

DICE KINGDOMS OF VALERIA



Components

- 4 Dice with pips
- 2 Dice with numerals
- 50 Castle sheets
- 50 Forest sheets
- 28 Statue cards
- 10 Solo Event cards
- 1 Starting Player token

The Story of Dice Kingdoms of Valeria

In Dice Kingdoms of Valeria you play the role of an Earl charged with managing a small Duchy just south of the Bol Mountains. The war rages on in Valeria and the Western Regions, but your Duchy seems relatively at peace. The Queen wishes to aggressively build up our castles in the south in case a strategic retreat is necessary. The finest castle will be awarded the prestigious title of the Southern Capitol of Valeria and its custodian will ascend in the noble ranks to become a Duke or Duchess. You must hire citizens, build roads and structures, and clear the land of monsters. It will take a bit of luck and clever decision-making as new opportunities are presented to you. Do you have what it takes to fulfill your destiny?

Game Setup


- ① Each player takes a pen or pencil (not provided), 1 Castle and 1 Forest sheet. Place the Castle sheet to the left of the Forest sheet in front of you. Together these 2 sheets make up your player sheets. Write the name of your castle in the top left space provided. **Note:** There is 1 starting pip for the **5** and 1 starting pip for the **6** marked in the Citizens Tableau on the Castle sheet, and there are 4 starting pips on the Roads at the top of the Forest sheet in the beginning of the game.
- ② Divide the Statue cards into two stacks, based on their Day and Night back art. Shuffle each stack individually then place the Day stack on top of the Night stack to form the Statues Deck. Deal 6 cards face-up from the Statues deck as a draft line. The powers of Statue cards are detailed on page 8.
- ③ Randomly choose the first player, then give that player all 6 dice and the Starting Player token. They will be the first Active Player. You are now ready to begin the game.



Player Sheets

IMPORTANT RULES TO REMEMBER







The term “pip” is used in the rules to refer to any fillable space, no matter the shape.

The term “mark” is used in the rules to refer to the act of filling in any space, or circling Victory Points  (VPs) in Monster Lairs, or circling a Domain with your pen or pencil.

Whenever you mark a pip on your player sheets, it must always be from left to right and top to bottom in that section. You may NOT skip pips in a section.

If you complete a section and get more Rewards or take an action that causes you to mark a pip in a completed section, you simply do not mark anything. There is one exemption in the Harvest phase. See “Harvest Phase” on page 4.

Citizens Tableau

The Citizens Tableau consists of 10 sections. Each section has a Citizen value numbered **1** thru **8**, , and . Each Citizen value has a Guild allegiance (Holy , Worker , Shadow , and Soldier ), and two pips that can be marked to indicate that you’ve recruited Citizens of that value. When marking pips in the Citizens Tableau, you must mark the left pip for a Citizen value first before the right pip.


You gain Citizens via the Recruit action (see “Yellow Die = Recruit Action” on page 6), and by marking certain Domains and Reward Pips. Some Citizens Tableau pips are Reward Pips (see “Reward Pips” on page 7).

Guild Tracks



There are 4 Guild Track sections, each with 24 pips. During a Harvest action, your Citizens earn pips to mark on their Guild Track according to their Guild allegiance. Within each Guild Track, you must mark pips from left to right beginning in the top row and working down. Some pips in the Guild Tracks are Reward Pips.

Important: The last round of the game is triggered when 1 player has completed 3 Guild Track sections (see “Game Flow” on page 5).


Gold Chart

The Gold Chart section keeps track of Gold earned throughout the game from Gold Reward Pips  or the Slay action (See “Red Die = Slay Action” on page 6). You must mark pips left to right beginning in the top row and working down. Some pips in the Gold Chart are Reward Pips.

The horizontal lines within the Gold Chart do not break it up into separate sections.

Filling in the Gold Chart is the only way to gain Statue cards for bonus VP  at the end of the game. You gain a Statue card when you fill in a Plinth Reward Pip . The powers of each Statue card are detailed on page 8.


