

A dynamic dice game
for two to four players

by Jonathan Leistikio



WIZKIDS

Overview of Play

You start the game with two blank dice, two discs, and three out of 13 points. A set of cards with icons (“core” cards) create the starting tableau. At the start of the game you’ll add cards to the tableau, then you’ll draw (“tag”) icons from cards in the tableau on some of the faces of your dice, creating your own unique dice. When everyone is done, you’ll share what you **tagged** on your dice, collaboratively **tag** the common die (the bigger die), and you’ll be ready to start!

At the start of each round, everyone rolls all of their dice. Then each player, starting with the first player and proceeding to the left, resolves all of his or her dice in any order they wish. The icons on your dice will (among other things) let you gain points, improve your dice, modify other players’ dice, play a minigame, or even make you lose points. After everyone resolves his or her dice, check to see if anyone has won the game. If no one has won, pass the first player marker to the left and start a new round.

Components

- 8 blank dice
- 1 large blank common die
- 4 wet erase markers
- 4 sets of discs with 2 discs each
- 1 score track
- 1 starting player marker
- 5 core cards
- 49 icon cards

Quick Overview of the Most Important Rules:

- When the instructions on an icon card conflict with these rules, the instructions on the icon card take precedence.
- When you resolve a blank face, remember: “Nature abhors a vacuum.” A blank face wants you to **tag** it—**tag** that face. Refrain from resolving the icon you just **tagged** this way. **Tagging** the icon on the face was how you resolved that blank face.
- You cannot go below 0 points. When you have to lose points, lose as many as you can. If you have one point and you have to lose two points, you go to 0.
- If an icon resolves and does not affect the game at all, it **erases** itself.

*Example 1: If you have 0 points and have to resolve a -2, nothing will happen and the -2 will **erase** itself.*

*Example 2: If you resolve a **Tag**, but all die faces have icons on them, the **Tag** has no effect and must be **erased**.*

- If a card makes you **tag** multiple icons (like 3 and -2) with one **tag**, they want to stay as close to each other as possible. **Tag** them on the same die, then on dice controlled by the same player, then on any dice in the game. If there’s nowhere to **tag** “excess” icons, do not **tag** them.
- You may **tag** multiple icons from one card in any order you choose.
- When you **re-roll** a die that’s already been resolved, refrain from resolving it again. A **re-roll** is just a **re-roll**—nothing more.

NOTE: A Re-roll affected the game so it does not erase itself.

- If you get an extra turn, you must resolve all of your dice again. Do not **re-roll** your dice unless explicitly instructed to do so.

Goal

Have the most points at the end of the game. The game ends when one player has at least 13 points at the end of a round and more points than any other player.

NOTE ON USING THE WET ERASE MARKER: This marker applies wet so give it a few seconds to dry. You will need a wet cloth to wipe it off. If you wish you can use dry erase markers but note they will smudge easier.

Setup

Put the score track and the five core cards where everyone can see them.

The following instructions apply to each player:

- Select a matched set of discs, two blank dice, and a marker.
- Put one of your discs on the score track at 3. This is your score disc. Keep your remaining disc in front of you to indicate your color. This is your player disc.

Put any unclaimed dice and discs in the box, out of play.

Pick a player to go first. Give that player the starting player marker.

Collaboratively decide what level of complexity you wish to play:

Basic

A good choice if this is your first game of Blank White Dice.

Pick one of the sets below and put the listed icon cards in play face-up where everyone can read them. These cards—along with the core cards—create the tableau. Put all other icon cards back in the box, out of play.

- **V1:** *Junk Food, Multitag, Investment, Split Strategy, and Wheels In Wheels*
- **V2:** *Parasite, Knowledge Swap, Predator and Prey, Time Warp, Eradicate*

Intermediate

When you're ready to explore icon combos and synergies.

Pick one of the following sets of icon cards and shuffle them:

- 6 through 29
- 30 through 54

Deal 12 icon cards evenly among the players. Put all un-dealt icon cards in the box—out of play. Read the cards you're dealt.

