may move it to another Die on their turn (and only then).



**Advanced Variant:** A Player may remove another Players Protection by using an Action that otherwise would interact with the protected Die (the Nethal Syndicate Action for example)



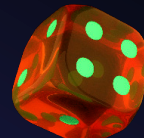
### NUCLEAR SPRINGS

This Location has no Action, but Players may as a turn swap an Agent from their Faction Board with a Magmacorium Die from this Location.

*"All this funky nuclear business will of course ultimately lead to the doom of all, but hey, there's crazy money to be made!"*

#### THE MAGMACORIUM DICE

The Magmacorium Dice are considered jokers colorwise (they can for example be scored both as white and purple) with unchangeable values, and once they are in a Players possession, they cannot be swapped or rerolled.



*"The Magmacorium is a highly toxic cocktail of lava and nuclear substances. It can be traded for pretty much anything as these kinds of extremely dangerous stuff tend to be quite popular, and the best part, it's too dangerous to steal!"*





## ROAMERS

**LAST RESORT:** May once per game skip a turn and save it to use after the very last turn.

Bums with a cool sounding name basically. But living off other honest citizens garbage has its pros however. What's that? No no no, I don't do that stuff anymore. It was just a phase.



## SHAKRA PIRATES

**EXTERMINATE:** May once per game during their turn remove one Die from the City Board completely from the game and render the space useless.

Ok, so perhaps I exaggerated here and there when describing the others. But these yahoos certainly make the others look like bunny pillows with sparkly glitter. Hands down the most vile one of the bunch! Leaving nothing behind, literally.



## THE PERCEPTIONEERS

**HYPNOSIS:** May once per game choose the Neighbourhood for another Player's turn (but not perform the Action itself).

Shrinks from a special hellish corner of hell. Full of themselves and insanely manipulating. Of course we'll happily let them poke around in our heads, even paying for it.



## TUULU PRIESTS

**INTERVENTION:** May once per game on their turn reroll one Die twice or reroll two different Dice one time each, in any Neighbourhood or on any Faction Board.

A monk cult might sound pretty cool, and I guess it sorta is. It certainly doesn't hurt having the almighty lord on your side and they do get some serious wicked incense. But brown hoods of...burlap? Come on now...



## CENTAURI BUREAU

**OPPORTUNIST:** Keeps all 3 Mission Cards at the start of the game and decides which 2 to use during end game scoring.

Beefcakes in suits basically, annoyingly ambitious. No seriously, NO ONE likes them. No way, I certainly hold no grudge about that anymore. Never wanted that damn job anyway...



## DANGMER PROGRAM

**CLONING:** May once per game copy the value or color of a Die from the opponent to the right during end game scoring.

A sisterhood of clones controlling roughly half of the city's production. They specialize in making cheap knock-offs that actually turn out better. It will be the end of us all.



## EWO FOLLOWING

**TRANSCENDENCE:** May once per game perform an Action of their choice instead of the Action of the Neighbourhood.

Cybernetic enhanced humans seeking a higher level of existence. They won't find any, and definitely not by inserting metal objects in themselves, but it does provide them with a certain flexibility.



## HOLLOWS

**ADAPTATION:** May change the Dice value of one of their Dice by +1 or -1 after another Player swaps your Agent or Die with an Action (not Faction Ability).

Quite terrifying stuff! A genetically modified species straight out of a deranged super villain fantasy. They can lift a car straight up without breaking a sweat, even dodge a bullet, and they used to be frickin fish!



## THE CONSPIRACY

**SLIP AWAY:** May once per game on their turn swap one of their Agents not on their Faction Board with a Die not on a Faction Board.

Covered in obscurity, so much so that their mere existence is wildly questioned. Even among themselves, there is an ongoing debate regarding the matter



## NAVIGATORS

**HOME TURF:** May once per game on their turn change one of their Dice to any number.

With not especially many fish left in the sea, at least without any twisted mutations, the Navigators has changed their hunting ground...



## HATERZ

**INFLUENCER:** May change two different Stock Tracks instead of one when taking the Crashing Waves Stock Exchange Action.

United internet trolls. Together their hatred has reached a whole new ecstatic level. EXTREMELY easily provoked, basically triggered by other people existing



## THE FUKURA

**ROBIN HOOD?:** May instead of an Action, lower another players value of a Dice by 1, and increase the value of their own Dice by 1.