Knights on the Wall

The Knights on the Wall section keeps track of Knight Reward Pips  you mark throughout the game. You must mark pips on the Wall beginning on the far left side, continuing right, and then up along the Wall. The gate illustration does not break up the Wall into separate sections. Some pips on the Wall are Reward Pips.



Player Sheets

Roads and Domains

From the 4 starting pips that are marked at the top of the Forest sheet, a network of pip-roads connect the 13 Domains. Your first Road must begin at a starting position, but thereafter, you can work on any Road originating from a Domain you have already claimed or any marked pip on an unfinished Road (a road that hasn't yet reached a Domain). Some pips on the Roads are Reward Pips.


You earn pips to mark on Roads from Road Reward Pips  or through the Build action (see "Green Die = Build Action" on page 7).

To claim a Domain, you need only mark all the pips on a single Road leading to the Domain. When you mark the pip that touches a Domain, you have claimed that Domain and mark it (drawing a circle on the white dotted line around it). The powers of each Domain are detailed on page 9.

Throughout the Roads there are 6 Bridges. These have no in-game effect other than having a Gold Reward Pip  (see "Reward Pips" on page 7). These Bridges may give you bonus VPs at the end of the game if you have a specific Statue card (see "Statue Cards" on page 8). A Bridge is only considered complete if the 3 pips on the bridge illustration are filled in. The 2 pips adjacent to the Gold Reward Pip  have a light blue inner stroke to remind you of this during the game.

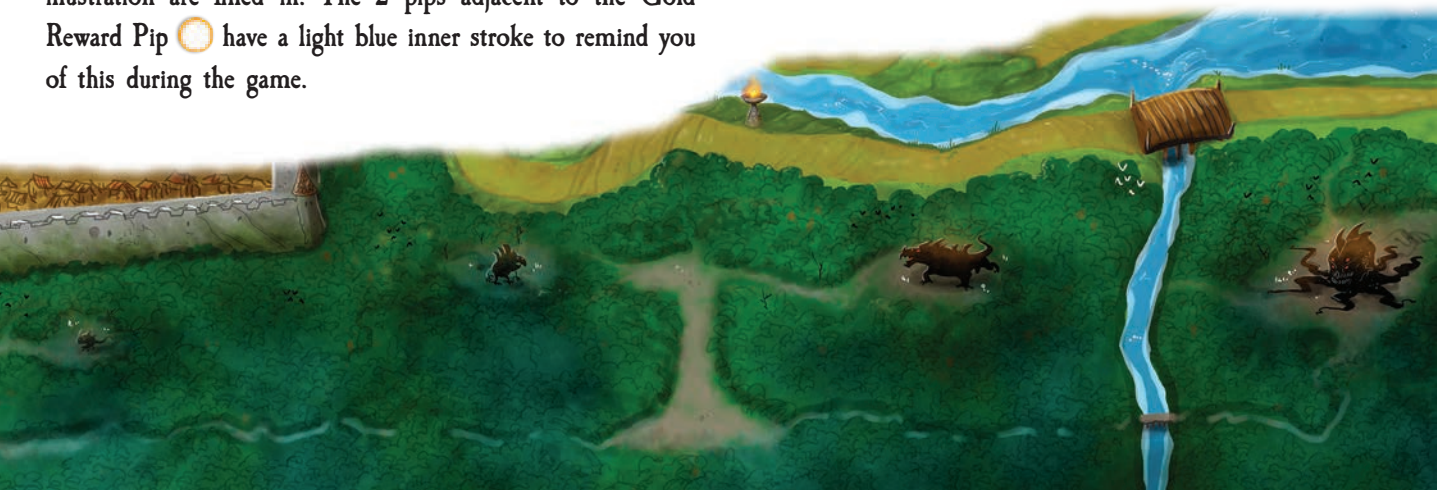
Monster Lairs

There are 4 Monster Lairs and each have 2 or more Range Blocks. Each Monster Lair is considered its own section.

