



DAIMYU'S FALL

# DICE TUNERS

ダイス・チューナーズ

NOT PROOFED, NOT FINALIZED,  
YET GLAMOROUS RULEBOOK





## Game Overview

Dice Tutors is a competitive dice and card game in which players battle each other in duels. By rolling a common pool of dice, as well as choosing dice to assign to their hero, players work to overpower their foes with strength obtained through dice and cards.

Winning a duel grants the player 1 Victory Point (VP). At the end of all 3 rounds (4 if more than 3 players), the player with the most VP wins!

## Game Setup

Each player takes 1 Bluff strategy card.

Shuffle all the non-Bluff strategy cards and randomly deal 4 to each player. Place the remaining cards in a face up deck.

Reveal heroes equal to the number of players (+1) and place them on the field. Create a face-down deck with the remaining heroes. This is the market.

Place dice on the table from each color equal to the number of players (+1) and return the remainder to the box.

Determine who will be the first player.





# Components Overview

## DICE

Dice represent the type of attack a hero will launch. By assigning these dice to one of three sides (front, left or right), the hero carries out the attack. There are 3 different symbols:



**Katana:** Each Katana symbol grants 1 Strength.



**Shield:** Negates a duel on that side.



**Sheathe:** : Sheathe your sword and prepare to counterattack! Grants Strength equal to the Hero's cost. Only works if the player is On Fire (see below).

## ADVANTAGE TRIANGLE

Dice grant advantage over each other according to this diagram: **GREEN** > **BLUE** > **RED** > **GREEN**.

During a duel a die that has advantage over the other gains +1 Strength. Advantage may also give other bonuses as described on the cards.





## HERO CARDS

Hero cards represent warriors that the player can control (only 1 per round). Each Hero card has the following elements:

1. **Skill:** Special abilities that can influence the game.
2. **Overdrive:** special move that can only be activated when dice of the indicated color(s) are assigned to the Hero.
3. **Cost:** Cost to purchase this hero in the recruitment phase using Strategy cards (see below). This value also affects the Strength of a die using the sheathe icon.



## STRATEGY CARDS

Strategy Cards represent tactical maneuvers heroes can carry out in battle. These are played during duels and have the following elements:

1. **Effect:** If the player is On Fire it may be used to influence the duel.
2. **Value:** Monetary value. It is needed to hire heroes and to determine On Fire.
3. **Color:** Influences the availability of the card in duels (see below).



Hero and Strategy cards have their own respective discard pile. Leave a space close to each deck for that deck's discard pile.





## GAME PHASES

Dice Tuners is played over subsequent rounds: 3 rounds for 2-3 players or 4 if there are more than 3.

### RECRUITMENT PHASE

**1.** In this phase, players must hire 1 hero from the market. To do this, each player takes 1 Strategy card from their hand and places it face down in front of them. The face-down Strategy cards are then revealed simultaneously: the player with the highest value card chooses a Hero that cost equal to or lower than the Strategy card value they played. All played Strategy cards are placed in the discard pile.

From the second round onwards, skip the previously described step. Instead, the player with the least VPs chooses first (in the case of a tie, selection goes to the player with the most cards in their hand. In case of a further tie, selection goes to the first player to the left of the first player). They simply spend 1 Strategy card by discarding it to purchase their Hero.

The acquired Hero is placed before the player. When everyone has chosen, reveal more Heroes until the original amount has been reached.

**2. Second Round Onwards:** Players draw 3 Strategy cards from the strategy deck. If there are no cards remaining in the Strategy deck, reshuffle the discard pile.

**Important:** During the players turn, after they have revealed the first strategy card to spend, the player can spend an additional Strategy card from their hand to increase purchasing power. This can be a risky strategy as it leaves that player with fewer cards to use in battle.



## ROLL & DRAFT PHASE

**Step 1:** The first player selects 3 different colored dice and rolls them. If playing a three or four person match they will also select an additional die of any color and roll it as well.

**Step 2:** Players will select one die and place it next to them in turn order. The remaining die will be moved aside.

Repeat step 1 and step 2 three times until every player has 3 dice (changing the starting player by shifting to the left of the first player). There should be 3 dice remaining that were placed aside.

**Important:** The 3 remaining dice determine the color of Strategy cards that can be played throughout that turn. Choosing the dice tactically taking into account not only the overdrive of your hero or the dice taken by the other players but also taking into account the colors of the cards in your hand is crucial.

## DEPLOYMENT PHASE

Starting from the first player, players assign the dice one by one to the various directions (left, right or front). The phase ends when all dice have been placed on the field.

**Important:** Duels take place considering the position of the players compared to each other! The die placed on the left of the Hero will face the right side of the player's Hero to the left!







The position of the players around the table counts! So, if the opponent on the left has just placed a blue die in your direction, counteract with a green die to have a small advantage over them!


## DUEL PHASE

Duels are clashes between two opposing dice. The first battle will always be between the left die of the first player and the right die of the second. All other duels are then settled in a clockwise order.




**Step 1:** Players compare dice and their strength values. Each player secretly chooses 1 Strategy card from their hand and places it face down next to the die. **Important:** you can only play cards whose colors correspond to one of the 3 remaining unselected die. If the unselected dice are RED, RED, BLUE, you can only play RED and BLUE cards).

When players are ready, they simultaneously reveal their cards: the card with highest value is **ON FIRE!** If multiple players' cards have the same value, all of those players are On Fire. Being On Fire is crucial and allows the player perform the following actions:

- Decide whether to continue the duel or to retreat. If the player decides to retreat, the duel is null. The other player takes the played Strategy card back in their hand.
- Activate the effect of the Strategy card. A player that is not On Fire cannot activate their Strategy card effect unless stated otherwise.
- If their dice is on  icon, the Strength of that die is equal to their Hero's cost.



**Step 2:** Compare the effective Strength of dice after considering Strategy cards effects,  icons value, Heroes' effects.

In the event of a strength tie, the player with Advantage in the Advantage Triangle wins. In case there is a tie and there is no Advantage, the duel is null.

**Step 3:** The winner scores 1 VP.

**The loser can add the winner's discarded strategy card to their own hand.** A player can only have 4 cards in their hand at one time. If taking a card while already at max they must discard one.

In a **three-player game**, all duels between opposing dice occur simultaneously. Strategy cards are played as in a 1v1 duel. Advantage is applied only if a die is opposed to two identical dice that are at a disadvantage. The winner scores 1 VP for each defeated (non-retreated) player.

Bluff cards may be extremely useful! They have no effect, but can help avoid wasting a Strategy card you do not want to play!



## END PHASE

Players place their Heroes into the discard pile. The first player card is passed to the left of the current first player.

## END OF THE GAME

**The game ends when the last round is played.** The player with most VPs wins. In case of a tie, the player with the highest total value of Strategy cards in their hand wins. In case of a further tie, the player with the Hero that has the highest cost wins.