Sea hooligans mixing up good ole piracy with samurai honor. Not very compatible things to be perfectly honest...



## TENTACLE FORCE

**TENTACLE:** Starts with an extra Thug instead of an Agent on their Faction Board (use any available extra colour). This extra Thug can be used instead of an Agent and counts as 1.5 Agents for Domination and as 1 Agent for scoring Mission Cards.

Experiments with tentacles started with, how shall I put it, not so morally compatible intents... But the pure force and strength of the beasts was ultimately put to use as brute military force



## THE CONCLAVE

**IMMUNITY:** Starts the game with a Protection Token.

What do you mean unoriginal? It's a bloody toxic wasteland for heaven's sake, of course there will be mutants!



## THE PAGANS

**HOMELAND:** Receives an additional 5 ★ for dominating Wasteland Locations (ties do not count).

The whole back to nature thing is quite hard when you're surrounded by toxic wasteland... But the Pagans definitely makes an effort!



## RETORIUM COMRADERY

**CONNECTIONS:** May once per game on their turn draw 4 Mission Cards and discard 4 to the bottom or top of the deck in any order.

Collectors with strange connections everywhere, treating the whole body of history as a twisted cosplay-smorgasboard...



## SKELLETAS

**SACRIFICE:** May once per game on their turn sacrifice one of their Agents not on their Faction Board and turn it into any valued Magmacorium Die (it can not be swapped or rerolled) from the supply.

Skelletas believe that death is not the end, rather an opportunity... So, you got your submission all filled out and ready over there?



## ZAI

**ALPHA:** May once per game on their turn, instead of a Neighbourhood or Location Action, swap any two Agents not on Faction Boards with each other.

Android militia upholding the small crumbs of justice that's left. AKA big time party poopers!

## TIMING CONFLICTS AND CONTRADICTION ABILITIES

- Should any timing conflict occur, always resolve in Player Order.
- A Faction Ability can never cancel another Faction Ability.