You earn pips to mark in the Monster Lairs from Slay Reward Pips  or by taking a Slay action (see Red Die = Slay Action on page 6). If marking a pip due to a Slay Reward Pip, you may select any Monster Lair and then must mark the next available pip in the leftmost incomplete Range Block in that Monster Lair. If marking a pip due to the Slay action, you may select any Monster Lair and then must mark the next available pip in the Range Block that matches the value of your die/dice.

When you mark all of the pips in a Monster Lair, at the end of the game you gain the VPs indicated on the right side of the Monster Lair. The first player to complete a Monster Lair circles the higher VP value and all other players cross out the higher VP value. If the other players later complete that Monster Lair, they circle the lower VP value.

If Reward Pips earned during the Harvest action allow 2 or more players to complete the same Monster Lair simultaneously, the priority follows turn order starting from the Active Player.



Game Flow

The game takes place over several rounds where each player takes a turn in clockwise order. There are 3 phases to each turn: Roll, Harvest, and Action.

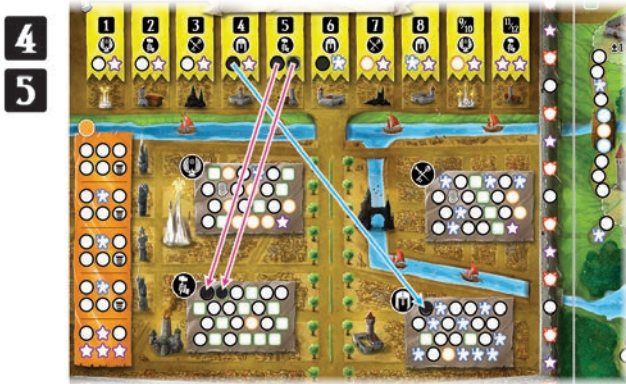
When any player completes their 3rd Guild Track – whether it is their turn or not – the last round of the game is triggered. Finish the current round so that all players have an equal number of turns, then tally up your VPs to see who won the game. See Scoring on page 10.



Roll Phase

The Active Player rolls all 6 dice.

Harvest Phase

ALL players perform the Harvest phase simultaneously based on the results of the 2 black dice. Each black die and the sum of both black dice activate the Citizens of the matching values on your player sheet. For each activated Citizen, count the number of marked pips they have and mark that number of pips in that Citizen's matching Guild Track.





David's roll shows a 4, 5 and sum of 9 on the Black dice. He has 1 pip marked for the **4** Citizen (Soldier ) , so he **marks 1 pip** on the Soldier Guild track. He has 2 pips marked for the **5** Citizen (Worker ) , so he **marks 2 pips** in the Worker Guild track. He has no pips marked in the **6** Citizen.

Rolling doubles (both dice are the same value) will activate each matching Citizen twice.

If you mark no pips at all in the Harvest phase, then you mark 1 pip in a Guild Track of your choice. This can happen if your Citizens do not match any of the Black dice or the sum of the dice. It can also happen if the Citizens do match the dice but the Guild Tracks that would be marked are already full.

Kira's roll shows a 3, 3, and sum of 6 on the Black dice.

*She has 2 pips for the **3** Citizen (Shadow ) , and 2 pips for the **6** Citizen (Soldier ) . This would normally let her mark 4 pips in the Shadow Guild Track and 2 pips in the Soldier Guild Track, but both of those Guild Tracks are already full. Because Kira cannot mark any pips based on the rolled Black dice, she instead marks one pip in her Holy Guild track.*

During the Harvest phase it is possible that more than one player can claim Statue cards or Monster Lairs at the same time. If this happens, the priority follows turn order starting from the Active Player.

Action Phase

The Active Player chooses the Yellow, Red, or Green die and takes the action associated with the chosen die color, as described below and on the following page.

THE BLUE DIE

You may use the Blue die to add its full value to 1 of the other 3 colored dice for their associated action. You do not have to use the Blue die on your turn.

