

## PLEASE READ!



Dice Throne plays best and is balanced around 2-4 players. However, 5-6 players can still create great experiences for players who already know the game. **Please do not introduce first time players into a 5-6 player game.** Trying to learn the rules of Dice Throne while simultaneously trying to learn the intricacies of 6 unique heroes all at once can be overwhelming and cause the game to drag on. If you have 6 players at game night, we very highly recommend you play three separate 1v1 games while everyone learns the rules. Then come together afterward and play a bigger game.

# DICE THRONE

## OFFICIAL VARIANTS



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## KING OF THE HILL

### 3-6 PLAYER KING OF THE HILL

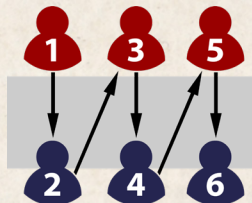
When playing with 3+ players, apply the following rule changes:

- Each player begins the game with 35 Health.
- Roll to determine the Start Player.
- Players take turns in a clockwise order.
- When *Attacking*, you may target any player desired. However, you receive a bonus card if you choose to *Attack* the Leader.
- The player(s) with the most Health remaining are considered the Leader(s).
- If you target a Leader with an *Attack*, you draw 1 card from your deck. The card draw happens immediately after choosing your target (before any other effects occur).
- If you *Attack* an opponent who is tied with you for the lead, (e.g. you and another player both have 30 Health), you still draw 1 bonus card.
- If you are the only Leader (i.e. you alone have the most Health), you cannot earn a bonus card.

## 3V3 TEAM GAMES

When playing a 3v3 game with 6 players, apply the following rule changes to a normal team game:

- The game is played in teams of three.
- Teammates sit next to each other and are encouraged to view each other's hands & strategize.
- Roll to determine the Start Player.
- Turn order alternates between teams in a zigzag pattern.
- Teammates share one Health Dial beginning with 50 health.



### TARGETING ROLL PHASE

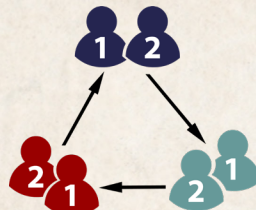
When selecting a target for an attack in Targeting Roll Phase, determine the Defender who will be receiving the damage based on the result of your die roll:

- **1 - 2** Target the opponent on the left.
- **3 - 4** Target the opponent in the middle.
- **5 - 6** Target the opponent on the right.

## 2V2V2 TEAM GAMES

When playing a 2v2v2 game with 6 players, apply the following rule changes to a normal team game:

- The game is played in teams of two.
- Teammates sit 3 seats away from each other and are encouraged to view each other's hands & strategize.
- Roll to determine the Start Player.
- Player 1 from each team completes their turn followed by the Player 2 from each team.
- Teammates share one Health Dial beginning with 50 health.



### TARGETING ROLL PHASE

When selecting a target for an attack in Targeting Roll Phase, determine the Defender who will be receiving the damage based on the result of your die roll:

- **1 - 4** If the outcome is 1-4, count around the table moving clockwise starting with the closest opponent on your left.
- **5 - 6** Choose an opponent as the target.