

Mike Elliott • Eric M. Lang

In **Teenage Mutant Ninja Turtles Dice Masters**, **two or four players** take on the role of masterminds directing the actions of a team of powerful super heroes (represented by dice) to battle each other! Each turn, you roll your dice to see what resources you have available, buy more dice, send your team members into the field, and then strike at the enemy mastermind. Reduce the opposing mastermind's life to zero, and save the day!

Additional cards and dice to expand your team can be found in foil packs — ask your retailer! High-quality playmats are also available for purchase, or you can download one from dicemasters.com and print it out yourself.



92+ PMS



AGES 13+



2-4 PLAYERS

COMPONENTS

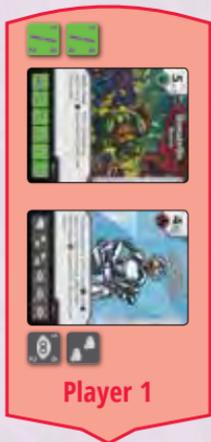
- **92 Custom Dice**
 - 12 Basic Action Dice (3 in each of 4 different colors)
 - 48 Character Dice (2 in each of 8 types)
 - 32 Sidekick Dice (white)
- **62 Cards**
 - 48 Character Cards (3 versions for each of the 15 characters; Sidekicks have no cards)
 - 10 Basic Action Cards
 - 4 Color Reminder Cards
- **1 Dice Masters Core Rulebook**
- **4 Paper Playmats**
- **4 Dice Bags**

There are multiple cards available for each character die; you can choose which one you want to use! This lets you specialize your dice to suit your play style.

QUICK START

Ready for awesome TMNT action? Hope so! It's a smack-down in the city — and you're in the middle of it!

Set up Player 1's heroes, Player 2's heroes, and the Basic Action Cards shown here:



Player 1

Only Player 1 can buy these dice



Only Player 2 can buy these dice



Player 2

For card anatomy, see page 7.

Both players can buy dice from these Basic Action Cards

TIP: Use the playmats included to manage your dice!

LIFE: 10 • 9 • 8 • 7 • 6 • 5 • 4 • 3 • 2 • 1 • KO

GETTING READY TO PLAY

Take a **bag** and put **8 Sidekick Dice** (👤) in it. This is your starting collection! You start the example game with 10 life. You win by reducing your opponent's life to 0!

HOW TO PLAY

Player 1 goes first. To take your turn, follow these five steps:

1. CLEAR AND DRAW STEP

If you have any dice in your Reserve Pool, they go to your Used Pile. Then, draw **4 dice** from your bag and put them in your Prep Area.

If your bag runs out, put **all** the dice from your Used Pile in your bag, mix well, and keep drawing until you get a total of 4 dice.

2. ROLL AND REROLL STEP

Roll all the dice in your Prep Area. If you want, you can reroll any or all of them, but you must keep the new result! Results will be energy (⚡/♥/♣/♠/🌀/?/👤) for purchasing heroes/Basic Action Dice or a Sidekick (👤).

Move all the dice you rolled into your Reserve Pool.

3. MAIN STEP

Now you can do any or all of the following, in any order you want, as many times as you like:

PURCHASE DICE

Pay the energy cost in the upper left of the card (any Basic Action Card or your character cards) by “spending” dice from your Reserve Pool that show energy symbols. If you buy a die from a character card, **at least 1** energy you spend must match the symbol on that card (⚡/♥/♣/♠).

The dice you spent and the die you buy all go to your Used Pile.





Here you can field a Sidekick for free!

Most dice have three character faces denoted by small numbers in the corners.

Fielding Cost **1** **5** Attack
 Burst(s) (if any) **∞** **3** Defense
 Custom Icon



Basic Action faces

FIELD CHARACTERS

If you rolled a character face () on any of your dice, you can put them into your Field Zone by paying energy equal to the number in the top left corner of the die—using any kind of energy. Sometimes, a character will have a special effect that takes place when you field it: just follow what the matching card says.

At the end of your Main Step, move any dice with character faces that you didn't field to your Used Pile.

PLAY ACTIONS

If you rolled an action face on one of your dice, move the die to your Used Pile and follow the instructions on the matching card. Generic () provides two energy, but of no particular type.

SPECIAL: BURST AND DOUBLE BURST

Sometimes, dice you have purchased (Character and/or Basic Action Dice) will show a burst () or double burst () symbol. That means that you *must* use the special power described on the matching card if you roll that die face!

USE GLOBAL ABILITIES

Global Abilities are game effects on cards that either player can use by paying the cost to activate them.

4. ATTACK STEP

Now it's time to send your characters to attack your rival!

Follow these four steps to attack:

DECLARE ATTACKERS

Any dice in your Field Zone can attack. You can use some, none, or all of them. Each attacker can be blocked by multiple blockers.

DECLARE BLOCKERS

Your opponent decides which of the characters in their Field Zone they want to block with: some, none, or all of them. Each blocker can only block 1 attacker, but multiple blockers can team up on a single attacker!

USE ACTIONS AND GLOBAL ABILITIES

Now the attacker can use action dice from their Reserve Pool, and **both players** can use Global Abilities.