After the Action phase, pass all 6 dice to the next player clockwise. It is now their turn.

Dice Actions

Yellow Die = Recruit Action

Mark a pip in a section matching the value of the Yellow die or the Yellow die plus the Blue die on your Citizen Tableau. The Citizen gained must match the die or dice value exactly.





Kira's roll shows a 2 on the Yellow die and a 6 on the Blue die. She can use just the Yellow die by itself to mark a pip in the **2** Citizen section or use the Yellow and Blue die together to mark a pip in the **8** Citizen section. She decides to **mark the pip** on the **2** Citizen since it's still early in the game and the odds of a 2 being rolled in the future are higher than an 8.

Red Die = Slay Action


Choose one of the Monster Lairs and mark the left-most pip in the Range Block that matches the value of the Red die or the Red die plus the Blue die. Gain the Rewards for the pip you mark, then gain 1 Gold by marking 1 pip in the Gold Chart.

IMPORTANT!

You only gain 1 Gold when using the Red die to take the Slay action, not when marking off a pip due to the Slay Reward Pip .


When taking a Slay action you can mark the leftmost pip in any Range Block that matches your die/dice in the Monster Lair. You must mark the leftmost available pip when using the Slay Reward Pip  (see page 7).



Levi's roll shows a 4 on the Red die and a 6 on the Blue die. He could mark the pip in the first Range Block with just the Red die, but chooses to use the Red and Blue die together and **mark the second pip** in the second Range Block. This is a Gold Reward Pip , so he marks a pip on his Gold Chart. Because he used the Red die to perform the Slay action, he gains an additional 1 Gold and marks a pip in his Gold Chart.

If you are the first player to complete a Monster Lair, circle the higher VP value and announce this to the other players so they can cross out that VP value on their sheets. Other players can still finish that Monster Lair and circle the lower VP value.



Later in the game, Levi has managed to mark in the other pips in the Monster Lair except 1. Levi's roll shows a 6 on the Red die and a 2 on the Blue die. He **marks the final Star Pip**  completing the Monster Lair, **marks the 5 VP** by circling it, and announces this to the other players so that they can cross it out on their player sheet. He also crosses off the 3 VP on his player sheet just to make it more clear to himself. Because he used the Red die to perform the Slay action, he gains 1 Gold and marks a pip in his Gold Chart.

Dice Actions

Green Die = Build Action

Choose a Road on your sheet and mark pips on that Road up to the value of the Green die or the Green die plus the Blue die.

The Road you choose must lead away from a starting pip or a Domain you have already claimed, or continue an incomplete Road that already has at least 1 marked pip.

You must stop when the Road reaches a Domain or a dead end, even if the dice values have not been fully used.

If you mark the pip that touches a Domain, you have claimed that Domain and draw a circle around it following the dotted line (see “Domain Powers” on page 9).



David's roll shows a 5 on the Green die and a 2 on the Blue die. Using only the Green die, David begins at the starting pip in the upper left corner of his Forest sheet and marks 2 pips to reach the Domain then marks the Domain by circling it to show that he's claimed it. The remaining value of the Green die is lost because he must stop when the Road reaches a Domain.

You may begin a Road without completing it.

You cannot divide your earned pips between multiple Roads.

Reward Pips

Across both player sheets, many of the pips have a special color, shape, or icon – these are Reward Pips and they give you special bonuses when you fill them in.



Recruit Reward Pip: Immediately mark the leftmost available pip in a Citizen section of your choice.



Gold Reward Pip: Immediately mark the next available pip in your Gold Chart.



Road Reward Pip: Immediately mark a pip on your Forest sheet to continue a Road or start a Road leading away from a Domain you've claimed.



Knight Reward Pip: Immediately mark the next available pip on the Wall.




Slay Reward Pip: Immediately mark the leftmost available pip in a Monster Lair of your choice.



