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GAME DESIGN: CHARLES TROWBRIDGE  
FONT DESIGN: JUNKOIANHERO

a DICE GAME FOR 2-6 PLAYERS

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Each player is the head of a rival noble family in old Verona. As everyone knows, nothing makes the kids go crazy for each other like an ancient grudge. You must manage your family in fighting and marrying into other families in order to gain the most prestige and win the prince's friendship.

**Setup:** Each player takes a pool of 5 six-sided dice and then rolls them. Each player then takes a unique pawn; once a player scores points this pawn will be placed on the scoring track to keep track of prestige. The player who rolls the lowest total goes first. Leave the dice as they lie, this initial roll determines the value of the dice at the beginning of the game. Play proceeds clockwise.

**Chemistry:** In this game the relationship between dice is important. A pair of dice are said to have chemistry if one shows an odd number and the other shows an even number. If both show even or both show odd they do not have chemistry.

**On your Turn:** Each turn a player may choose one action to take from the available types. The types of action are Propose A Marriage, Start a Feud, Discover a Tryst, and Recruit.

*Propose A Marriage:* Select one of your dice and one of an opponents' dice. These

dice must have chemistry. The other player may accept your offer, in which case the dice Marry as described below. If the other player does not accept your offer than one of their dice must challenge your die to a Duel. To challenge a die must not have chemistry and have a value equal too or lower than your die. If your opponent challenges, the dice Duel as described below.

*Start a Feud:* Select one of your dice and one of your opponents' dice. These dice must not have chemistry. The other player may accept your offer, in which case the dice Duel as described below. If the other player does not accept your offer than one of their dice must seduce your die into marriage. To seduce the dice must have chemistry and your opponents die must have a higher value. If your opponent's die seduces you, the dice Marry as explained below.

*Discover a Tryst:* Select one of your dice and one of your opponents' dice. These dice must have the same numeric value. Your opponent may choose to either have these two dice marry or duel as described below. Regardless of the outcome you score 1 prestige for discovering a tryst.

*Recruit:* If you have less than five dice remaining than you may recruit. Roll one

die and add it to your pool and then score prestige equal to the value rolled.

**Resolution:** This is how to resolve marriages and duels.

*Marry:* Sum the two dice. Each players' involved scores prestige equal to the total. If one player contributed a lower die than they gain additional prestige equal to the difference between the two dice. If one player contributed a higher die than they may roll one die and add it to their pool. Remove both married dice from play.

*Duel:* Compare the two dice. Each player rolls a die and adds it too their duelist die. If one player has a higher total, their die wins. The winner scores prestige equal to the sum of the two dueling dice and the loser scores prestige equal to the difference between them. The losing die is discarded. The wining die is reduced in value by 2. If the dice tie, each scores points equal to the others' value and is then reduced by 2. If a die is reduced to below 1 it is removed from play.

**Victory:** When one player has no dice remaining at the end of their turn the game is over. Each player scores 1 prestige for each die remaining in their pool. The player with the most prestige wins.

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