ASSIGN DAMAGE

All attacking or blocking characters deal damage simultaneously:

A blocker does damage to the attacker it blocked.

A blocked attacker does damage to the blocker. If two or more characters blocked the same attacker, the *attacker* chooses how to divide the damage between the blockers.

If a character takes damage equal to or greater than its Defense, that character is KO'd and goes to its owner's Prep Area.

All unblocked attackers do damage to the defending player's life total.

If you run out of life, you lose the game!

For more information on the Attack Step, see page 16.

PLAYER 2 ATTACKERS



UNBLOCKED!
Unblocked dice will go to the Used Pile.

PLAYER 1 BLOCKERS

5. CLEANUP STEP

Blocked or blocking characters that were **not** KO'd return to their Field Zone.

Unblocked attackers in the Attack Zone go to the Used Pile instead.

All damage to all dice is cleared.

Any unused action dice in your Reserve Pool go to your Used Pile. All card effects end (except “While active” effects).

Now it's your opponent's turn!

You're ready to fight your first battle! If you have any questions about an ability or action, you can find the answers in this rulebook or at www.WizKidsEventSystem.com/bb.



CARDS

Each card details all the powers of one set of dice. Cards and their associated dice come in two types: **Characters** and **Actions**. Characters are named after people in the Teenage Mutant Ninja Turtles Universe (Sidekicks are the exception, and represent the people who have no special powers, but are nonetheless helpful), and their dice have numbers around the faces with a custom symbol. Actions are named for events or activities, and have no numbers around the die's custom symbol.

At the top center of the card is the card's **title** and **subtitle**. Most cards have several versions that are differentiated by their subtitle.

At the upper left of the card is the die's **cost** (a number) and **energy type** (a symbol of a Bolt ⚡, Fist 👊, Mask 🎭, or Shield 🛡️). Cards of a given energy type require that energy to be purchased, and provide that type of energy during play. Shredder (*shown on the next page*) is a Mask character that costs 8. Sidekicks and Basic Action Cards have no energy type.

Below the cost and energy type, some characters have a team logo to identify their **affiliation** (action dice have no affiliation).

The affiliation is shown by the team's logo:



Teenage Mutant
Ninja Turtles



Villains



The **text box** in the center of the card details the die’s abilities. Below that, the color of the **rarity stripe** provides information for collectors.

Directly below the rarity stripe, “Max: #” shows the **die limit**; that’s how many of these dice you are allowed to have on a team. (Basic Action Cards have “Use:” because you always use a fixed number of them in every game.)

At the bottom, the **die face reference** shows the various faces of the die. Faces that provide energy are on the left, and character or action faces are on the right.

DICE

Each die consists of a unique combination of colors and graphics.

All dice have faces that generate energy. Energy faces have one or two of the special energy symbols on them. We talk more about energy on page 11.

The special sides on **Action Dice** have a **custom icon**, and some have one or two burst symbols on them.

Action Dice never have numbers.

Character Dice have a custom icon and may have burst symbols, but they always have several numbers that define the character's basic abilities.

The number in the top left is the **fielding cost** of the die. This is how much energy you must spend to send the die into the field where it can engage the forces of your opponent.

The top right is the die's **attack**; this is how much hurt it dishes out. On card text, a die's **attack is abbreviated as A**.

The bottom right shows the die's **defense**; how much damage it takes to knock the character out. On card text, **defense is abbreviated as D**.

The bottom left may have one or two **burst** symbols (★). These activate special abilities on dice, if any are listed. If no burst abilities are listed on the card, the burst has no effect.

Dice on their energy faces can move from your Reserve Pool to pay for costs. If they do that during your turn, they go Out of Play (they are moved to your Used Pile at the end of the turn). If it isn't your turn, they go straight to your Used Pile.



SETUP

How you set up depends on whether or not this is a demo game (for you or a friend). If you're just learning or teaching a new player, you should give the setup below a try. If you're an experienced Dice Masters player, feel free to skip ahead to **Customizing Your Team** on page 28 of this booklet.

A DEMO GAME

For this demo game, place the following Basic Action Cards in the center of the Play Area:

- **Give Me a Break!**
- **Pizza!**
- **Enraged**

Put a set of three Basic Action Dice on each of those cards (it doesn't matter which color, but this example will refer to them as if you had used purple, purple, and pink in order). Place the Purple Dice Reminder Card under **Give Me a Break!** with the label sticking out from the top or side of the card. Do the same with the Blue Dice Reminder Card and **Pizza!**, and the Red Dice Reminder Card with **Enraged**. These cards will help players remember which dice represent which card when all the dice on a Basic Action Card have been purchased.

Basic Action Cards can be used by either player, no matter who brings them! In this demo game, we don't specify who brought them anyway.

Decide who goes first by flipping a coin or rolling a die (one player could call energy or character while the other player rolls the die). The player who wins the coin toss or die roll can choose to go first or second. Each player gathers the cards listed below and the three dice that match them. Every character in this starter has three versions, so be sure to grab the right one based on the subtitle.

