

DEATH BY DICE

the fast-paced, strategy
dice game from
Cheese Weasel Logistics™
www.cheeseweasel.net
CWG005 Gangland Edition
Malice & Mayhem

Bar
Code

Players: 2+
Ages: 8+
Time: 5 min.
MSRP: \$5.00
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**If you've got five minutes
we've got a game.**

Twisted little characters
duke it out with dice.
Each one has a different
combination of character
attributes, unique special
abilities and dice.

A single game can be played
in only five minutes, but collect
them all and you might just
keep playing for hours!

Death by Dice can go wherever
you go – and we know you go
everywhere. Visit us online at
www.cheeseweasel.net
and tell us where you play it!

Contents:
2 Character Boards
1 Rulesheet

Credits:

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Thanks To: The Game Parlor, Bill Graham

Players:

Two or more players – each controlling
one character unless playing a Boss &
Minion scenario (see Bosses & Minions
section on page two of these rules.)

Objective/Victory Conditions:

Be the character with the highest total
amount remaining on your dice once the
combat ends. Combat ends when at least
one character is unable to make an attack.
If there is a tie, the game is a draw.
Best 2 out of 3 games wins the match.

Abilities and Ability Dice:

Each character has 6 Abilities (Strength,
Agility, Fortitude, Smarts, Conniving, and
Luck) that correspond to the six Ability
boxes on the character board. Each
Ability is represented by a die as indicated
in the Ability box by a number. The
number equals the size die to use for that
Ability. If there is no die size indicated
and the Ability name is gray, the character
cannot use that Ability and no die is
placed in front of that box.

Linked Abilities:

Each Ability can be associated with a
color (other than white). Abilities with
the same color are considered to be Linked
for use in Complex Attacks and defense,
as explained later in these rules.

Set-Up:

In secret, roll all the dice and place them
in front of the appropriate Ability boxes.
So long as the die sizes match the sizes
indicated in the Ability boxes, dice can be
placed however the player chooses using
the values that were rolled. The player
with the lowest value when all the dice are
added together goes first. If there is a tie,
re-roll all the dice and start over.

Sequence of Play:

1. Active player declares the type of
attack and which Ability die/dice he
will attack with.
2. Active player declares the opponent's
Ability die he will target for the attack.
3. Defender declares whether or not he
will defend against the attack (if able –
see section on "Types of Defense.")
4. Active player rolls the Ability die/dice
for the attack and announces the total
value.
5. Results of attack are determined
according to the type of attack.
6. Both players roll any other Ability
dice that assisted in the attack (if any
– see details under "Types of Attacks"
and "Types of Defense.")
7. All dice that were rolled are placed
back in front of their Ability boxes
with the new values.
8. Check for victory conditions.
9. Play passes to the next player.

Types of Attacks:

There are 3 types of attacks: Ability,
Boosted Ability, and Complex.

Ability Attack

One Ability die of the attacker is rolled
against the standing value of the same
Ability die of the defender.

- ♦ Only the attacker's chosen Ability die
is rolled.
- ♦ If the result is equal or greater than the
value on the defending Ability die, the
attacker wins and the defender discards
the targeted Ability die.
- ♦ If the attacker loses, no dice are
discarded and the sequence of play
continues.

Boosted Ability Attack

One Ability die of the attacker is boosted
in value and rolled against the standing
value of any one Ability die of the
defender.

- ♦ Only the attacker's chosen Ability die
is rolled.
- ♦ The attacker adds +2 from one Ability
that is immediately adjacent to the
attacking Ability (regardless of the
value shown on that die). The adjacent
Ability must have a die on it and is
considered to be assisting in the attack.
The board wraps so that the Strength
and Luck Abilities are considered to be
adjacent.
- ♦ If the result is greater than the value on
the defending Ability die, the attacker
wins and the defender discards the
targeted Ability die.
- ♦ If the attacker loses, no dice are
discarded and the sequence of play
continues.

Complex Attack

Dice in front of Linked Abilities may
attack together and combine their rolled
values against the standing value of any
one Ability die of the defender.

- ♦ All attacking dice are rolled at the
same time.
- ♦ If the result is greater than the value
on the defending Ability die, the
attacker wins and the defender discards
the targeted die.
- ♦ If the attacker loses he must choose
and discard one of his attacking dice.
- ♦ If the attacker rolls doubles, he must
discard the dice that rolled the doubles.
This is done after the results of the
attack are determined. If more than
two dice have the same value, only
two of them are discarded as chosen
by the attacker.
- ♦ The same die cannot be targeted twice
in the event that more than two dice
are rolled, two of them are doubles
AND the attack is unsuccessful. (See
example in the Examples of Game Play
section.)