

DICETOPIA

Ah, the neon-clad city of Dicletopia 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!



CONTENTS

1. Components	2
2. Overview	3
3. Setup	3
4. Game Round	4
5. Neighbourhood Actions	4
6. End of Game	5
7. Factions and Abilities	5
8. Mission Cards	7
9. Terminology & Credits	8



1. COMPONENTS



1 x City Board



40 x 3 Decks of Mission Cards
(English, French & German)



10 x 2 Decks of Faction Cards
(English, French/German)



4 x Faction Boards



10 x 2 Decks of Scenario Cards
(English, French/German)

	100	200	300	400	500	600	700	800	900
10	11	108	21	143	51	68	71	88	91
20	10	109	20	144	50	69	70	89	90
30	13	107	23	142	53	67	73	87	93
40	16	105	26	140	56	65	76	85	96
50	19	103	29	138	59	63	78	83	99
60	22	101	32	136	62	61	80	81	102
70	25	99	35	134	65	59	82	79	105
80	28	97	38	132	68	57	84	77	108
90	31	95	41	130	71	55	86	75	111
100	34	93	44	128	74	53	88	73	114
110	37	91	47	126	77	51	90	71	117
120	40	89	50	124	80	49	92	69	120
130	43	87	53	122	83	47	94	67	123
140	46	85	56	120	86	45	96	65	126
150	49	83	59	118	89	43	98	63	129
160	52	81	62	116	92	41	100	61	132
170	55	79	65	114	95	39	102	59	135
180	58	77	68	112	98	37	104	57	138
190	61	75	71	110	101	35	106	55	141
200	64	73	74	108	104	33	108	53	144

1 x dual-sided Score Track
(Snake/Typewriter)



5 x Ability Tokens (1 x Green for future purposes)



30 x D6 Dice (10 x 3 colors)

representing the following resources:

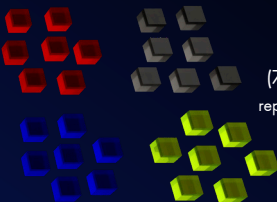
Weapons



Information



Money



28 x Agents
(7 x 4 colored cubes)
represented by this symbol:



2. OVERVIEW

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

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



Example of a setup for 2 players

3. SETUP

1. Randomly determine a First Player and deal a Faction Card, Ability Token and a Faction Board to each Player. Players take 7 Agents of one color and place them on the 6 spaces of their Faction Board. The leftover Agent is placed on the 0 space on the Score Track to keep track of Players ★.

2. Roll all the Dice and randomly put a Die on each of the 30 spaces on the City Board. For games with less than 4 Players, remove 2 x Dice of each color for every missing Player and do not put Dice on the spaces marked for more Players (3 & 4 when playing a 2 Player game, or 4 if playing a 3 Player game). These spaces will not be used during the game when playing with the lesser Player count.

3. Shuffle the Mission Cards and deal 3 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 and put it beside the City Board.

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.

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 on the City Board and performing its corresponding Action afterwards (if possible).

In the example to the right the yellow Player swaps one of his Agents 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.



5. NEIGHBOURHOOD ACTIONS



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 a 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 places between two Dice on Faction Boards

"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"

6. END OF THE GAME

When each Player has put 6 Dice on their Faction Board, the game ends and ★ are summed up on the Score Track. ★ are scored in the following way in player order:

- * **LOOT:** Players score ★ equal to the total value of Dice placed on their Faction Board.
- * **DOMINATION:** For each of the 6 Neighbourhoods, Players with the most Agents receives 5 ★ + the value of any leftover Dice. If tied, the Players share the ★ value, rounded up.
- * **MISSIONS:** Players reveal their Mission Cards at the same time and receive ★ from each of them, if eligible.



In the example above the red Player (The Perceptioneers) scores 24 ★ from the value of Dice on her Faction Board, 22 ★ from Neighbourhoods she dominates, and finally 22 ★ from her Mission Cards (8 ★ for the two remaining purple Dice on the City Board, and 14 ★ for having two pairs in color and value), ending with a total score of 68 ★.

The Player with the most ★ wins the game! If tied, the Player dominating the most Neighbourhoods wins the game. If still tied, the Player with the highest total Dice value wins.

7. FACTIONS AND ABILITIES

Every Faction has an unique Faction Ability that overrides the normal rules of the game. For Abilities with one time uses, flip your Ability Token once used to make it easier to remember.



BANXA CORPORATION

BLOCK: May once per game stop one Die from being rerolled or swapped from an Action (not Faction Ability).

Imagine armed and grumpy robotic doormen. Bingol! You have what became the Banxa Corporation, only slightly grumpier.



