

BASIC RULE “ACTION MODE”

1. DICE PHASE

During this phase, the players can roll the dice on hand, and secure the treasure cards on the field pre-emptively as their territory. After having advanced past SET UP PHASE and BATTLE PHASE, the players are rewarded with the treasure cards on their surviving territories during TREASURE PHASE. The players can score points with these cards.

① The first player can ring the bell at any given time.

② When the bell is rung, every player has to cast their dice on hand at once!

③ In order to secure the land of treasure, place a pair of dice on the treasure cards that show the same numbers as the outcome of the dice.

※It is not possible to place a pair of dice on treasure cards that are already occupied.

There are no turns during the DICE PHASE, instead, everyone is to take actions simultaneously.

The first player has the power to ring the bell at any given time. When the bell is rung, every player has to cast their 6 dice on hand all at once.

The player checks the outcome of their thrown dice, and in order to secure the land of treasure, places two dice simultaneously on the treasure cards that show the same numbers as the outcome of their dice. It is not possible to place any dice on treasure cards that are already occupied by other players.

- During the DICE PHASE, the players are free to re-roll the dice on hand as many times as they like.
- The players should cast the remaining dice on hand, which have not been placed on treasure cards, all at the same time.

END OF THE DICE PHASE

If the following conditions are fulfilled, then any player may ring the bell to end the DICE PHASE any time.

3-4 PLAYERS

Any of the players can end the phase when more than 3 treasure cards are occupied within any of the vertical, horizontal or diagonal rows of cards.

Requirements met

Dice have been placed on more than 3 places in a line.

The requirements are met, so any player can ring the bell and end the phase.

Requirements not met

Requirements not met

None of the vertical, horizontal or diagonal rows have more than 3 occupied treasure cards, so no one can ring the end bell.

2 PLAYERS

Any of the players can end when more than 3 treasure cards are occupied.

Whoever rings the bell to announce the end of the DICE PHASE gets to go first in the next round, until the end of that round's DICE PHASE.

ATTENTION

In case someone rings the bell by mistake, without meeting the proper requirements for ending the DICE PHASE, they will suffer penalty, and they are not allowed to cast or place their dice, nor ring the bell until the proper conclusion of the DICE PHASE. They have to stand by until one of the other players rings the bell.

TIPS & NOTES (DICE PHASE)

- The first player may ring the bell and start the game at any given time, therefore, it is important to memorize the dice numbers printed on the treasure cards to some extent. It is also possible to play the game by making small talk, and then ring the bell when the other players are distracted.

- The player can place the dice on more than 2 positions, even if they only have 1 attack card left on hand. The reason behind will be explained in the following section “SET UP PHASE”.

Treasure cards with dice of one's own color on top in the DICE PHASE, and treasure cards with attack cards of one's own color on top after the SET UP PHASE are referred to as “territories (occupied territories)”