TITAN DICE

RULES OF PLAY

TITAN DICE

1-4 Players | Ages: 8+ | 15 - 30 minutes

SUMMARY

The Titans have been imprisoned for millennia, but now they have escaped! They are emboldened to overthrow the gods, but first they will need an army... Capturing mythical creatures to amass this army is the key to success. The Titan who captures the most creatures by the end of the game will be named the Lord of the Titans and have the honor to lead their glorious army into a mythic battle that will be remembered throughout the ages!

COMPONENTS

(4)   Player Boards
(23)   Creature Cards- Chimera (4), Gryphon (4), Hydra (4), Kraken (7), Minotaur (4)
(1)   First Player Token
(20)   Creature Markers: Chimera, Gryphon, Hydra, Kraken, Minotaur
(24)   Titan Dice: 20 Regular Die, 4 Bonus Die
(4)   Player aids / Attack cards
(8)   Wound Markers

Setup

Give each player their board (see 1), five regular dice (see 2), one bonus die (see 3), five creature markers (one of each creature) (see 4) and a player aid (see 5). Players begin with 1 creature in each of the tracks. Give the first player token to the person who owns the largest pet.

Remove cards from the game based on player count as denoted on the cards. Create a face-up stack for each creature card type within reach of all players, with Power Level 1 on the top descending to Power Level 3 on the bottom (see 6).

GAME SETUP EXAMPLE

Creature Track Explained

Whenever a creature is **collected** during gameplay, move the marker for that creature one space to the right. Similarly, when a creature is **spent, lost** or **stolen** during gameplay, move the marker for that creature one space to the left. When you have collected four of a creature type, that creature is then **caged (see 4)** and may no longer be stolen. However, during gameplay you may choose to spend the creature and bring it back below the fourth space, allowing that creature type to be stolen again.

PLAYERS BEGIN WITH 1 CREATURE IN EACH TRACK (PICTURED ABOVE).

Gameplay

Your turn consists of two phases: Roll Phase, and Action Phase. Once each player has taken a turn, these phases may be repeated by each player in turn order until the round ends. At any time during your turn, you may decide to capture creatures of one creature type in your active dice pool. Once you choose to capture creatures, or have three wounds, you are "**OUT**" of the round. When out of the round, your turn structure changes from Roll and Action Phase, to Attack Phase.

Roll Phase

During the first turn of each round, roll your five regular dice and place them in the Active Dice area of your player board.

If there are any wounds rolled during the very first Roll Phase of the round, you may re-roll these dice once. Any following wound results are placed on the wound track of the player board. If at any time you have three wounds, you are out of the round and may not capture creatures that round.

At the beginning of subsequent turns during that round, you **_MUST_** perform **_ONE_** of three options:

- Roll all Active Dice
- Roll all Spent Dice
- Roll all Active and Spent Dice.

Rolled dice which are not wounds are added to the Active Dice area. Wounds are added to the Wound Track.
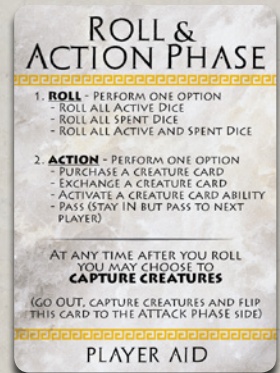
Gaia's Blessing: Anytime a roll results with one of each creature type in your active dice pool you immediately collect one of each creature type. *All your active dice are then moved to the Spent Dice area, ending your turn.*

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Action Phase

Using active dice and/or captured creatures on your turn, choose one of the following actions:

- Purchase a creature card,
- Exchange a creature card, or
- Activate a creature card ability.

Alternatively, you may choose to not use any dice this turn and **pass** (play advances to the next player's turn.)

Purchase:

You may spend any combination of matching dice or matching captured creatures to purchase one creature card from the top of a card stack. Spent dice are moved from the Active Dice area to the Spent Dice area. Spent creature markers are moved left one on the track.

