LUMBER MILL
Get 2
2
HARVEST
QUARRY
Get 2
2
HARVEST
MINE
Get 2
2
HARVEST
REGULAR ARMY
Add 2
to your army
3
ARMY
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LUMBER MILL
Get 2
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HARVEST
QUARRY
Get 2
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HARVEST
MINE
Get 2
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HARVEST
REGULAR ARMY
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BARRACKS
Place a Regular Army location anywhere in your city (without paying costs).
4
2
BAZAAR
: Get
3
1
BLACKSMITH
All your Army locations provide an additional
4
2
CATAPULT
: Add 3
to your army.
ARMY
4
2
BARRACKS
Place a Regular Army location anywhere in your city (without paying costs).
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CATHEDRAL

Cathedral is worth 1 ★ for each location on this row.

6 ×

CEMETERY

: Use the ability of any location on this row.

3 1

CHURCH

Use the ability of any location in your city with a die on it.

4 2

FESTIVAL HALL

Get 1 ★ for every two resources of the same type that you have in your stock.

3 1

CATHEDRAL

Cathedral is worth 1 ★ for each location on this row.

6 ×

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GRAND STATUE
Pay up to 3 or when you build Grand Statue. Get 1 for each resource paid.
4
2
GREAT WALL
ONGOING
Other cards on this row have +2
5
3
MANOR
Get 2
4
2
MARKET PLACE
Pay 1 or 2 of any one resource. For each 1 paid, get 2 of any other resource.
4
2
GRAND STATUE
Pay up to 3 or when you build Grand Statue. Get 1 for each resource paid.
4
2
GREAT WALL
ONGOING
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MERCHANT GUILD
For each Harvest location on this row get 1 resource of the type that each such location produces.
5
3
MINT
All locations provide an additional resource when used.
5
3
STABLES
Move one of your unused dice to any location on its row
3
1
STOREHOUSE
Pay 1 of any resource. Get 3 of that resource.
3
1
MERCHANT GUILD
For each Harvest location on this row get 1 resource of the type that each such location produces.
5
3
MINT
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5
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TOWN HALL

Use the ability of any location in your city.

5 3

TRAINING CAMP

All Bandits get -1 (to a minimum of 1).

3 1

WATCH TOWER

Add 3 to your army that can only be used to attack Bandits.

4 ARMY 2

WELL

Reroll this die and any number of your other unused dice.

3 1

TOWN HALL

Use the ability of any location in your city.

5 3

TRAINING CAMP

All Bandits get -1 (to a minimum of 1).