Add one (or two if you're playing with two players) of your icon cards to the tableau, face-down. When every player has added his or her card(s) to the tableau, turn them all face-up. Take the unused icon cards from each player and set them aside in a stack within easy reach of all players. These cards are the reserve. If there are fewer than 9 active cards in the tableau, add randomly selected cards from the reserve to the

tableau until there are 9 cards in the tableau.

Each time you add a card with **overwrite** to the tableau during setup, place it on top of the indicated card, then randomly select a card from the reserve to add to the tableau.

Core cards are active cards unless they are **overwritten**. Like normal icon cards, the generic core cards are not considered active when they're **overwritten**.

Experienced

When you want to explore advanced icon combos and synergies.

Shuffle all of the icon cards together.

The rest of setup is identical to Intermediate setup, except each player adds two (four if you're playing with two players) icon cards to the tableau, and the tableau must have at least 13 active cards in it.

Put the common die on its core card, or on any card **overwriting** its core card.

Review how the icon cards in the tableau work. Make sure that everyone understands and agrees on how the icon cards work.

Each player should **tag** his or her dice four times.



TAGGING

Each time you **tag**, select an icon card in the tableau and a die. Draw each icon on the card you selected on a blank face of the die you selected. **If it's hard for you to draw the icon, write the initials of the icon's card instead.** Most cards have just one icon on them, but some cards (like the *Points* core card with 3 and -2 on it) explicitly state that they are separate icons. You must draw the omitted icon(s) on another one of your dice. (If you have the common die, it counts as one of your dice.) If all of your dice are full and you still have icons to draw, you may draw them on any blank face of any die in play. If there are no blank faces in play, do not draw the leftover icon(s).

During setup, you may **tag** icons from the same card four times, pick different cards, or any combination thereof. Any combination of cards is valid.

You may distribute your **tags** among your dice any way you wish. You may **tag** one die four times and leave one die blank, you may **tag** one die three times and one die once, or you may **tag** each die twice.

When all players are done **tagging** their dice, take turns telling the other players what you **tagged** on your dice.

Starting with the starting player, each player must **tag** the common die one time. Let the other players know what you're **tagging** on the common die. If the common die runs out of empty faces, stop **tagging** it. When the common die is done being **tagged**, roll it and put it on its card.

Now you're ready to play!



The above shows the starting setup for a two-player Basic game with set V1.

Play

Once the game has started, play takes place in a series of rounds. Each round has five phases (although you might skip some of them):

- Everyone Rolls Phase
- First Phase (if an icon has a First effect)
- Main Phase
- Last Phase (if an icon has a Last effect)
- Check For Winner Phase

Everyone Rolls Phase

Everyone rolls their dice.

First Phase

This phase only takes place if at least one active icon on a die has a **First** effect. If you're playing a Basic game, you'll skip this phase.

See Main Phase for details on resolving dice.

Main Phase

NOTE: If a phase is not listed on an icon card, it takes place during the Main Phase.

NOTE: Before you start resolving icons in the Main Phase, check for icons that resolve First. If you spot any that were not resolved in the First Phase, resolve them now if you can do so fairly.

Take turns, starting with the starting player.

On your turn, resolve your dice one at a time. You may resolve your dice in any order you choose. You must resolve every die you have before you can end your Main Phase.

Blank face



Active face



ACTIVE FACE

The top face on a die, i.e. the face you read after rolling the die. If there's an icon there, that icon counts as an active icon.

A blank face means you must tag that face.

(A memory aid: *Nature abhors a vacuum; you must fill this void.*) Do not resolve the icon you **tagged** as a result of resolving a blank face.

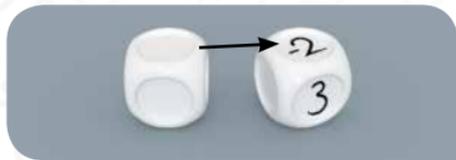
Tagging the icon is your resolution for that die.