# 8. MISSION CARDS

<b>ARMORY</b>  12 ★ if you have the most purple Dice	<b>CASH IS KING</b>  12 ★ if you have the most white Dice	<b>INSIDER</b>  12 ★ if you have the most teal Dice	<b>PACIFIST</b>  9 ★ if you have no purple Dice	<b>MARKED BILLS</b>  9 ★ if you have no white Dice	<b>FAKE NEWS</b>  9 ★ if you have no teal Dice	<b>GUN NUT</b>  4 ★ for each purple Dice of your opponent to the right	<b>SUGAR MAMA</b>  4 ★ for each white Dice of your opponent to the right
<b>DEEP THROAT</b>  4 ★ for each teal Dice of your opponent to the right	<b>LOVER NOT A FIGHTER</b>  12 ★ for having the least purple Dice (ties not eligible)	<b>DOWN TO EARTH</b>  12 ★ for having the least white Dice (ties not eligible)	<b>IGNORANCE IS BLISS</b>  12 ★ for having the least teal Dice (ties not eligible)	<b>SMUGGLER</b>  3 ★ for each of your purple Dice	<b>MONEY LAUNDRY</b>  3 ★ for each of your white Dice	<b>SNITCH</b>  3 ★ for each of your teal Dice	<b>DROP OFF</b>  3 ★ for each white Dice left on the City Board
<b>VIGILANTES</b>  3 ★ for each purple Dice left on the City Board	<b>UNDERCOVER</b>  3 ★ for each teal Dice left on the City Board	<b>FINGER IN EVERY PIE</b>  8 ★ if you have Dice of all colors	<b>PLAYING WITH FIRE</b>  5 ★ for each of your Magmacorium Dice	<b>LESS IS MORE</b>  8 ★ for each of your Dice with value 1	<b>SLOW &amp; STEADY</b>  7 ★ for each of your Dice with value 2	<b>MIDDLE OF THE ROAD</b>  6 ★ for each of your Dice with value 3	<b>FOUR-LEAF CLOVER</b>  5 ★ for each of your Dice with value 4
<b>BIG LEAGUE</b>  4 ★ for each of your Dice with value 5	<b>MORE IS MORE</b>  4 ★ for each of your Dice with value 6	<b>NO LOOSE CHANGE</b>  9 ★ if you have no Dice with value 1	<b>CONTAMINATED GOODS</b>  8 ★ if you have no Dice with value 2	<b>ALL OR NONE</b>  8 ★ if you have no Dice with value 3	<b>LOW PROFILE</b>  9 ★ if you have no Dice with value 4	<b>RISK MANAGEMENT</b>  11 ★ if you have no Dice with value 5	<b>STAYING OFF THE RADAR</b>  12 ★ if you have no Dice with value 6
<b>SCAVANGER</b>  3 ★ for each Dice with value 1 on the City Board	<b>LOW KEY</b>  3 ★ for each Dice with value 2 on the City Board	<b>MEDIUM RARE</b>  3 ★ for each Dice with value 3 on the City Board	<b>PROSPERITY</b>  3 ★ for each Dice with value 4 on the City Board	<b>BOOM</b>  4 ★ for each Dice with value 5 on the City Board	<b>SIX AND THE CITY</b>  5 ★ for each Dice with value 6 on the City Board	<b>INTEREST</b>  Score ★ Score VP again for your total Dice Value divided by 3 and rounded down	<b>SLACKER</b>  6 ★ for doing absolutely nothing
<b>FORGERY</b>  4 ★ for each pair of Dice values	<b>REPLICA</b>  7 ★ for each pair of Dice you have (both color and value)	<b>THREE'S A CHARM</b>  8 ★ for three Dice of the same value	<b>CLONES</b>  18 ★ if all your Dice are of the same value	<b>THE BIG HEIST</b>  25 ★ if you have Dice of value 1, 2, 3, 4, 5, 6	<b>ODDBALLS</b>  10 ★ if you only have uneven numbered Dice	<b>EVEN STEVENS</b>  10 ★ if you only have even numbered Dice	<b>EXTRA STASH</b>  10 ★ if you have the highest total Dice value on your Faction Board
<b>DISCRETION</b>  14 ★ if you have the lowest total Dice value on your Faction Board	<b>COPYCAT</b>  When ★ are scored for Mission Cards, copy the effect of another Player's Mission Card and score ★ for it based on your own Dice and Agents	<b>HIGH STAKES GAMBLING</b>  When ★ are scored for Mission Cards, discard this card and draw a new one. Score twice the amount of ★ from that card (for a maximum of 20 ★)	<b>DEALERS</b>  3 ★ for each of your Agent that is adjacent to a purple Dice	<b>EXCHANGE OFFICES</b>  3 ★ for each of your Agent that is adjacent to a white Dice	<b>HACKERS</b>  3 ★ for each of your Agent that is adjacent to a teal Dice	<b>SHARING IS CARING</b>  4 ★ for every tied domination of Neighbourhoods and Locations	<b>CROWD CONTROL</b>  4 ★ for every Neighbourhood you don't have any Agents in
<b>INFILTRATION</b>  4 extra ★ for domination of Neighbourhoods (ties not eligible)	<b>SPIES</b>  4 ★ for each Neighbourhood you have at least one of your Agents on but no domination	<b>KING OF THE HILL</b>  10 ★ for each Neighbourhood with at least three of your Agents	<b>SPECIAL AGENTS</b>  10 ★ if you have your Agents in every Neighbourhood				

## 9. TERMINOLOGY & CREDITS

Agents:	Player cubes in different colours.
Faction Ability:	A Factions unique special ability.
Neighbourhood:	An area of the City Board consisting of 6 spaces and an Action.
Space:	Square spaces on Faction Boards and Neighbourhoods.
Turn:	A Players Turn consist of swapping an Agent with a Die in a Neighbourhood and performing the corresponding Action.
Your Dice:	Dice on your Faction Board are considered yours, but not Dice in Neighbourhoods you dominate.
Round:	A round consists of each Player taking a turn in clockwise order.
Standard Colours:	The different types of Dice from the original game ( Teal = Information, Purple = Weapons, Clear = Money)

For further information, FAQ and clarifications please visit  
[www.allornonegames.com/dicetopia](http://www.allornonegames.com/dicetopia)

Game design by Tobias Hall. Art by Anthony Cournoyer. A big thank you to all the brilliant backers on Kickstarter who made this possible and everyone that helped test the game and provided feedback!



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