

THEY'VE HAD IT!

Enough of being insulted by sore losers!

Enough of being shaken and tossed by obstinate players!

Enough of being kissed, even licked by casino-crazy hairy grandmas!

THEY'VE ENDURED LONG ENOUGH!!

Dice of all kinds, dice of all nations...

WAKE UP!

Show some fang, oil your tentacles, sharpen your claws.

THIS IS THE TIME

OF RETRIBUTION!

**DIE BY MONTERDICE
YOUR SIDE!**

A MATOU'S GAME

Find the set of 40 cards MonsterDice, rules and dices on our site:

<http://www.maow-miniatures.fr/>

**DIE BY MONTERDICE
YOUR SIDE!**



Maow
miniatures

DIE BY MONTERDICE YOUR SIDE!

What you need for four players:

- 6 monster-dice for each player (1 Teeth-die, 1 Squi'die, 1 Die'vil, 1 Spider-die, 1 Die'mwit, and 1 D'eye)
- one monsterdice 40 card deck (available for free on our website)



Teeth-Die rule:

When you bite an opponent's die, the poor die must take a break at the infirmary to get back in the game. The bitten die is set aside. To get this die back from the infirmary, the owning player will have to roll a triple one of the next times they roll their dice (sculpted sides count as 1). Dice in the infirmary are not affected by the effect of the Surprise card.

Objective of the game:

The player who has the most points at the end of the game wins.

Game overview:

- At the beginning of the game, each player draws two cards from the deck.
- Every turn, one after the other each player draws one card from the deck, rolls all their dice, and determines the effects of the dice rolls (effects that can be altered by special cards).

Who starts the turn?

Before the game starts, all the players roll their dice, write the results down, and add them up (the sculpted side counts as a 1). The player with the highest score will play first, and the game progresses clockwise.

Once this order is set up, the game starts and players roll their dice one after the other.

Dice:

When it is your turn to play, roll your dice and place them in front of you so that everybody sees the results. You won't be able to touch these dice until the end of the round.

Special sides trigger special effects:

<p>1 Teeth-die side you may bite an opponent's dice</p> 	<p>1 Squi'die side you may take a card from one of your opponents' hand, at random.</p> 	<p>1 D'eye side you may look at one of your opponents' hands.</p> 	<p>1 Spider-Die side you may take one die from one of your opponents and add it to your pool of dice.</p> 	<p>1 Die'vli side you may re-roll as many of your dice as you choose to. You may even reroll results from your starting roll.</p> 	<p>1 Die'mwit side this is a bad roll: if one of your opponents has the Die'mwit card, he can give it to you. If the Die'mwit card is still in the deck, this side has no effect.</p> 
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Combos of sides also trigger special effects:

<p>1 D'eye and 1 Die'vli sides you may look at the hands of two of your opponents.</p> 	<p>1 Teeth-Die and 1 Die'vli sides you may bite two dice from one opponent, or one die from two opponents.</p> 	<p>1 Die'mwit and 1 Die'vli sides you get the Dimwit card from whoever has it, and you give it to the player of your choice. If the Die'mwit card is still in the deck, this combo has no effect.</p> 	<p>1 Squi'Die and 1 Die'vli sides you may take a special card that had been discarded by another player, and add it to your hand.</p> 	<p>2 Die'vli sides (possible if you stole a Die'vli from one of your opponents) => you have total immunity for the current round. You cannot be targeted by attack, and your attacks cannot be defended against.</p> 
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Cards:

Decks for the «MonterDice - Die by your Side» game can be downloaded for free on the Maow-Miniatures website. The deck contains 26 point cards and 14 special cards:

<p>Surprise you can play this card at any time. You may change all your dices with those of one of your opponents.</p> 	<p>Squid Knot you can play this card to counter a Squi'Die attack.</p> 	<p>Myopia you can play this card to prevent an opponent from using a D'eye to look at your game.</p> 	<p>In Your Teeth you can play this card to counter a Teeth-Die attack.</p> 	<p>Pshhhhhh you can play this card to counter a Spider-Die attack.</p> 	<p>Dimwit this is the only card you don't want in your hand. The player who has it at the end of the game will subtract 15 points from his final score.</p> 
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Important : When you play a special card, discard it but keep it in front of you. Each one of them will grant you 2 points when determining the final scores.

The end :

When there are no more cards in the deck and the current round is finished, the game ends. Each player counts the number of points for the cards in his hand and on table. The player with the most points wins the game!



Die-molition special rule: To spice up the game a bit more!

If you only obtain sculpted sides when you roll your dice, you may look at all your opponents' hands and take one card from each of them. This will rarely occur, so choose wisely!

Game summary:

- Each player starts the game with 6 MonsterDice and 2 cards.
- Before the game starts, each player rolls their dice and adds them up. The highest score starts playing, and the game progresses clockwise. Players cannot touch their dice until it is their turn to roll their dice again.
- When it is your turn to play, draw a card in the deck, roll your dice, and perform the actions your roll allows you to do. Here again, you cannot touch your dice again until it is their turn to roll their dice again.
- When there are no more cards in the deck, each player adds up the points in their hands. The cards they discarded each add 2 points to that total. The highest score wins the game.