3 1

WATCH TOWER

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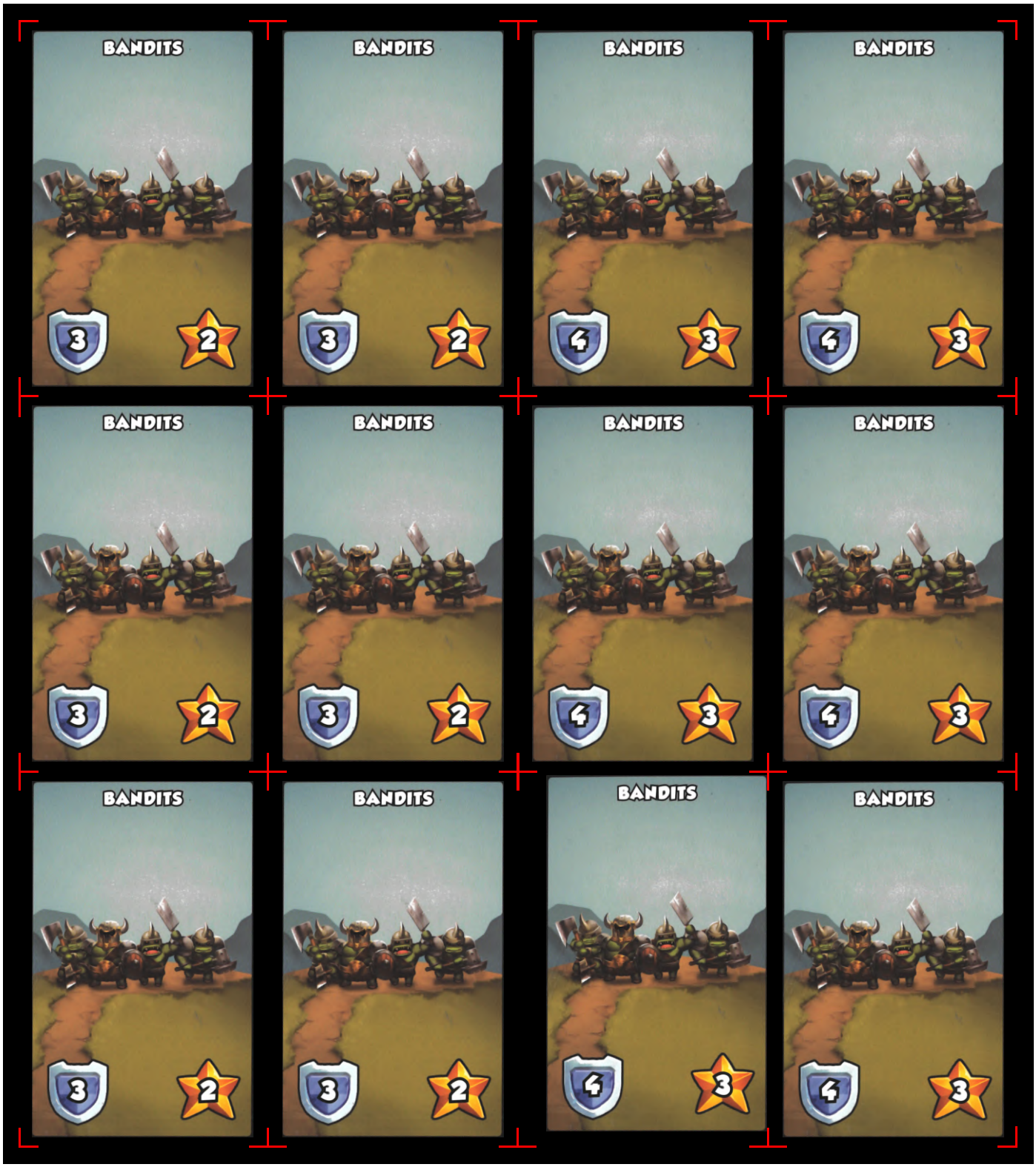
BANDITS
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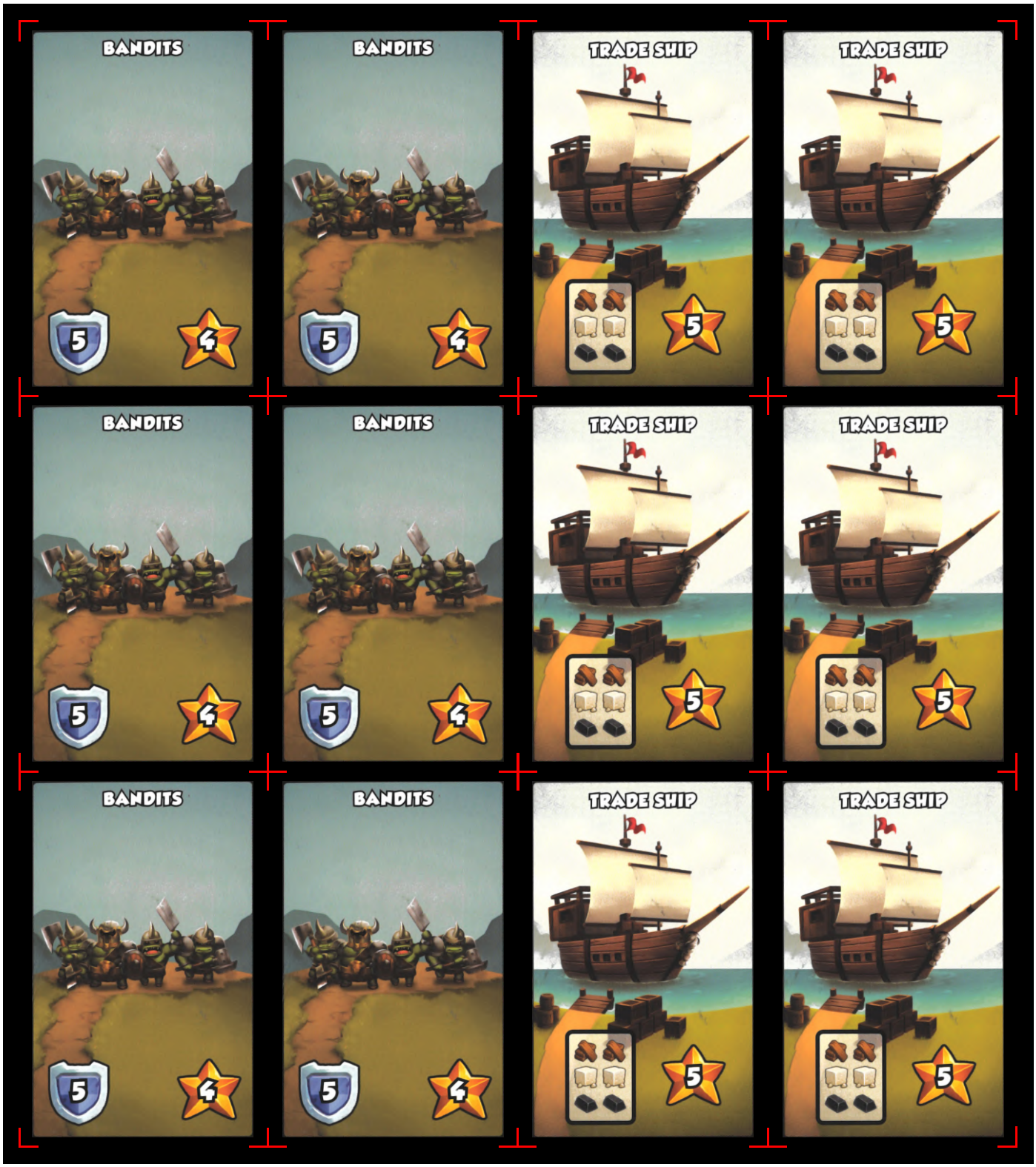
BANDITS
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TRADE SHIP
10

