

Diceland[®]

Paper Dice Game

Cyburg Supplemental Rules

Welcome to Diceland: Cyburg, where players in a virtual universe struggle with the twin demons of fearsome criminals and heroic vigilantes, plus the embarrassment of living in a dangerous yet completely optional world. This set contains twelve new dice in two large teams: The good guys (CyCops), with 7 dice that total 43 points, and the bad guys (HardCell), with 5 dice that total 44 points.

Game Overview

Diceland[®] is a fast-playing dice game with elements of luck, strategy, and skill, played with armies of paper 8-sided dice. This is a supplemental rules sheet with a brief review of the basic rules and full details on the new abilities in this set. Complete rules can be found in any **Diceland** boxed set (we recommend **Diceland: Space**), or as a free download from www.diceland.com.

Army Construction

The two armies in **Diceland: Cyburg** are larger than standard tournament-legal teams, having total values of 43 and 44 points. These teams are fairly balanced against each other, or they can be reduced and combined in various ways to create tournament-legal armies.

A tournament-legal army can contain any assortment of dice that total **30 points or less**, or it can contain up to **30+X** points if all dice are from the **same team**, where **X** is the size of the smallest die. For example, a tournament legal army composed of CyCops could include **Gadget (3)**, **Eddie (5)**, **Otto (7)**, **Bellinda (8)** and **Billy (10)**, for a total of 33 points, where 3 is the smallest.

The dice in **Diceland: Cyburg** are **unique**, which means that you can include only one copy of each character in your army, and that only one copy can be in play at once. No player can throw a copy of a unique die while another is still in play.

Basic Gameplay

The player with the smallest team (lowest total point value) decides who will go first. If the armies have the same total value, determine randomly who will go first. The first player places one die in the center of the table, in any orientation. From then on, players must throw dice to put them into play.

To throw a die, you must release it at least one foot away from your edge of the table. Your edge is a straight line, even if the table is not square; you cannot throw dice from anywhere beyond this line. Hitting other dice with your throw is legal, as long as nothing is knocked off the table.

On your turn, you may throw one die and activate it, or you may activate one of the dice you already have in play. "Activation" means maneuvering, firing a weapon, or using a special ability. Some abilities, like **Command**, allow you to activate other dice with a single action. In this way you can control several dice in the same turn.



Movement and Damage

A die can **maneuver** using the green dots in its corners. To maneuver a die, push down on the green dot, and turn the die to the next side. **Entry Points**, described below, are smaller green dots in white circles. These dots are also for maneuvering, but only on the turn a die enters play.

When a die takes **damage** (i.e., when it is hit for less than its block value), it rolls to the next lower side number in the manner described above, but using the red dots. If a face has no red dots (because it's on Side 1), or if it can't take damage because of an obstacle, then any damage will kill it.

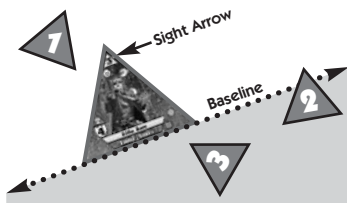
You will notice that one die in this set, PavIA, has no Side numbers. Though she does have better and worse sides, she has no Side 1, so merely being damaged is never enough to kill her.

Sight Arrows

Most effects are represented by arrows, showing what the active die can see. A die with one arrow sees half the table, described by the baseline opposite the arrow. If a die has arrows in all three corners, it sees the entire table.

In the diagram at right, Eddie Silver can see dice 1 and 2, but not die 3.

If dice 1 and 2 were both enemies, his attack could hit only die 1, because it is a short-range weapon. This is described by the shape of the sight arrow, as follows:



Short-Range Arrows: This is the smallest arrow, a simple triangle with a concave base. This type of shot can only hit the **closest visible target**.



Long-Range Arrows: This arrow is a bit larger than the Short-Range arrow, and has a two-piece "pinched" bottom edge. A Long-Range shot can hit **any single target** it can see, not just the closest one. The choice of target is up to the owner of the die.



All-Range Arrows: This is the largest arrow and is distinguished by a long "fishtail." A shot with an All-Range arrow hits **every visible target**.

When you use an All-Range sight arrow, you can't pick and choose from the legal targets; your shot hits every legal target.

Hit, Block, and Immunity

When one die hits another with a **weapon**, compare the attacker's **hit value** (the number in the arrow) to the defender's **block** (the number in the shield). If the hit is equal to or greater than the block, the defender is **killed**. It goes into **reserve**, returning to its owner's hand after one full round. If the hit is less than the block, the defender takes **damage**, as described above. This will always be one point of damage, regardless of the difference between the hit and block.

Dice with a colored shield icon are **immune** to all effects of that color, including weapons, other harmful effects, and even helpful effects like **Command**.



Abilities and Effects

Diceland: Cyburg has several special abilities, described below. Effects that are new in this set include **entry points**, **Clone**, and **Double Shot**.

Entry Points

Entry points are represented as a green dot within a white circle. An entry point is like a green maneuver dot, but is only useful on the turn when a die enters play. When a die has just been thrown, it can maneuver using its entry points. On subsequent turns, these points are useless.

Jumping allows a die to use its entry points, even if this is not the die's first turn in play.