Exchange:

You may never have two creature cards of the same type. However, a you may exchange a creature card for a different creature card of the same type, either with the card stacks or with another player. *This may not be prevented by that player.* Spend dice or captured creatures as if you were purchasing a new card. You may exchange cards of a higher or lower value than you own.

Activate:

Finally, you may activate the ability of a creature card you already own, so long as you have the necessary active dice and/or matching captured creatures to pay for it. (The cost to use a creature card's ability is the same as its purchase cost).

Abilities must be carried out in full. After you complete the card ability, move the dice used to activate the ability to the Spent Dice area. Any spent creatures have their markers moved left on the track equal to the number used.

You may use only one card ability on your turn, however you may use the same ability multiple times each round.

Capturing Creatures

Anytime after you roll each turn, you have the option to **capture creatures.** This is the primary way you will gain them on your creature track. When capturing creatures, choose **ONE** creature type that is currently in your Active Dice pool. Then, collect one creature for each die that matches that type.

For example, if you had three Kraken dice and two Minotaur dice in your Active Dice pool, you must choose to collect either the three Krakens OR two Minotaurs, not both.
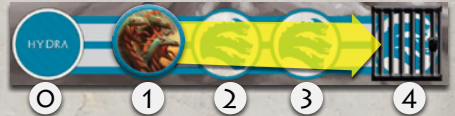
Note: Any dice in the Spent Dice area cannot be used for collecting creatures.

Capturing Creatures ends your turn and takes you **OUT** for the round. Flip your Player Aid card from the Roll and Action Phase side to the Attack Phase side and then move all your regular dice to the Attack card.

Following Rounds

Play continues clockwise until all players have either captured creatures or have three wounds. When a round ends, pass the first player token clockwise, and continue with a new round. At the start of each round, all wound tokens are removed from player mats and any face down creature cards are flipped face up.

Wound markers

Wound markers are treated the same as wounds from dice results. These are often given to players from attacks or card abilities. When you are out of a round, return all wound markers to the pile.

Note- Wound Markers may not be removed using Gryphon abilities.

Attack Phase

Once a player **goes out** for the round (by gaining three wounds or by choosing to capture creatures), they flip their player aid to the Attack Phase side. For the remainder of the round their turns are focused on attacking all players who are not out yet.

Attack Sequence: Roll your five regular dice. You may set aside any desired results and then re-roll any remaining dice ONCE more. If you roll three or more of a creature type (or wound icons), carry out that attack action. An attack immediately affects all players who are are not out of the current round.

For example, if you roll three wounds, all the remaining players take a wound token. If you roll three Hydras, all of the remaining players must flip one of their creature cards (their choice) over so it cannot be used for the rest of the round.

Game End

Once a player has caged three creatures types (four creatures collected for each type) the game end is triggered. Finish that round and then count up your score. One point is awarded for each creature collected and for each creature icon on your creature cards.

For example, a caged creature will award four points, a creature two spaces into their creature track will award two points. A level two creature card will award two points.

The player with the most points wins. Ties are broken by the player who is later in turn order.

CREATURE CARD DESCRIPTIONS

CHIMERA

Chimera 1 - *ALTER:* Re-roll up to two of your active dice.

Chimera 2 - *CONVERT:* Flip up to three of your active dice to their opposite sides.

Chimera 3 - *TRANSFORM:* Change up to four of your active dice to any side.

HYDRA

Hydra 1 - *SWAP:* Lose one creature to collect a different creature.

Hydra 2 - *TRADE:* Lose one creature. Collect up to two other creatures. Collected creatures may be the same type.

Hydra 3 - *EXCHANGE:* Lose one creature. Collect up to three of one other creature.

GRYPHON

Gryphon 1 - *RESCUE:* Roll your bonus die, collect one creature from the result. If the result is a wound, gain a wound token.

Gryphon 2 - *REINFORCE:* Roll your bonus die and add it to your active dice pool to use as a regular die for the remainder of the round. Any time a wound is rolled on this die, move it and one of your wound dice (if any) to your spent dice. Return the bonus die when you are OUT of the round. It is not used when attacking unless you access it via the Gryphon attack ability.

