

DWARVEN DICE

Contents

8 Custom Dice
1 Black Velvet Gem Bag
60 Black Gems
12 Blue Gems
6 Red Gems
4 Purple Gems
3 Green Gems
6 Rules Reference Cards

SETUP

Before starting the game set up as follows:

1. place all gems in the gem bag and place the bag in the center of the table.
2. Place 8 dice near bag
3. Optional - Place rules reference cards face up on the table in a row for easy viewing.

PLAYING

Dwarven Dice is played over several turns starting with the first player and going clockwise. On a player's turn, they roll dice to mine for gems and steal them from their opponents. The game ends when there are no more gems remaining in the bag.

A TURN

During each turn, a player rolls dice to try and capture as many gems as they can by collecting them from the table or from other players at the table. A player begins their turn by rolling all 8 dice and spending them. A player's turn ends when they choose to pass or has no more dice to spend.

SPEND

To spend a die, a player performs that activated ability and then sets that die aside. The die is considered spent and may not be used for the remaining of the turn.

DICE SYMBOLS



SPEND BEER

A player may spend a Beer to reroll their remaining gems. Optionally this player may take a drink.

SPEND HORNS

A player may spend Horns to reroll their remaining gems. Optionally this player and another player of their choosing may take a drink.

SPEND AXE

A player may spend an Axe to remove 1 random gem from the gem bag and place it in the center of the table.

SPEND LANTERN

A player may spend a Lantern to remove 1 gem of their choice from the gem bag and place it in the center of the table.

SPEND BOMB

A player may spend a Bomb to remove 3 random gems from the gem bag and place it in the center of the table.

SPEND HEAD

A player may spend a Head to challenge another player for their gems. First the player takes their remaining dice divided by 2, rounded down. The player then declares the color of gems they wish to capture from that player.

Then the player rolls these dice and counts the number of heads they have rolled. If the number is 1 or more, the challenged player rolls their dice. The player with the most heads rolled this way is the winner of the challenge. If the challenger rolls no heads and has beers or horns, the challenger may spend these dice as normal to try and roll heads. If the challenge is successful, the player will take all of the gems of the declared color the challenged player controls. At the end of the challenge, the player's turn ends.

CAPTURE

A player may commit a die to collecting gems from the center of the table by setting it aside. Once 3 of the same type of dice are committed, the player captures all the gems of the same color from the center of the table. If a player fails to commit 3 before the end of the turn, the committed dice are passed to the next player to use if they wish.

CAPTURE COMBOS



END GAME

The game ends when the gem bag has been emptied of all gems. All gems not collected from the center of the table are put back in the bag and not counted. Each player counts the points earned from each gem they have collected. The winner of the game has the most points.

GEM POINTS

Black Gems = 1 points each.
Blue Gems = 5 points each.
Red Gems = 10 points each.
Purple Gems = 15 points each.
Green Gems = 20 points each.

CREDITS

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