*Example: **Flexibility** and **Opportunity** are in the tableau. On your first turn, you roll and get two blank faces. You activate the first blank face and **tag Flexibility** on it. You activate the second blank face and **tag Opportunity** on it. You don't resolve either one because **tagging** them used up their activations.*

On your next turn, you roll and get **Flexibility** and a blank face. You choose to resolve **Flexibility** first. You can **erase** or **tag**. You choose to **tag** your blank face with a 3 / -2, drawing the 3 on the blank active face and the -2 on a blank face that was not active. **Flexibility** gives you the option to spend a point to **erase** a face, and you do so, **erasing** the -2 you just **tagged**. Next you resolve your newly **tagged** 3 and gain three points. It's okay for you to do so because it has not resolved yet; when **Flexibility** put the 3 there, it did not use up the activation for the formerly blank face.

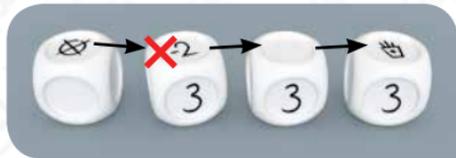
To resolve a die during your Main Phase, obey the instructions on the icon card for the icon on its active face. Ignore effects preceded by **First**, **Last**, or contingencies (like "When you tag this icon...").

As noted above, if a die gains an icon on its active face before you resolve that die, you'll do what's on that die's active face when you resolve that die.



Example: You resolve a die that lets you tag any die. Your opponent has a die with a blank active face. You tag that die with 3 / -2, putting the -2 on the blank active face. If that die resolves with that -2 there, your opponent will lose two points.

Similarly, if a die loses the icon on its active face before you resolve it, you'll resolve the blank face instead of the icon that was there.



Example: It's your opponent's turn. Their other die has an icon that lets them erase one face on any die. They erase the -2 you put on their formerly blank active face, then resolve that newly blank face by tagging it with an icon of their choice.

Also note that if you gain a die during your turn (like the common die or a swapped die), you do not change the face on the die and you must resolve that die in any of the remaining phases for that round.

Unless an icon specifically tells you otherwise, each player may not resolve any given die more than once per phase. This comes up most often with **re-roll** effects. **Re-rolling** a die does not let you resolve the die you **re-roll**. If you've already resolved the **re-rolled** die, it does not resolve again for you in the same phase. However, one die can resolve multiple times in a round under the control of different players. This happens most often with the common die.

Keep in mind that icon effects with the **First** and **Last** keywords resolve during the First Phase (before the Main Phase of play) and the Last Phase (after the Main Phase) respectively. Unless otherwise specified, each player must resolve each die they control once (and only once) during each phase (**First**, **Main**, and **Last**). An active icon with **First**, **Main**, and **Last** effects resolves once during each phase.

If you have to resolve an icon but it does not affect the game at all, resolve the icon by erasing the icon. This applies to cards that are face down, neutralized, overwritten or not in the tableau.

There is one simple exception to this rule. Icons that are only numbers always cause you to gain or lose the number of points indicated, whether their cards are **neutralized** or active, or even in play at all. However, 0 is not part of this rule since it is neither a point gain nor a point loss, and effects that modify gains and losses do not apply to it. So if a 0 needs to be resolved, it will resolve by **erasing** itself.

Scoring Points

When you gain points, advance your disc that many spaces on the score track. When you lose points, move your disc back that many spaces. You cannot go below zero points.

When you **steal** points from a player, that player loses that many points and you gain as many points as that player lost. If you're **stealing** three points from an opponent and they only have one point, they lose one point and you gain one point. When you pay points, you lose that many points. Paying points differs from losing points because the points you pay are a mandatory prerequisite for something else. Typically they're a cost for the privilege of **tagging** an icon or triggering an effect.

If you cannot (or choose not to) pay the full cost, you do not have to pay any of the cost, but the effect does not trigger.

Compare/Contrast Example: Opportunity says, "If you do not have the common die, claim it. Pay two points or re-roll the common die." You must re-roll the common die unless you pay two points. You can choose to not pay two points and re-roll the common die instead. Cocoon says, "Lose 2 points. Replace this icon with a 3." If you have no points, you'll still replace the icon with a 3.

When you have finished resolving all of your dice that have Main Phase effects, play passes to the left. When everyone has gone, the Main Phase is over. If there are any **Last** effects, resolve those effects as described in the **Last** Phase section. Otherwise, skip to the Check For Winner phase.

Last Phase

This phase only takes place if at least one active icon on a die has a **Last** effect. If you're playing a Basic game, you'll skip this phase.

