

# DICE FORGE

## DICE TOWER



To play, you only need one copy of the Dice Tower.



1 copy



### SET-UP:

Put the Dice Tower on the Athena Island (2 and 3 ). To place this card on an island, place it straddling between cards so that it covers the portal of the island.

**Effect** : when the Active Player wants to complete an Heroic Feat on an island where there is the Dice Tower, he has to defeat the Dice Tower first. To do so, he places his Hero pawn on the Dice Tower Portal then rolls the dice like he was getting the divine blessings, except he has to pay the resources shown on his dice instead of winning these, all in order to defeat the Dice Tower (paying rules apply as for the Minotaur - See Dice Forge rules).

There are two possible outcomes :

- 1/ If he pays ALL the required resources, the Player defeats the Dice Tower and add the Points of Glory specified on the card into his Points of Glory reserve (12 ). Then, he decides and moves the Dice Tower on another island and leave his Hero Pawn on the Island where he was about to complete an Heroic Feat.
- a/ If he still has enough resources to complete an Heroic Feat of the Island, then the Active Player can regularly complete the Heroic Feat.
  - b/ Otherwise, he loses his action (but he can still keep the previously received).
- 2/ If he doesn't have all the required resources, the Active Player can keep his resources but the Dice Tower wins the battle and therefore remains on the Island. The Player leaves his pawn on the Portal and loses his action.

### Observations:

- If the Hero Pawn of a player is on the Island where the Dice Tower is moved, then this player is expelled.
- The rules and card effects interacting with the expelling regularly apply if a Player is expelled from the Dice Tower Portal or if the Dice Tower expels a player from an island.
- To get to the island where the Dice Tower is, basically a player should at least be able to complete one of the Heroic Feat of this island.
- Don't be able to pay all the resources to defeat the Dice Tower ends your action but not your turn.

### ABOUT PROMOTIONAL CARDS:


Some of the promo cards **cannot be found in some countries**. Each obtaining means is different **depending on the country**.

Libellud and Asmodee cannot be held responsible for failure to find specific *Dice Forge* promo cards. Obtaining *Dice Forge* promo cards is not guaranteed when buying the game or its add-on.

**Obtaining means:** *partnership with Dice Tower.*



Example:

**Paul** wants to complete the Heroic Feat of the Minotaur on the Athena Island because he has 3 .

But first he has to defeat the Dice Tower locking the island. Thus, he places his pawn on the Dice Tower Portal.



**Paul** rolls the dice to defeat the Dice Tower and gets 1  and 2 .



In his reserve, **Paul** has the required resources and pays these to defeat the Dice Tower. He immediately gets 12 .

Then, he moves the Dice Tower and decides to move it on the Hera island on the edge of the game board. Now, to complete an Heroic Feat there, the other players will have to defeat the Dice Tower first.



Afterward, **Paul** doesn't have the required resources to complete one of the Heroic Feat of the island anymore. However, he leaves his pawn on the previously locked Athena island portal. His action is finished and this ends his turn.