TRADE SHIP
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TRADE SHIP
10

TRADE SHIP
10

TRADE SHIP
20

Dice City
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FOREST
Get

MOUNTAIN
Get

CAVE
Get

FOREST
Get

MOUNTAIN
Get

CAVE
Get

MOUNTAIN
Get

MILITIA
Add to your army.
ARMY

SMALL HOUSE
Get 1

TRAVELLER
Reroll this die.

MILITIA
Add to your army.
ARMY

FOREST
Get

CAVE
Get

MILITIA
Add to your army.
ARMY

TRAVELLER
Reroll this die.

MILITIA
Add to your army.
ARMY

SMALL HOUSE
Get 1

MOUNTAIN
Get

FOREST
Get

SMALL HOUSE
Get 1

MILITIA
Add to your army.
ARMY

TRAVELLER
Reroll this die.

MILITIA
Add to your army.
ARMY

CAVE
Get

MOUNTAIN
Get

CAVE
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FOREST
Get

MOUNTAIN
Get

CAVE
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FOREST
Get

1 1 1 1 1 1 1 1 5 5
2 2 2 2 2 2 2 2 5 5
3 3 3 3 3 3 3 3 5 5
START PLAYER

START
PLAYER

Dice City™

DICE STEP REFERENCE SHEET

DICE STEP REFERENCE SHEET

Using Your Dice

Remove one of your dice from its location and place it to the side of the board to take any of the following actions:

1. Use the location beneath the die and resolve its ability.
2. Move another die to an adjacent space on that die's own row.
3. Discard four of the location cards in the display that are available to build, and reveal four new ones.
   Important: You may only take this action once per turn.
4. Reactivate a deactivated location anywhere in your city.
5. Pass and gain a pass token.
   Important: You may only take this action once per turn.

Using Your Pass Tokens

In addition to using dice, you may also spend two pass tokens to take one of the following actions (as many times as you have the two pass tokens to do so):

1. Gain one resource of your choice.
2. Increase your army strength by +1 for the turn.
3. Force all other players to re-roll one their dice of your choice (this happens in clockwise order starting from your left).