Plinth Reward Pip: Immediately take one of the Statue cards in the draft line then refill the draft line from the Statue deck. During the Harvest phase, if multiple players mark a Plinth Reward pip, Statue cards are taken in player order and not refilled until the end of the phase.

Most bonuses are immediate, but one Reward pip is part of your scoring at the end of the game.



Star Pip: At the end of the game, each Star pip you have marked gains you 1 VP  (see “Scoring” on page 10).

Marking one Reward Pip may cause a chain of events in which you mark one or more additional Reward Pips. Follow the chain until it runs out before moving on to your next task.

Statue Cards

Each Statue card gives end-game scoring opportunities or immediate rewards. Using the number above the Plinth icon in the upper left-hand corner of a Statue card, the effects at the bottom of the card are:

- 1: Gain 2 VPs for every Bridge on which you have marked all 3 pips.
- 2: Gain 1 VP for every Domain you have marked.
- 3: Gain 1 VP for every 3 pips you have marked in your Gold Chart.
- 4: Gain 3 VPs for every Star pip marked on the Wall.
- 5: Gain 4 VPs for every Monster Lair you have completed.
- 6: Gain 1 VP for every 2 Star pips marked on your sheets.
- 7: Gain 3 VPs for every Plinth Reward Pip you have marked in your Gold Chart.
- 8: Gain 3 VPs for every marked Holy Citizen pip in your Citizens Tableau.
- 9: Gain 3 VPs for every marked Shadow Citizen pip in your Citizens Tableau.
- 10: Gain 2 VPs for every marked Soldier Citizen pip in your Citizens Tableau, including the starter pip.
- 11: Gain 2 VPs for every marked Worker Citizen pip in your Citizens Tableau, including the starter pip.
- 12: Immediately perform 3 Recruit Rewards.
- 13: Immediately perform 3 Slay Rewards.
- 14: Immediately perform 3 Gold Rewards. Also, count this card as 3 marked Star pips when tallying your score at the end of the game.



All VPs are in addition to any points received in the Star, Domain, and Monster Lair scoring segments in the Score Tally (see Scoring on page 10).

IMPORTANT TIMING RULES

During the Harvest phase, after everyone has Harvested, players who filled in a Plinth Reward Pip during the Harvest take a Statue card from the draft line in player order, starting with the Active Player. The draft line is refilled to 6 from the Statues deck at the end of the phase, after all eligible players have taken their cards.

During the Action phase, when you mark a Plinth Reward Pip you immediately take a Statue card then refill the draft line to 6 from the Statues deck.

You must take a Statue card during the turn or phase you fill in the Plinth Reward Pip – you may not wait to take the card at a later time.

There are 2 copies of each Statue card in the deck – 1 with a Day and 1 with a Night card back. You may only have 1 copy of a Statue card; no duplicates.

You may never have more than 4 Statue cards. Cards with the instant icon (⚡) remain with you until the end of the game and count towards your total.

Domain Powers

When you complete and mark a Domain, you gain its special power. Most of the Domains give you ongoing dice manipulation powers and only affect the 4 colored dice. These powers can only be used on your Action phase.

±1 🟢 You may add 1 or subtract 1 to the Green die.

🔄 🟢 You may flip the Green die to its opposite side.

±1 🔴 You may add 1 or subtract 1 to the Red die.

🔄 🔴 You may flip the Red die to its opposite side.

±1 🟡 You may add 1 or subtract 1 to the Yellow die.

🔄 🟡 You may flip the Yellow die to its opposite side.

±1 🔵 You may add 1 or subtract 1 to the Blue die.

🔄 🔵 You may flip the Blue die to its opposite side.

±1 🟡🔵 You may add 1 or subtract 1 to any 1 colored die.

IMPORTANT MANIPULATION RULES

When adding or subtracting 1 from a die, the sides do not wrap around. A 6 cannot become a 1 and vice versa.

Note: For easy reference, remember that the two opposite sides of a die will always add up to 7. So, flipping a 3 will give you a 4, and so on.