Weapons

A **weapon** is any attack with a number in the sight arrow, and will not be specifically defined in the rules. **Target Pistol**, **Power Strike**, and **Energy Pulse** are examples of weapons. **Exception:** Green-colored weapons containing the word "Poison" are **Poison Attacks**, and are defined as follows.

Poison Attacks: Along with doing damage as usual, a Poison Attack puts a **poison counter** on its target. Poison counters activate at the beginning of their creator's turn, doing a point of damage each time.

Dice can't have more than one poison counter at the same time. Dice that are immune to green can't be hit by poison shots and can't get poison counters. If a die with a poison counter **becomes** immune to green (by maneuvering to a green-immune side, for example) the poison counter goes away.

There are three ways to clear poison counters. **Jump** and **Repair** remove them, as does **Jump Ally** (found elsewhere). Poison Counters are also removed when a die is killed.

Special Abilities

A special ability might have a blank sight arrow, like **Command**, or might have none, like **Jump**. This depends on whether the ability affects other dice. **Clone** uses the arrow of the die's main ability.

Clone: "Clone" is written on the Side 1 of the dice that have it, and is represented by a "C" icon on all other sides that have the ability.

Cloners can copy other dice as follows: When you activate the Cloning die, you can first transform the face of the die into an exact copy of any die, **enemy or ally**, that the cloning die can see.

Sight lines for the Clone ability are defined by the sight arrow on the die; some Cloners can see at range in all directions, some can see only the closest die in front, and so on. Although it uses a colored sight arrow, the Clone ability does **not** have a color.

The Clone's face becomes an exact copy of the die being cloned. The orientation of the face is the same as the orientation of the **cloning** die.

After copying its target, the cloning die can take a normal action, including firing the copied weapon, using a copied move dot, and so on. A cloned **entry point** is only usable if the **Clone** is new to play.

The copy expires when the Cloning die acts, or at the end of the turn, whichever is sooner. At that point the Cloning die reverts to its printed face.

Clone is a special class of pre-action ability which, along with **Mastery** (from **Dragons**) is limited to **one use per turn**. If a Cloner is somehow given a second action in the same turn, it can't use the Clone ability again. (Cloning a Dragon Master **does** allow you to use the Mastery ability.)

Call Ally: Call means to throw another die from your hand, which can activate when it enters play. You cannot call a die that is on reserve.

Command: Command affects **allies**. Command allows you to **activate** allied dice, and the sight arrow usually includes all the allies on the table (unless they are immune to dark blue). ShellyH's Command is restricted ("Command All Cycops"). This means that she can only Command dice that are both allies **and** part of the Cycops team.

Because Command affects multiple allies, and because the actions of each die can affect what the next can do, the timing of Commands is executed using a device known as "Command Flags." You rarely need to use real markers, but the concept does help answer questions about exactly who acts first.

When a Command effect is activated, place a Command Flag on every legal target, in order of their distance from the Commander. The closest die to the Commander will act first.

When a die executes its Command, follow through all the results of that action before proceeding to the next. For example, if one die acts to **Call Ally**, the Called die comes into play and takes its action before the next Command is followed. If the Called die is a Commander, that die can issue a new set of Commands that will be executed **before** the original Command string is resumed.

Command Flags are technically Command-colored. This means that if a die has a Command Flag, but becomes immune to dark blue before executing it, the Command Flag is removed. Command Flags are also removed by jumping and, obviously, by dying.

Double Shot: Double Shot is a special ability that is linked to a weapon. When a weapon is marked with Double Shot, activating the ability fires its weapon **twice**. (You can also choose to fire only once.)

This counts as making two shots, and the target can be altered mid-shot. For example, if the weapon is short-range, the closest target might change between one shot and the next. If it is ranged, the owner of the die can choose a different target for each shot.

It is also possible that the face of the shooting die will change (or the shooting die might be removed from play) before the second shot fires. If this happens, the second shot **does not fire**.

A **Double Shot Command** issues two sets of Command Flags, but only if the effect actually fires twice. Resolve the first set of Command Flags completely before firing the Command again.

Jump: To Jump a die means to pick it up and throw it again. The die can activate as normal when it lands. If the die lands on another Jump face, it can Jump again, and so on. Jumping clears poison counters, and also removes Command Flags. Entry points are usable after a Jump.

Repair: Repair affects allies. To Repair a die means to move it one step in any direction, regardless of its movement dots. Repair also clears poison counters, but **does not** remove Command Flags. Repair is optional; you can certainly leave a die right where it is if you want to, and this will still clear its poison.

Repair cannot move a die that is **pinned**, either because of an obstacle or the edge of the table, or by some continuous effect like **Freeze**. However, repairing such a die will still remove its poison counter.



Diceland: Cyburg is a product of James Ernest Games, Seattle WA. Game designed by James Ernest, artwork by EdH Müller: www.edhmuller.com. Cover design by EdH Müller, inks by Alcione and color by Salvatore Aiala. Diceland is a registered trademark of James Ernest Games. Diceland logo and characters, and the Diceland paper die, are trademarks of James Ernest Games. ©2005 James Ernest. Available from Cheapass Games, www.cheapass.com.