- First Player: **Baxter Stockman: Evil Scientist** and **Donatello: Donnie**
- Second Player: **Leonardo: Big Brother** and **Casey Jones: Lunatic Vigilante**

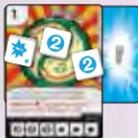
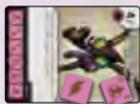
Each player places their cards, each with their three matching dice, on their side of the table. These cards, unlike Basic Actions, can only be purchased by the player whose cards they are. The Play Area should look like the diagram on page 10.

When you're set up, the table should look sort of like this!

Finally, each player takes 8 of the Sidekick Dice (this Collector Tin comes with 32) and places them in one of the dice bags (this starter comes with 4). Each player will start the game with 10 life for this demo game.

PLAY AREAS

There are several distinct areas where you place your dice to indicate what they can and can't do for you.



The Bag: One of the four dice bags provided (or your own bag). This is where you draw dice from. If your bag is ever empty, and you need to draw a die, move all dice from your Used Pile into your bag and shake it well to mix the dice thoroughly.

Prep Area: This area holds dice that you'll roll during your Roll and Reroll Step in addition to the dice from your draw. This is where KOD dice go.

Reserve Pool: This area holds dice that you have rolled but have not yet done anything with. Dice on energy faces here can be spent, dice on action faces can be used for their effects, and dice on character faces can be fielded.

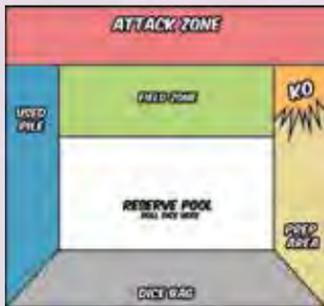
Field Zone: This is where characters go. Sometimes you'll be paying their fielding cost to get them here, other times you'll be using their abilities from here.

Attack Zone: This is a special part of the Field Zone. It's where your characters go when you assign them as attackers or blockers. Characters in the Attack Zone are also in the Field Zone.

Used Pile: Dice here have been used up. At the end of your turn, all dice Out of Play are moved here. When you spend energy during your opponent's turn, it goes directly here. Dice here are returned to your bag when you would try to draw a die but cannot.

Out of Play: Nothing can happen to dice here. Energy spent during your turn goes here; so do Action Dice you use during your turn or unblocked characters.

OUT OF PLAY



HOW TO PLAY

First we'll outline the basic structure of the game. Later we'll have more detailed rules that should be referenced when questions arise.

Each player has a certain amount of life points at the start of the game (this is 10 points in the demo; when you play a full game, you'll have 20 life). Keep track of your life total with a method of your choice like a piece of scrap paper.

During the game, you'll want to purchase Character Dice and Action Dice. Character Dice can be sent to the field to attack your opponent, they can stay in your Field Zone to block, or sometimes they can even use special abilities. Unblocked characters can damage your opponent, reducing his or her life. When you reduce your opponent's life to zero, you win!

ENERGY

Dice can produce energy. The Sidekick Dice you start with can produce all different types of energy; some dice will even produce more than one energy. Energy allows you to buy additional dice, pay to field characters, and pay for **Global Abilities** (we'll explain all these soon).

There are four types of energy:

- Fist
- Bolt
- Mask
- Shield



In addition, some other die faces provide energy:

- Wildcard (?) – may be used as any type of energy
- Generic (2) – provides two energy, but of no particular type
- Doubles – some faces will provide two Fists, two Masks, etc. by showing two of that symbol

CARDS AND DICE

Sidekick Dice have no cards associated with them. Basic Action Dice can be paired with any of the Basic Action Cards and an Indicator Card.

All other dice are associated with a few cards. Before playing, you'll choose one of those cards to use with each type of die. The card gives a variety of details about the die, such as its cost, its special abilities, and its faces in order.

Characters have levels (normally three). These levels are the die faces that show the die's custom symbol and the character stats. The leftmost character die face shown on the die's card is level 1. The level increases by one for each face moving to the right. In the top left of each character face is a number: that is the cost to field that character. In the top right is that character's attack (abbreviated as **A** in card text). Below a character's attack is its defense (abbreviated as **D** in card text).

BURST SYMBOLS

Many dice have a burst symbol (✱) or two burst symbols (✱ ✱) in the lower left corner of one or more of their faces. These burst symbols indicate that the die might activate a special effect. When you roll a face that has one or two burst symbols on it, you must apply the matching text on the card (you can't choose not to). If there is no corresponding text on the card, then the burst symbol has no effect.

TURN ORDER

Players alternate taking turns. During a player's turn, that player goes through the following steps in order. Once a step is completed, a player cannot go back to it in the same turn.

1. CLEAR AND DRAW STEP

Move all dice still in your Reserve Pool to your Used Pile. Since they were never used, they do not go Out of Play, but move directly to your Used Pile.

Draw four dice from your bag. If your bag has fewer than four dice, draw all of them, then place all the dice from your Used Pile into the bag, shake the bag well, and continue drawing until you have drawn four dice in total. Sometimes, cards or abilities will make you draw more dice: draw those additional dice now. Place all dice drawn into your Prep Area.

If, after refilling the bag, you are only able to draw four dice or fewer, lose one life and gain one generic energy for each die less than four that you drew. For example, if you only drew three dice from the bag, you would gain one generic energy and lose one life.