The **Last** Phase is just like the **First** Phase, except you're resolving dice with **Last** effects.

Check For Winner Phase

If any player has 13 or more points at this phase, the game ends. The player with the most points wins. If there's a tie, the game continues.

NOTE: If the game is not over, the player with the starting player marker must pass it to the left and a new round starts.

Additional Rules

- Blank faces are not icons.
- If a card tells you to **tag** or **replace** a face with an icon card that's **overwritten**, use the active icon card at the top of the **overwrite** stack.
- What's on your dice is public knowledge.
- **Targeting:** An effect that requires you to pick a specific die or face "targets" that die. An effect that requires you to pick a specific player "targets" that player. An effect that targets "all opponents" does *not* target each specific player.

Example 1: The Window targets the common die twice. Once when it tells you to take it if you don't have it, and once when it tells you to re-roll it.

Example 2: Teleport reads, "Tag an icon from any die to any blank face. Erase the icon from the die you took it from. Opponent loses three points." The erase in the second sentence targets the Teleport icon, but the point loss does not target any specific player. This means that you could not use the Camouflage ward effect ("Ward: If someone targets you or your dice, you may dot this face to fizzle the effect") to prevent the point loss. However, you could use Medkit's ward effect ("Ward: You may erase this icon to fizzle any effect that causes a loss in points") to prevent the point loss.

Variants

Longer Game

For a longer game, play to 20 points instead of 13. A 20-point game usually takes about twice as long as a 13-point game and gives you more time to craft and develop your dice.

Icon Guide

Core Card Icons

TAG (CORE)

- Pick any die and any card. **Tag** the icon(s) from that card on blank faces on that die.
- You may pick any die in play.
- You may write on any blank face on the die you pick.
- If that face is active and has not resolved this turn, the icon you **tag** it with will be the icon that resolves (unless something like **erase**, **re-roll**, etc., intervenes to make a different face active).



ERASE (CORE)

- Pick any face of any die. **Erase** all markings on that face.
- You may pick any die in play.
- You may **erase** any face on that die, but you must pick a face with icons on it. (You cannot **erase** a blank face.)
- If that face is active and has not resolved this turn, it will resolve as a blank face (unless something intervenes like **tag**, **re-roll**, etc., to make a face with an icon active before the die resolves).



RE-ROLL (CORE)

- Pick any die in play. Roll that die.
- If that die has not resolved yet this turn, it will resolve with its newly rolled face. If that die has resolved this turn, it will not resolve again unless something forces it to resolve again.



POINTS (CORE)

- This card has two separate icons. **Tag** them on different faces.
- 3: Gain three points.
- -2: Lose two points.



THE WINDOW (CORE)

- Roll the common die, whether you control it or not. If you do not have the common die, add it to your die pool (it's your die now), keeping the same active face.



- If you have not resolved the common die, you do not have to resolve it immediately after rolling it—you may resolve other dice before it.
- You'll keep the common die and roll it as one of your dice until someone else claims the common die.

NOTE: Putting **The Window** on the common die is a silly thing to do. When it resolves, it functionally wastes the common die's action, using up its activation by **re-rolling** it.

Keywords

NOTE: The rules on an icon card can overrule these definitions.

Blank White Dice uses keywords to minimize the text on the icon cards. Following is a list of all of the keywords and what they mean (except for **First**, **Main**, and **Last**, which are described in the rules above).

ALWAYS: You may activate the **always** effect of your icons even when they're not active. You may only activate an **always** effect when it says you can. Doing so does not count as that die's activation for that phase.

COPY: Target an active face. Treat the **copying** icon exactly like the face you targeted until the end of the current phase (**First**, **Main**, or **Last**). You may not **copy** an icon that would generate a **copy** effect. If the face you're copying changes (**erased**, **re-rolled**, etc.), your copy stops **copying** it.

DASH: Draw a short line on the indicated face. Doing this does not count as **tagging**. Dashes typically indicate an increasing bad effect for the die's controller. Effects that **erase** a face or icon also **erase** the dashes that were on that face.

DOT: Draw a dot on the indicated face. Doing this does not count as **tagging**. Dots typically indicate progress toward something good for the die's controller. Effects that **erase** a face or icon also **erase** the dots that were on that face.