You may use several powers on a single die, but each power may only be used once per Action phase.

All dice manipulation powers are optional. You are not required to change your dice values just because you've claimed a Domain with that power.

Some Domain powers allow you to instantly (⚡) gain a specific Citizen as denoted by the Guild icon to the left of the Citizen icon. These Domain powers can only be used once, and must be used as soon as you claim the Domain. Mark the leftmost available pip in a Citizen Tableau section that matches the required Guild icon.

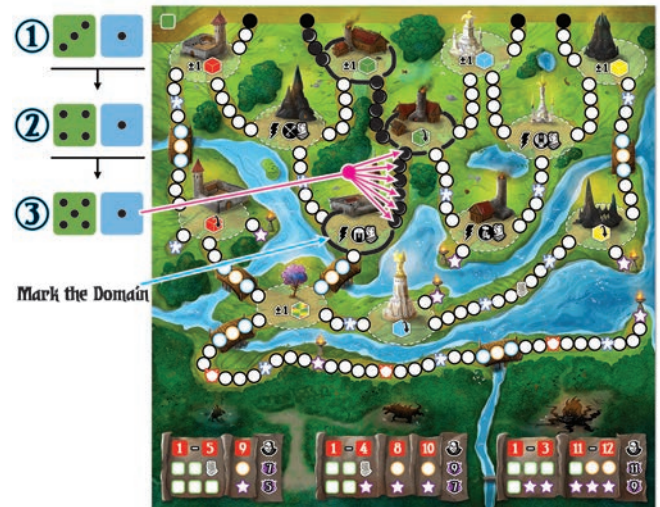
⚡ 🏠 Immediately mark 1 Worker Citizen.

⚡ 🛡️ Immediately mark 1 Soldier Citizen.

⚡ 🏰 Immediately mark 1 Holy Citizen.

⚡ 🌑 Immediately mark 1 Shadow Citizen.

If you do not have a pip available to mark, you cannot use the power and gain nothing.







Kira's roll shows a 3 on the Green die and 1 on the Blue die. Using her Domain powers, she ① flips the Green die so it shows a 4, then ② adds 1 for a total of 5. She uses the Green and Blue dice to ③ mark 6 Road pips and marks the Domain that gives her a Soldier 🛡️ Citizen.

She immediately marks the first pip on the 4.

Scoring

There are 4 scoring segments in the Score Tally on the Castle sheet which will all add up to show your final score:

-  **Star Pips:** Count the number of Star ☆ pips you have marked on your player sheets and write the number in the space above the Star icon.
-  **Claimed Domains:** Count the number of Domains you have marked on the Forest sheet and write the number in the space above the Domains icon.
-  **Monster Lairs:** Total the number of VP you gained for each completed Monster Lair and write the number in the space above the Monster icon.
-  **Statue Cards:** Evaluate each of your Statue cards and write each card's VP total in a separate box in the Statue Tally chart (just above the Score Tally chart). Total the value of the VPs earned by your Statues and write that number in the space above the Plinth icon.

Total the 4 numbers in the Score Tally to show your final score. The player with the most VPs is the winner! In case of a tie, the player with the most Star pips is the winner. If a tie persists, the tied players share their glorious victory.



At the end of the game, Kira tallies up her score. She has 17 Star ☆ pips filled in throughout her player sheets, so she writes 17 into the ☆ tally. She has 9 Domains marked on her Forest sheet, so she writes 9 into the ○ tally. She has a total of 21 VP for completed Monster Lairs, so she writes 21 into the 🐉 tally. From her “2” Statue card, she gains 9 VP (she has 9 Domains marked and this is in addition to the previous ○ tally). From her “5” Statue card, she gains 12 VP (each Monster Lair completed gives her 4 VP and she completed 3). From her “10” Statue card, she gains 12 VP (each pip marked under a Citizen value that has a Soldier 🛡️ Guild allegiance gives her 2 VP and she has 6). Her “13” Statue card does not give her points. She writes the total of 33 in the 🗿 tally. Her final score is 80.