2. ROLL AND REROLL STEP

Roll the dice you drew from the bag as well as all of the dice that were already in your Prep Area (that were placed there in an earlier turn).

After you have rolled your dice, you may choose to reroll any or all of them. When rerolling, you select all of the dice to reroll at once, and you reroll them as a group.

You do not get a second reroll opportunity even with dice that you did not choose for your first reroll.

Once you have rolled (and possibly rerolled), place all of your dice from the Prep Area in your Reserve Pool, keeping the same face up.

3. MAIN STEP

During this step, you may purchase dice, activate Global Abilities, field characters, and use Action Dice. You can do these multiple times and in any order; for example, you could purchase a die, use an action, field a character, and then purchase another die.

SPENDING ENERGY

To pay energy during your turn, move dice showing that much energy from your Reserve Pool to Out of Play. Those dice will go to your Used Pile during Cleanup. You can also pay energy during your opponent's turn, but that energy goes directly into your Used Pile. You can't choose to spend energy for no reason.

PURCHASING A DIE

On your turn, you can purchase any combination of dice you like. You can purchase dice from the Basic Action Cards in the center as well as from the cards on your side of the table.

To purchase a die, you must pay its purchase cost in energy. If the card shows that it is a certain energy type, at least **one of the energy used to pay that cost must be that type of energy**.

*Example: **Baxter Stockman: Evil Scientist**, has a cost of 4 and is a ⚡ character. You can buy a Baxter Stockman die with a ⚡ and three 🍄 or a ⚡, a 🍄, and 🍄 etc. Basic Action Dice have no energy type next to their cost; you can use any type of energy to pay for Pizza! for example.*

Bought dice go to your Used Pile.

If you have a die that produces two or more non-generic energy, you may partially spend the die's energy by spinning it down to a face that reflects the unused portion of the die's energy. For example, if a die face shows 🍄🍄, you may use the 🍄 and another energy to purchase a 🍄 die that costs two and change the face on the die to a face that shows 🍄. This only applies to symbol dice and not dice that produce generic energy. For generic energy dice, any unused portion that is not immediately spent is lost. However, you can purchase multiple dice simultaneously to spend a generic die completely.

GAME TIP: Top Dice Masters players look at the die faces they've rolled and plan out their entire turn before they start spending energy. With practice, it becomes second nature to some!

USING A GLOBAL ABILITY

Some cards have Global Abilities printed in red text on them. These effects are always available, whether or not a die from that card is in the Field Zone. You can use a Global Ability listed on an opponent's card even though you cannot purchase a die from that card.

During a player's Main Step, they can use Global Abilities. Their opponent can too, but only after the player whose turn it is has completed all of the actions that they want to. To use a Global Ability, you must pay the energy cost, moving the die or dice used to pay for it to your Used Pile (or Out of Play if it's your turn). Usually these abilities can be used more than once if you can pay the cost. Global Abilities that prevent damage or redirect effects can be used whenever is appropriate.



PLAYING ACTIONS

You may use the action faces on your Action Dice during your Main Step. To do so, apply the effect and then move the Action Die from your Reserve Pool to Out of Play (it will go to your Used Pile at the end of the turn). It costs no energy to use an Action Die.



Basic Action Dice

FIELD CHARACTERS

It costs energy for you to send your Character Dice from your Reserve Pool to the Field Zone, though in some cases, that cost is zero.

When you field a character, you must pay energy equal to the character's fielding cost as shown in the upper left corner of the die. This cost can be paid with any type of energy, even generic. As with purchasing dice, you can partially spend non-generic dice, and you can pay more than one cost at once to fully spend a generic-energy die. You cannot field a character if you cannot pay the energy cost.

Dice used to pay for a fielding cost are moved Out of Play and can't be targeted by character abilities, Action Dice, or Global Abilities.

You are not required to field a die if you do not wish to. Any characters that you do not field (because you can't or choose not to) by the end of the Main Step go to your Used Pile (they do not go Out of Play, since they were never used).

4. ATTACK STEP

After you have completed all of your activity in the Main Step and moved leftover characters from your Reserve Pool to your Used Pile, you are ready to attack. During the Attack Step, the attacking player can use any Action Dice still in the Reserve Pool. In addition, both players can use Global Abilities whenever appropriate; for example, they can use Global Abilities that react to damage or other effects when that happens. All other Global Abilities can be used after blockers are declared. The Attack Step has the following parts, in order:

DECLARE ATTACKERS

Any or all of your fielded characters can attack. Move these characters into the Attack Zone. It costs no energy to move a character into the Attack Zone; it is just a part of the Field Zone. You can send all, some, or none of your characters to attack. If you do not attack, your turn immediately ends (neither player can use Global Abilities in this case).

After you declare all attackers, apply any effects that happen due to characters attacking.

DECLARE BLOCKERS

Your opponent declares blocking characters, moving them into the Attack Zone and assigning each one to block a specific attacker. Your opponent can block with all, some, or none of his or her characters.

A single blocker can only block one attacking character: it can't block more than one. However, more than one blocker may be assigned to block a single attacker.