ERASE: Remove all markings from the specified die face. If a die face isn't specified, you may **erase** any one die face in play. You cannot **erase** a blank face.

FIZZLE: When an effect **fizzles**, it does not happen. Any following resolution steps for that effect in that phase also do not take place. That effect's icon still counts as being activated.

MARK: To **mark** something, place your player disc (the one you keep in front of you) on it. Typically you'll **mark** an icon card or a specific icon on a card, but you could **mark** your score. Keep your player disc there until something explicitly tells you to move it.

■ If you have to **mark** something and your player disc is already **marking** something, you must move it to a new valid location.

NEUTRALIZE: Pick a card in the tableau and flip it face-down. That card is **neutralized** now. You may not **tag neutralized** icons. When an icon on a **neutralized** card tries to resolve, it'll **erase** itself instead.

ONE-SHOT: **Erase** this icon when you finish resolving it.

OVERWRITE: When you add this card to the tableau, place it on top of the indicated card. Even though the covered card is not actually **neutralized**, it is functionally **neutralized**. You may not **tag overwritten** (covered) icons. If an **overwritten** icon tries to resolve, it **erases** itself instead.

■ If another card is already **overwriting** the indicated card, the top card in the stack **overwrites** all cards below it.

Example: Zoom is overwriting Re-Roll. Window of Opportunity comes into play. When it enters the tableau, it looks at Re-Roll, sees that it's already covered by Zoom, so goes on top of Zoom to overwrite it. If another icon card that overwrites Re-Roll enters play, it will follow the same process and go on top of the stack on Re-Roll.

■ If more than one card with **overwrite** is revealed at the same time, add them to the tableau in turn order. If order is unclear, the first player decides the order.

PREREQUISITE: Some icons have a **prerequisite**. Let's call these icons "complex" icons.

Some **prerequisites** simply name one or more icons. To **tag** a complex icon, the face you want to **tag** it on must already have a **prerequisite** icon on it; **replace** the **prerequisite** icon with the complex icon you're **tagging**.

Any card **overwriting** a **prerequisite** counts as that **prerequisite**.

Example: Window of Opportunity can use The Window as a prerequisite. Opportunity overwrites The Window. If Opportunity is in the tableau, you can use Opportunity as a prerequisite for Window of Opportunity.

Some **prerequisites** state a condition. You may **tag** the complex icon if you meet the **prerequisite** condition. Unless otherwise specified, you must meet the **prerequisite** when you're **tagging** the complex icon.

Example: If a complex icon has a prerequisite of "Another player must have more points than you," that must be true at the time you tag the complex icon.

A **copy** effect can **copy** a complex icon.

REPLACE: Pick a face. **Erase** it and **tag** the designated icon on the newly blank face.

RE-ROLL: **Re-roll** the targeted die. **Re-rolling** does not force the die to resolve next, and does not give it an "extra" resolution if it has already been resolved by its current controller this phase.

RESOLVE: Follow the instructions for the active face of the selected die.

STEAL: Pick another player. That player loses the indicated number of points. You gain the same number of points. If your target cannot lose that many points, they lose as many points as they can and you gain as many points as they lost. If your target does not lose any points, you do not gain any points.

TAG: Pick an icon card and a die. Draw each icon from the selected card on a blank face of the selected die. Excess icons must go on blank faces of other dice controlled by that die's controller, then on blank faces of any die in play. If there are no blank faces available, excess icons don't get **tagged**.

TAKE ANOTHER TURN: Resolve all of your dice, whether you've already resolved them this phase or not. Do not **re-roll** them unless explicitly told to.

UNMARK: If your player disc is on an icon card or the score track, remove it from there and place it in front of you.

WARD: **Ward** icons are in effect the entire time they're active. If you have a **ward**, it's your responsibility to ensure it's obeyed. If you forget to implement your **ward**, and the game has progressed too far for it to be retroactively applied, do not attempt to apply it. Using a **ward** does not count as activating a die. Note that if you resolve a blank face by **tagging** it with a **ward**, that **ward's** effects immediately take effect.

Credits

WIZKIDS

NECA

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