

# DRACARYS DICE

by Ken Gruhl and Quentin Weir

For 2-5 Players, Ages 6 to Adult  
Playing Time: Approx. 5-10 Minutes

## Object of the Game:

The first player to get rid of all their dice wins!

## Contents:

- 20 six-sided dice
- this rulebook



## Set Up:

Each player starts with four to six dice, depending on the number of players:

Players	2	3	4	5
Number of Dice	6	6	5	4

Place unused dice back in the box.

## About the Dice:

Each of the dice in the game has six sides. Of these six sides, three show images (one Dragon, one Fireball, and one Injured Knight), and the other three are blank. Each image on the die corresponds to an action taken by the player who rolled it. See Game Play for details on each of these actions.

## Game Play:

Players take turns rolling the dice. Each turn should follow the order of operations listed below, in sequential order:

**1. Roll all of your dice.**

**2. Remove any Injured Knights rolled from the game.** Place them back in the box. These Knights have retreated and will not return.

**3. Give any Dragons rolled to other players.** Players who roll a Dragon must give that die to any other player of their choice. If multiple Dragons are rolled, those dice can all be given to the same player, or split amongst multiple players in any manner.

**4. Keep all Blank dice.** When a player rolls a blank, no action is taken for that die.

**5. Place any Fireballs rolled into a pile in the middle of the playing space.**

This growing area of flaming devastation poses a danger to any player who fails to roll a Fireball on their turn.

**6. If a player rolls no Fireballs, that player gets “burned” and must take all of the Fireball dice from the pile.** If there are no Fireball dice in the pile, no dice are collected.

*Note: Remember that on every turn, players re-roll all of their dice. Play continues until one player no longer has dice at the end of their turn or the end of another player's turn.*

## Ending the Game:

The game ends when any player has no dice left at either **the end** of their own turn, or at **the end** of another player's turn. The other players may then choose to continue playing to attain second, third, fourth, and fifth place rankings.

## **Variants:**

Players may play one of these variant rulesets if they would like a more advanced game:

### **Tyrannical Trade:**

If you have four or more dice and you roll all blanks, you may exchange all of your dice with any other player.

### **Dragon Scales:**

Play to a certain number of points. When you win, you get a point for each other die that is still in play (include the Fireball dice in the middle of the play area). Second, third, fourth, and fifth places score in the same way.

### **Trial By Fire:**

Instead of placing all Fireballs rolled into a pile in the middle of the play area, compare the number of Fireballs you rolled with the number rolled by the previous player. If they have more than you do, they must pass you the difference.

Each player must roll at least the same number of Fireballs as the previous player. If a player does not meet this challenge, then the previous player will give that player the difference. A turn is not over until this challenge is settled.

***Trial By Fire Example 1:** On Derek's turn, he rolls all of his dice and rolls one Fireball on one of his dice. Next is Rachael's turn and she also rolls one Fireball on one of her dice. Joshua's turn is next and he rolls no Fireballs. He takes Rachael's one Fireball die since he did not meet or exceed the number of Fireballs rolled on the previous player's turn. Play continues.*

***Trial By Fire Example 2:** On her turn, Jessica rolls one Fireball on one of her dice. Next, Dan rolls three Fireballs on his turn. Then, Sean rolls only two Fireballs on his turn. Since he did not meet or exceed the number of Fireballs rolled by Dan, Sean must take one of Dan's Fireballs. Next, Jay also rolls two Fireballs. He does not need to take any additional Fireballs since he met the challenge set by the previous player, Sean, who rolled two Fireballs.*

## Quick Reference

	<b>Dragons rolled are given to other players.</b>
	<b>Fireballs rolled are placed in a pile in the middle of the play space.</b>
	<b>Injured Knights rolled are removed from the game.</b>
	<b>Blanks rolled mean nothing happens. Keep those dice.</b>

Players who do not roll any Fireballs on their turn must collect all the dice from the pile in the middle of the play area. If there are no dice in the pile, no dice are collected when no Fireballs are rolled.

### Credits:

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