Solo Rules

By Royal Proclamation:

Her Majesty, Queen of Valeria, has ordered the deployment of High Inspectors from each of the five Houses to tour the various southern duchies in preparation for the final selection of the Southern Capitol of Valeria. They depart Viktoria today along with a first wave of supplies and weapons. In no way are you to disclose the arrival of supplies or the possibility of the Queen's strategic retreat to the south. You have 20 days to prepare your Castle, vanquish the unruly Monsters, and secure the local Domains before their arrival. You are hereby forewarned that if your castle is unsatisfactory, a cadre of Barons and Baronesses will be joining the High Inspectors.

The Solo game is played in much the same manner as the multi-player game. Follow the usual setup instructions, then shuffle the Solo Event cards and place the deck nearby.

See below for changes and 2 new phases in the game.

ROLL PHASE

The 20 trees along the boulevard in the castle represent the 20 turns in a Solo game. Mark off a tree then roll all 6 dice to begin the turn. If all of the trees on the boulevard are marked off, the game is over. Proceed to Scoring on this page.

EVENT PHASE

The 6 ships in the canals in the castle represent the 6 possible game Events. If the Black dice show doubles, mark off 1 of the ships in the castle canals, then draw a card from the Event deck and follow the instructions on the card. If a card asks you to void something on your player sheets, then you must cross it out. Voided items cannot be gained or used – treat them as if they are not there.

Note: Doubles have no effect after you've marked off all 6 ships.



HARVEST PHASE

Perform your Harvest from the rolled Black dice as usual.

ACTION PHASE

Perform 1 Action from the rolled colored dice as usual.

2ND HARVEST

Roll the Black dice again and perform a second Harvest for this turn. **Note:** Doubles on the Black dice do not trigger an Event in this phase.

Scoring

Tally your score as usual (losing out on voided items) to determine your final score. If your score is:

59 or less – *You have lost your title of Earl. The new Baroness seems nice until you're sent to the dungeon.*

60 thru 69 – *Was it luck or skill? A Baron will remain to monitor your decision making.*

70 thru 79 – *You have been given the title of Prime Castellán of the south, but your castle was not selected.*

80 or higher – *You have been promoted in the rank of nobility and given the entirety of lands south of Bol Mountains as your Duchy. Your castle is the new Southern Capitol of Valeria!*

Quick Play Reference

Game Overview – Each turn consists of 3 phases:


- 1. Roll Phase** – The Active Player rolls all 6 dice.
- 2. Harvest Phase** – All players Harvest simultaneously based on the results of each Black die and the sum of both dice. If you do not mark anything, mark any 1 pip in a Guild Track of your choice. **Note:** The game ends when a player has 3 Guild Tracks complete. Finish the round and score.
- 3. Action Phase** – The Active Player chooses the Green, Red, or Yellow die and takes the associated action. You may add the Blue die value to the action.


Yellow Die = Recruit Action: Mark a pip in a section matching the value of the Yellow die (or Yellow plus the Blue die) on your Citizen Tableau.

Red Die = Slay Action: Mark the left-most pip in a Monster Lair Range Block that matches the value of the Red die (or Red plus the Blue die). Then, gain 1 Gold.

Green Die = Build Action: Mark pips on a Road up to the value of the Green die (or Green die plus the Blue die). If you reach a Domain, mark it and stop.

After the Action phase, pass all 6 dice to the next player clockwise. It is now their turn.

 **Recruit Reward Pip:** Mark a pip in your Citizen Tableau.


 **Gold Reward Pip:** Mark a pip in your Gold Chart.

 **Road Reward Pip:** Mark a Road pip.

 **Knight Reward Pip:** Mark a pip on the Wall.

 **Slay Reward Pip:** Mark a pip in a Monster Lair.

 **Plinth Reward Pip:** Gain a Statue card.

 **Star Pip:** 1 VP at the end of the game.

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