Gryphon 3 - *REDEMPTION:* Re-roll any of your wounds. As long as the new result is not a wound, collect the creature shown and add that die to your spent dice pool.

Kraken

Kraken 1 - *SABOTAGE:* Roll a bonus die to determine a creature type. If the result is a wound, choose any creature type. Each opposing player loses one of that creature.

Kraken 2 - *CAPSIZE:* Roll a Bonus die to determine a creature type. If the result is a wound, choose any creature type. Each opposing player loses ALL of that creature type.

Kraken 3 - *PIRACY:* Roll a Bonus die to determine a creature type. If the result is a wound, choose any creature type. Each opposing player loses all of that creature. You collect those creatures on your track. If no creatures are collected from other players, collect one Creature of your choice.

Kraken 1 (Solo Only) – *RETRACT:* Roll a bonus die to determine a creature type. If the result is a wound, choose any creature type. Move that creature one space closer to the cage on the Exodus card.

Kraken 2 (Solo Only) - *RECOIL:* Roll a bonus die to determine a creature type. If the result is a wound, choose any creature type. Move that creature two spaces closer to the cage on the Exodus card.

Kraken 3 (Solo Only) – *WRESTLE:* Roll a bonus die to determine a creature type. If the result is a wound, choose any creature type. Move that creature into the cage on the Exodus card.

Minotaur

Minotaur 1 - *CATCH:* Collect one creature from a die in your active dice area. Remove the die from play until the end of the round.

Minotaur 2 - *TRAP:* Collect one creature from a die in your active dice area. Add the chosen die to your spent dice area.

Minotaur 3 - *ENSNARE:* Collect up to two of any creatures.
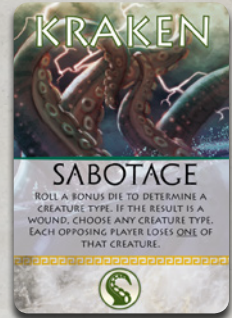
Attack Abilities:

CHIMERA - All remaining players must move the dice in their active pool to their spent pool.

HYDRA - All remaining players must flip one of their creature cards face down until the end of this round. That creature ability may not be used and the card may not be traded with another creature card (may not upgrade, etc.).

GRYPHON - Add your bonus die to attack rolls for the rest of this round. This means that you will roll six dice instead of five with each future attack. *This also means that you could attack twice in one turn if you manage to get two separate three-of-a-kind sets.*

KRAKEN - All remaining players must lose one creature of their choice on their creature track. Caged creatures are not affected by this.

MINOTAUR - All remaining players must remove one of their regular dice. This is taken from either their active or spent pool. The die is set aside and may not be used for the remainder of this round.

WOUND - All remaining players gain one wound token.

Solo Variant

Setup

Set up the game with two player sets of dice and two boards: one player board which is prepared the same as regular games, and one Exodus board which will be used by the Non-Player Character (or NPC for short). On the Exodus board, Place the creature markers in their respective cages at the end of the creature track. Next, choose two creature cards from each type. Be sure to use the Kraken cards designated for solo play. Set these cards in a row so that they may be purchased during the game. The lowest valued card is placed on top and must be purchased before it can be replaced with the higher valued card.

Gameplay

The NPC goes first. On the NPC's first turn, roll one die and move the resulting creature left one spot on the Exodus board. Once a creature has been moved four spaces to the left, it is considered lost. Once a creature is lost, ignore any results from an NPC roll that shows that creature type for the remainder of the game. If a wound is rolled, you must move a creature that has not already been lost.

In following rounds, add one additional die to the NPC's dice pool (maximum of five dice).

For example, in the third round, the NPC will roll three dice.

Play continues normally as long as any creatures remain on the Exodus board. Victory is achieved by caging ALL creature types on the player board before all creatures are lost from the Exodus board. Points are not scored in this variant, as they are in the standard game.

CREDITS:

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