After all blockers are declared, apply any effects that take place due to blocking or being blocked. As is the case with all ties, the player whose turn it is (the attacker) resolves first, then the defender.

USE ACTIONS AND GLOBAL ABILITIES

The attacking player can use Action Dice and Global Abilities; the defending player can use Global Abilities. If both players have such effects that they wish to use, the attacking player gets to go first. Once both players are finished, move on to assigning damage.

ASSIGN DAMAGE

Both players assign damage. Damage occurs simultaneously. (In the rare case where it is relevant, the attacking player assigns first, although damage still resolves simultaneously.)

Each attacking character die that was blocked assigns its Attack in damage to the character(s) blocking it. If more than one character is blocking an attacking character, the attacker can choose how to divide the damage between the blockers (and can even assign all the damage to one and none to the other). An attacking character must assign all of its damage. Likewise, each blocking character assigns damage equal to its Attack to the character it blocks. Damage dealt to a character in excess of its Defense has no effect.

Attacking characters that were unblocked (or those with the appropriate special ability) assign damage to the defending player instead of a character. That damage will be deducted from the player's life total.

Unblocked characters are moved Out of Play after dealing damage, before any other effects resolve other than those that would replace damage. They'll go to the Used Pile during Cleanup.

Once all damage has been assigned, KO each character that took damage greater than or equal to its Defense Value. When a character is KO'd, move it to that player's Prep Area. If game effects are generated by a character taking damage or being KO, the attacking player resolves all effects first, then the defender.

5. CLEANUP STEP

Characters that were KO'd (by damage from an attacker, damage from a blocker, or some other effect during the Assign Damage Step) are sent to the Prep Area.

Characters that blocked or were blocked but not KO'd return to the Field Zone.

All damage to all dice is cleared. All effects end (except "While active" and effects that occur at "the end of turn"). Actions still in a player's Reserve Pool move to the Used Pile

(unless they're on an energy face). Only dice showing energy faces can remain in the Reserve Pool.

The turn ends. Move all of your dice from your Out of Play Zone to your Used Pile.

WINNING

As soon as your opponent's life reaches zero, the game ends and you win! If both players would reach zero at the same time, the game ends in a tie.

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EXAMPLE OF PLAY

Martha and Matt sit down to play a game using the Demo Game setup. Martha won the Die roll and gets to go first. They both start with 10 life.

- First Player (Martha): **Casey Jones: Mutant Hunter** and **Raphael: Cool But Rude**
- Second Player (Matt): **Bebop: Anton Zeck** and **Rocksteady: Armed and Dangerous**.

MARTHA, TURN 1

Martha draws four dice (all Sidekicks) in her Clear and Draw Step. She rolls them in her Roll and Reroll Step, getting:



Martha would like to purchase a character die this turn, so she makes a point of rerolling both of the in order to try and get a or . After her reroll, Martha has:



Tubular! Martha pays two energy (one of which must be a) moving them **Out of Play**, and removes a die from the Casey Jones card to place into her **Used Pile**. Martha fields her Sidekick die for free, moving it into the Field Zone, and giving herself some protection or a little extra offense depending on what Matt draws on his turn. Martha skips the Attack Step, so play proceeds to the Cleanup Step. Martha moves her used Sidekick dice from Out of Play into the Used Pile, and ends her turn.



MATT, TURN 1

Matt draws four dice (all Sidekicks) in his Clear and Draw Step. He rolls them in his Roll and Reroll Step, getting:



Matt starts with an excellent roll! Rocksteady is a great blocker, and that's exactly what Matt needs to protect himself from the Casey Jones Martha purchased last turn. Although Rocksteady requires a , Matt rolled two , giving him everything he needs to purchase Rocksteady. He moves the Sidekick dice **Out of Play** and adds a Rocksteady die to his **Used Pile**. He's left open, but will have a great character coming up soon! He skips the **Attack Step**, and moves his spent energy from **Out of Play** to the **Used Pile**.



MARTHA, TURN 2

Martha draws four dice (again all Sidekicks) in her Clear and Draw Step. She rolls them in her Roll and Reroll Step, getting:



Martha wanted to purchase her Raphael die this turn, but she didn't roll a single ! She decides to reroll her  and . She sets aside the  and  and rolls the other dice, getting:



So close! Martha got the , but didn't roll the 4th energy needed to purchase Raphael. She instead purchases a die from **Give Me a Break!** and adds it to her **Used Pile**, moving the spent energy **Out of Play**. She fields her Sidekick for free, and moves on to the **Attack Step**. Seeing as she now has two Sidekicks and Matt has none, she attacks with a single Sidekick and deals 1 Damage and reduces Matt's life total to 9!

The Sidekick Die that just attacked is moved to **Out of Play** (because it was unblocked, at the end of the turn it will go to the **Used Pile**), and then Martha proceeds to the **Cleanup Step**, moving her spent dice from **Out of Play** into the **Used Pile**.

MATT, TURN 2

Matt rolls the last four dice in his bag, getting the following after he rolls and rerolls:



Matt's options are limited this turn, so he purchases the **Turtle Van** Basic Action and fields his Sidekicks for free. He skips his **Attack Step**, proceeding straight to the **Cleanup Step** and moving his die into the appropriate piles.