BINGMAI GAMBLERS

RIGGING: May once per game decide upon a winner if there is a tied domination in a Neighbourhood.

A bunch of lovely chaps! Kidding, of course. The Bingmai Gamblers are notorious bloodsport bookies with an enormous lack of boundaries. Yeah, I got a premium account too. Top notch stuff.



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.



HOLLOWES

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!



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 of other honest citizens garbage has it 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 Players 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 got some serious wicked incense. But brown hoods of...burlap? Come on now...

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

<p>ARMORY</p>  <p>12 ★ if you have the most purple Dice</p>	<p>CASH IS KING</p>  <p>12 ★ if you have the most white Dice</p>	<p>INSIDER</p>  <p>12 ★ if you have the most teal Dice</p>	<p>PACIFIST</p>  <p>9 ★ if you have no purple Dice</p>	<p>MARKED BILLS</p>  <p>9 ★ if you have no white Dice</p>	<p>FAKE NEWS</p>  <p>9 ★ if you have no teal Dice</p>
<p>SMUGGLER</p>  <p>3 ★ for each of your purple Dice</p>	<p>MONEY LAUNDRY</p>  <p>3 ★ for each of your white Dice</p>	<p>SNITCH</p>  <p>3 ★ for each of your teal Dice</p>	<p>DROP OFF</p>  <p>4 ★ for each white Dice left on the City Board</p>	<p>VIGILANTES</p>  <p>4 ★ for each purple Dice left on the City Board</p>	<p>UNDERCOVER</p>  <p>4 ★ for each teal Dice left on the City Board</p>
<p>LESS IS MORE</p>  <p>8 ★ for each of your Dice with value 1</p>	<p>SLOW & STEADY</p>  <p>7 ★ for each of your Dice with value 2</p>	<p>MIDDLE OF THE ROAD</p>  <p>6 ★ for each of your Dice with value 3</p>	<p>FOUR-LEAF CLOVER</p>  <p>5 ★ for each of your Dice with value 4</p>	<p>BIG LEAGUE</p>  <p>4 ★ for each of your Dice with value 5</p>	<p>MORE IS MORE</p>  <p>4 ★ for each of your Dice with value 6</p>
<p>NO LOOSE CHANGE</p>  <p>9 ★ if you have no Dice with value 1</p>	<p>CONTAMINATED GOODS</p>  <p>8 ★ if you have no Dice with value 2</p>	<p>ALL OR NONE</p>  <p>8 ★ if you have no Dice with value 3</p>	<p>LOW PROFILE</p>  <p>9 ★ if you have no Dice with value 4</p>	<p>RISK MANAGEMENT</p>  <p>11 ★ if you have no Dice with value 5</p>	<p>STAYING OFF THE RADAR</p>  <p>12 ★ if you have no Dice with value 6</p>
<p>FORGERY</p>  <p>4 ★ for each pair of Dice values</p>	<p>REPLICA</p>  <p>7 ★ for each pair of Dice you have [both color and value]</p>	<p>THREE'S A CHARM</p>  <p>8 ★ for three Dice of the same value</p>	<p>CLONES</p>  <p>18 ★ if all your Dice are of the same value</p>	<p>THE BIG HEIST</p>  <p>25 ★ if you have Dice of value 1, 2, 3, 4, 5, 6</p>	<p>FINGER IN EVERY PIE</p>  <p>8 ★ if you have Dice of all colors</p>
<p>ODDBALLS</p>  <p>10 ★ if you only have uneven numbered Dice</p>	<p>EVEN STEVENS</p>  <p>10 ★ if you only have even numbered Dice</p>	<p>EXTRA STASH</p>  <p>10 ★ if you have the highest total Dice value on your Faction Board</p>	<p>DISCRETION</p>  <p>14 ★ if you have the lowest total Dice value on your Faction Board</p>	<p>COPYCAT</p>  <p>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</p>	<p>HIGH STAKES GAMBLING</p>  <p>When ★ are scored for Mission Cards, discard this card and draw a new one. Score twice the amount of ★ from the card if the requirements are met</p>
<p>INFILTRATION</p>  <p>4 extra ★ for domination of Neighbourhoods (ties not eligible)</p>	<p>SPIES</p>  <p>4 ★ for each Neighbourhood you have at least one of your Agents on but no domination</p>	<p>KING OF THE HILL</p>  <p>10 ★ for each Neighbourhood with at least three of your Agents</p>	<p>SPECIAL AGENTS</p>  <p>10 ★ if you have your Agents in every Neighbourhood</p>		

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.

For further information, FAQ and clarifications please visit
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!



2018 © All Or None Games
www.allornonegames.com

