Dice & Towers

The Goal

The goal of **Dice & Towers** is to stack "towers" of dice without toppling them and then roll the dice from your stack to earn points. The highest combined score in 3 turns wins.

Setup

- Grab some paper and a pencil and choose a scorekeeper.
- Set aside the **Die Die** from the other dice. The numbers on the **Die Die** represent the D4, D6, D8, D10, D12, and D20 dice in the set.

| "DIE DIE" | D4 | D6 | D8 | D10 | D12 | D20 |

How To Play

- The youngest player goes first and the turn order is clockwise.
- At the start of your turn, roll the special **Die Die** to determine the **polyhedral shape** of the first die in your stack.
- Build a tower: stack the first die, then continue rolling the **Die Die** and stacking dice until you choose to stop.
- When you finish stacking, gather up the dice from your tower and roll them together. Add the dice rolls to determine your score for this turn. Record the results.
- Pass the dice to the next player and continue playing.
- The player with the most combined points after three turns WINS!

More Rules

- Pick up and stack dice with one hand (don't use two hands).
- You **must** stop stacking when you place a D4 on the tower.
- If you topple the tower, you earn **no points** for that turn.

Mulligans

- If the **Die Die** rolls a 4 at the start of your turn, discard the results and roll again.
- If you run out of dice (example: both D8s are already in your stack, but you roll another D8), ignore the result and roll again.

Bonuses

Stack Bonus: A tower stack that is **6 dice** or higher will earn x2 your score for the turn.

Banner Bonus: After placing a D4 "spire" on your tower, you may attempt to place a banner on top to earn more points.
- Successful placement earns x3 your score for this round.
- If the banner falls, you receive no points this round - even if the tower still stands.
- On a stack of 6 or higher, use the **Banner Bonus** instead of the **Stack Bonus**.

Optional Rules

- You can use **your own dice** in the game if you choose.
- Add more dice. They must belong to the polyhedral shapes listed earlier.
- No die can stack on top of the same shape. Rolling doubles is a Mulligan.
- Roll each die **before** you stack it and keep track of your score as you play.
- Solo games - why not? Can **you** break 200 points in 3 rounds?

Credits

John O'Neill - Dark Unicorn Games CEO MVP ETC
Adam Cogan - Game Design
Ben Lichius - Art Direction/Graphic Design
John Loren - Cover Art

On behalf of all the little dice goblins at Dark Unicorn Games, thank you for your support. We hope you enjoy Dice & Towers!

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