MARTHA, TURN 3

Martha moves all ten of her dice from her Used Pile to her bag during her Clear and Draw Step because she had no dice in her bag. She draws four dice, one of which is Casey Jones! After her reroll she has:



Cowabunga! Martha rolled exactly what she needed to keep up the assault! Casey Jones has a cost of **2** to field, so Martha pays this cost with the  and . She moves Casey Jones into the Field Zone, along with the Sidekick die that she fields for free. With two Sidekicks and a Level 3 Casey Jones at her disposal, Martha moves to the **Attack Step** and prepares for a gnarly attack against Matt! She declares all three characters as attackers, and uses Casey Jones' ability to force both of Matt's Sidekicks to block him instead of the two attacking Sidekicks.



Casey Jones is dealt 2 Damage, one from each blocking Sidekick, and he splits his damage between the Sidekicks to KO both of them. The KO'd dice are sent to Matt's **Prep Area** to be rolled next turn. Since Casey Jones has not been KO'd, he returns to the **Field Zone**. Martha's Sidekicks go unblocked though, and deal two more damage to Matt, bringing his life total to 7! Martha's Sidekicks are sent to **Out of Play** since they were unblocked. Play proceeds to the **Cleanup Step** where all damage is cleared, and spent dice are moved to the **Used Pile** from **Out of Play**.

MATT, TURN 3

Matt draws three Sidekicks and Rocksteady from his bag. Not a bad draw, but let's not forget the two Sidekick dice already in his **Prep Area** after being KO'd last turn! Matt rolls all six dice, and ends up with:



Matt now has a solid attacker who will take no damage when blocking! He fields the die, paying ⚡ to field it. With the remaining energy he purchases a Bebop die and begins scheming his comeback!

MARTHA, TURN 4

Martha doesn't have this game in the bag yet, but she's only a few rolls away from taking Matt down! On the flip side, Matt might be a few lucky rolls away from victory himself. Who knows what will happen?



TOURNAMENT RULES

Once you've mastered the basics, this section provides details and additional rules.

FUNDAMENTAL RULES

Card text always supersedes basic rule text. Unless otherwise stated, game effects can only target Character Dice that are in the Field Zone. The Attack Zone is considered part of the Field Zone.

If two cards directly conflict, the one that says "you can't" beats the one that says "you can."

You cannot avoid paying costs. For example, if the cost of something is spinning a die down one level, and all you have are level 1 characters that can't be spun down, you cannot pay that cost.

A player cannot gain life beyond the game's starting amount. Excess gains are wasted.

POWERS, ABILITIES, AND CARD TEXT

Card text that names a character only considers your characters for its effects. Your card's text doesn't trigger because your opponent has the same character, nor do your dice get a bonus from your opponent's cards of the same name.

Unless otherwise specified, card effects and bonuses end at the end of a turn.

BONUSES AND DAMAGE

Damage dealt to a character remains on that character until the end of the turn (or the character is KO'd). In the Cleanup Step of each player's turn, all damage clears.

Bonuses are listed as a modifier either to attack ("A") or defense ("D"), thus a bonus of +1D would add one to a character's defense. Add all bonuses together before applying the total modifier to the die's stats. Bonuses cannot reduce a number below zero. However, if a die's defense is reduced to zero, it is KO'd (because it has taken damage greater than or equal to its defense of zero).

Once gained, bonuses last until the end of the turn.

FREE TO FIELD CHARACTERS

Usually Character Dice need to be fielded or in the Field Zone to use their game text. Character Dice that field themselves for free are an exception to this, so you won't need a copy in the Field Zone to field a second copy of the die for free.

BURSTS

Bursts are the stars that appear in the lower left-hand corner of the die face. Note that a single burst result is different from a double burst result.

If you roll a burst symbol, the first thing to do is check to see if the die's card has a matching burst symbol: one burst only matches one burst, two only matches two, and the *** text matches both one burst and two bursts. If your card does not have the matching number of burst symbols on it, nothing happens.

If your card does have the matching symbol, then those special effects happen. Burst effects are mandatory, not optional.

ACTIVE AND FIELDLED

When game text says, "While ___ is active," that means "When one or more of this card's dice are in the field." In other words, when dice of that character have been fielded, the effect on the card takes place. It takes place only once, no matter how many copies of that die are fielded.

The term "when fielded" refers to the moment you send a Character Die from your Reserve Pool to the Field Zone. It does not refer to assigning the die to attack, since the Attack Zone is still considered part of the Field Zone. Likewise, "when fielded" does not refer to characters returning to the field from the Attack Zone, nor does it refer to moving a captured or controlled die from your opponent's field to yours. Moving dice as part of an effect is not the same as fielding them. Kraang reads, "When fielded, move all Sidekicks from your opponent's Used Pile and Prep Area to their bag" which means you would do it each time you field a **Kraang** die (even if it is more than once during the same turn).

PREVENTING AND REDIRECTING

Some powers prevent a game effect (damage, drawing a die, etc.). This includes cards that “take no damage.” When an action is prevented, all of the effects of that ability are canceled, and that effect can no longer be reacted to. Costs for that ability are not refunded.

Other powers redirect a game effect (usually damage). When an effect is redirected, the target of the effect changes from its original target to the new one as described in the game text, even if that target was not a legal one for the original effect. The source of the effect remains unchanged from the original.

TIMING CONFLICTS

If there is a conflict of timing (e.g., both players want to use an ability simultaneously), the person whose turn it is always resolves their effects first. If simultaneous effects are controlled by the same player, that player chooses the order of those effects.

Once activated, an effect is always resolved entirely before the next effect begins. You cannot use an effect after your opponent starts an effect but before it resolves. The only exception to this is when an effect redirects or prevents damage, but those situations are clearly spelled out in the card text.

In tournament play, the active player takes as many sequential actions as desired (from zero to all possible actions) before pausing and indicating that the inactive player can take an action. The inactive player can then either perform an action or decline the opportunity. Then the active player can take more actions.

If the inactive player passes, and then the active player passes, no more actions can be taken during that step (except for reactions to damage, as usual).

This structure is only used for initiating a game effect. Players are allowed to use Global Abilities that react to events at the appropriate time (for example, a Global Ability that allows you to redirect damage when one of your characters takes damage).

MORE ABOUT DICE

Rolled dice in the Field Zone or in your Reserve Pool are considered to be whatever their face is. If you have a Sidekick Die in the Reserve Pool showing energy, then it's an energy die. If you have a Sidekick showing the character face in your field, then it's a Character Die.

Dice in your Used Pile, Prep Area, and bag are not considered rolled dice. Their dice type is either Sidekick, character, or action, based on what faces they have. Dice are always affiliated with the team specified on their cards, such as Teenage Mutant Ninja Turtles, Villains, etc.

Dice that leave the table or end up cocked must be rolled again.

REROLLING DICE

Many powers allow you to “reroll” a die. When you reroll a die, it stays in the same area it was in unless (a) otherwise specified by the card text for the resulting face, or (b) it's in a location that the die face cannot be (for example, an energy result in the field). If the die face cannot be in the specified location and its fate is not specified in the card text, move the die to the Reserve Pool.

LEVELS AND SPINNING

Characters have levels (normally three levels, although the Sidekick Dice have only one); these are the die faces at the bottom of a card that show the die's custom symbol and the character stats. The leftmost character die face shown is level 1, and the level increases by one for each face (thus the next die face on the card to the right of the level 1 die face would be level 2). **Note that a die face's level is different from its fielding cost.**

Some abilities have you take a die and spin it up or down a level. To do this, check the card and locate the face corresponding to your character to determine its level. Then set the die face up one level or down one level using the character card as a guide. If an effect causes a character to spin up one level, move it to the next face to the right on the card. Characters that are already at their highest level cannot be spun up. If an effect causes a character to spin down one level, move it to the next character face to the left. Unless specified, a character cannot spin down from level 1 to a non-character face.

USING GLOBAL ABILITIES

During the Main Step and Attack Step, both players can use Global Abilities. In many cases, Global Abilities may be used more than once if the cost can be paid multiple times. As with purchasing dice, you can partially spend non-generic energy. Global Abilities that are paid for in a batch resolve as a single effect.

During the Main Step, the active player can use a Global Ability as one of the actions available. The other player can also initiate a Global Ability (that is, use one that is not a reaction to something else happening) after each action that the active player uses during the Main Step (purchase, field, etc.).

However, in cases where both players wish to use Global Abilities at the same time (e.g., one player is trying to use a Global Ability to KO a character, and the other wants to boost the character's defense), the active player always takes precedence. Thus, while it is fine to play loose in casual play, tournament play requires a stricter procedure.

If a Global Ability prevents or redirects damage, then the damage inflicted on the original target no longer exists and cannot be reacted to.

CUSTOMIZING YOUR TEAM

There are 58 different cards in this set of Teenage Mutant Ninja Turtles Dice Masters. Each card is marked with its collector number in the upper right-hand corner of the card. More cards and dice can be found in other Dice Masters products!

RARITY

In Teenage Mutant Ninja Turtles, right now all cards come in one place. For other Dice Masters products, each expansion pack has cards of different rarities, each with a matching die. Common cards have a gray stripe (like those in this set). Uncommon cards have a green rarity stripe, rare cards have a yellow stripe, super-rare cards have a red stripe, and promo cards have a blue stripe.

PLAY VARIANTS

Once you've mastered the rules and expanded your collection, you'll want to try these variants. However, regardless of which variant you use, you always start each game with eight Sidekick Dice. No more, no less. You cannot buy more, nor can you get rid of them.

RAINBOW DRAFT

Rainbow Draft format is a draft format unique to Dice Masters which allows players to use Basic Action Cards they already own along with dice from 12 foil packs of Dice Masters to build a team.

Find complete details on Rainbow Draft at <http://dicemasters.com/rainbowdraft.pdf>

TOURNAMENT TEAMS

For tournament competition, each player starts with 20 life and 20 dice. For fun games, feel free to use 15 life and 15 dice instead. Each player will choose two different Basic Action Cards and up to eight character and/or action cards. While you can use heroes and villains together, or characters from different teams, you can't use two cards with the same name (even if they have different subtitles). For example, if you choose **Splinter: Hamato Yoshi**, you cannot also choose **Splinter: Master Splinter**. Your 20 dice can be distributed among your eight cards however you like, as long as no individual card has more than the maximum number of dice listed on it. Each card must have at least one die.

In official play, reveal all the cards and dice you chose at the same time as your opponent.

DICE MASTERS DOUBLES QUICK START RULES

Dice Masters Doubles lets you play Dice Masters in a 2 vs 2 format! It gives players a new Dice Masters experience for constructed play. Full rules can be found at: <http://dicemasters.com/dicemastersdoubles.pdf>

Teammates should sit next to each other, across from their opponents. Each player picks 4 character cards to use and a single Basic Action Card. They should put the Max number of dice on each of their cards, and 3 Basic Action Dice on their Basic

Action Card (you can use 6 Basic Action Dice after you've mastered these rules). Each team of players follows normal team construction rules: they can't use the same character as their teammate, and a team's Basic Action Cards can't match. Each team starts with 30 life and can't raise their combined life total above 30.

PLAYING THE GAME

Determine which team will go first. Both members of a team go through the steps of a turn together. The defending team will declare blockers at the same time. In the case of timing conflicts, the team whose turn it is will decide what order their effects happen in first. Players can discuss decisions at any time. Players must pay the cost to purchase and field dice individually from among the dice they personally rolled and cannot use their teammate's energy.

Players may only attack the player across from them, and may not block for their teammate. Players can't buy their teammate's dice. Players can't buy more than 1 of each Basic Action Die during their turn.

Effects that would apply to all of your characters include your teammate's as well. For example, Raphael: Anger Issues would deal 1 damage to target character die if your teammate's Donatello: Donnie attacks.

Both teams share a common Prep Area! It is best placed between teammates. Dice go into that Prep Area as in a regular game. When it is time for teams to roll their dice, they decide amongst themselves who will get which dice, splitting them up however they like. This means characters can migrate from one player's field and ultimately end up in their teammate's bag!

WINNING

A team wins by bringing an opposing team to 0 life!

LEXICON

Abilities: The text on the die's associated card.

Action Die: A die that has no character faces. A face on such a die that shows the special graphic (✱) and can be used for a powerful effect.

Active: An effect that takes place when one or more of that card's dice are in the Field Zone.

Ally: Character dice with the Ally ability count as Sidekicks also while in the Field Zone. They don't count as Sidekick Dice when in the bag, Prep Area, Used Pile, or anywhere else.

Assign: To commit your characters to attack, or to block an attacking character. Also, to designate how a character's Attack Value is dealt as damage to targets in an Attack Step.

Attack: To send your characters to try to damage your opponent.

Burst: A star-shaped symbol (✱) that indicates extra abilities may be in effect for a die.

Capture: To place under your die.

Combat Damage: The damage a Character Die deals during the Attack Step as a result of attacking or blocking.

Engaged: A character blocking or being blocked is engaged with the opposing character.

Face: One side of a die.

Field Zone: The area where your characters go when you pay for them to fight your opponent.

Global: A game effect denoted within the text box of a character by the keyword "Global:" which happens if the prerequisite energy cost is paid. A Global game effect is available for both players to use even if they do not have that die available for them to purchase.

Opposing: Owned or controlled by the other player.

Overcrush: When attacking, if this character KO's all of its blockers, it deals any leftover damage to your opponent.

Regenerate: If this character is KO'd, roll it. If you roll a character face, return it to the field (but not the Attack Zone). Otherwise, move the die to your Prep Area.

Spin: To turn or rotate a die so that it shows a different face.

Stats: The numbers on a Character Die face.

Swarm: While a die with Swarm is active, and you draw another copy of that die from your bag during your Clear and Draw Step, draw and roll an extra die from your bag. You do this for each matching die with Swarm drawn from your bag.

Turtle Power: While a character with Turtle Power is active, all other  character dice cost 1 less to purchase.

When Fielded: An effect that takes place when you pay a character's fielding cost or field them through an effect.

While Active: See Active.

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TURN SUMMARY

A turn consists of the following:

Clear and Draw Step

Move all energy dice from your Reserve Pool to your Used Pile.

Draw four dice from your bag; refill it from the Used Pile if necessary.

Roll and Reroll Step

Roll the four dice you drew plus any in your Prep Area.

Reroll (all at once) any of those dice that you wish.

Main Step

A player may do these as many times as they like in any order.

Field characters by paying energy equal to their fielding cost.

Use Action Dice. Place them Out of Play when finished.

Purchase dice by paying energy equal to the cost. Place them in your Used Pile.

Both players can use Global Abilities.

At the end of this step, move any unfielded characters to the Used Pile.

Attack Step

Select attackers. Resolve effects that occur due to attacking.

Assign blockers. Resolve effects that occur due to blocking.

Use Action Dice. Place them Out of Play when finished.

Both players can use Global Abilities.

Assign and resolve damage. Resolve effects that occur due to damage or KO.

CleanUp Step

Move unblocked attackers to the Used Pile.

End all effects and clear all damage.

End turn. Move dice from Out of Play to the Used Pile.



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