



DICE MASTERS™

Mike Elliott • Eric M. Lang

In **Yu-Gi-Oh! Dice Masters**, two players take the role of game duelists directing the actions of their force of monsters (represented by dice) to battle each other! Each turn, you'll roll your dice to see what resources you have available, buy dice, send your monsters into the field, and then strike at the enemy duelist. Reduce the opposing duelist's life to zero, and save the day!

COMPONENTS

Aside from these rules, this set should include:

- 44 custom dice
 - 12 basic action dice (3 each in 4 ink colors)
 - 16 monster dice (2 each of 8 types)
 - 16 sidekick dice (white)
- 22 cards
 - 8 monster die data cards
(Sidekicks have no cards)
 - 10 basic action die data cards
 - 4 color reminder cards
- Two dice bags

Get more dice (and their die data cards) to expand your force in expansion packs—ask your retailer! And you can download a full-sized play mat from wizkidsgames.com.





DICE

Each die is engineered with a unique combination of colors and graphics.

These dice come in two classes: **monsters** and **actions**. Monsters are named after the creatures in the Yu-Gi-Oh! universe (sidekicks are the exception, and represent the duelist's friends and advisors as well as the hand of fate), and their dice have numbers around the faces with the custom symbol. Actions are the various traps and spells that the duelists use, and have no numbers around the die's custom symbol.



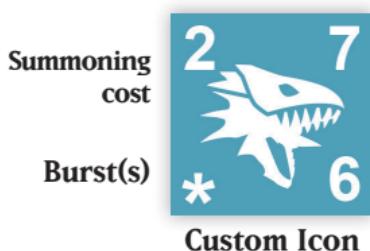
All dice have faces that generate energy. Energy faces all have one or two of the special energy symbols on them. We'll talk more about these later.



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.

Monster dice have a custom icon and may have burst symbols, but they always have several numbers that define the monster's basic combat abilities.

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



Attack

Defense

At the top right is the die's **attack**; this is how much hurt it dishes out. On die data cards, attack is abbreviated as A.

The bottom right shows the die's **defense**; how much damage it takes to knock the monster out. On die data cards, 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 matching burst abilities are listed on the die data card, the burst has no effect.

Die Data Cards

Each die has a die data card that details all of its powers. These die data cards present all the extra information that can't be fit on the face of a die. You'll find that after a couple games, you'll have the extra data memorized.

At the upper left of the card is the die's **cost** and **energy type**. Cards of a given energy type provide and require that type of energy. The Winged Dragon of Ra (shown on the next page), for example, is a bolt monster.

Below that, some monsters have an icon to identify their **monster type**:



Egyptian God



Thousand Dragon Fusion

At the top is the die's **title** and **subtitle**. Most monsters have several variant versions. The **text box** details the die's abilities.

Below that, the color of the **rarity stripe** provides information for collectors.



Cost & Type

Monster
Type
(if any)



Text Box

Die Face Reference

Serial Number

Collector
Number
(very small)

Cool Art

Rarity Stripe
(see "Customizing Your Force" on page 22)

Die Limit

Right below the rarity stripe, "Max:" number shows the **die limit**; that's how many of these dice you are allowed to have in a force. (Basic Action dice data 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.

Other Accessories

The game also comes with two dice bags, as well as color reminder cards to define which basic action card uses which color of die. This is explained in the setup section, below.

SETUP

How you set up depends on whether or not this is your first game. If you are an experienced player, see the **Customizing Your Force** rules on page 22. Otherwise, you'll want to set up for...

Your First Game

For your first game, place these Basic Action die data cards in the center of the table:

- Crush Card Virus, Monster Reborn, Waboku

Put three matching basic action dice on each of those cards (it doesn't matter which). Then place the matching color reminder card beneath each basic action die data card so that the label sticks out from the top or side of the card. This helps players remember which die uses which card when all the dice on a basic action card have been purchased.

Important: These basic action cards are community property. Either player can purchase these dice during the game... unless one player buys all the dice first!





Then choose a first player and a second player. Each player gathers the dice listed below and the two die data cards that match them.

- First Player: **Harpie Lady** and **Blue-Eyes White Dragon**
- Second Player: **Kuriboh** and **Red-Eyes B. Dragon**

Place those monster die data cards, each with the two matching dice on it, near your side of the table. These dice can only be purchased by the player whose dice they are.

Finally, each player gathers 8 sidekick dice and places them in one of the bags provided. Each player starts with 10 life for this learning game.

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



PLAY AREAS

You have several distinct areas where you place your dice to indicate whether the dice are available, can be available, or are used up for the turn. Dice move through these various areas as shown in the diagram in the center of this booklet (pages 12–13).

The Bag: One of the two dice bags provided. Dice in your bag are available for you to draw. If your bag is ever empty when 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 will roll on your next turn.

Reserve Pool: These are dice that you have rolled this turn but have not yet done anything with. You can spend these dice (if they show energy), use them for their effect (if they are actions), or summon and move into the field (if they are monsters).





Field: This area holds your monsters who are ready to fight the forces of the opposing duelist—either to smite the foe or to protect you.

Attack Zone: This area is considered a special part of the field. It's where your monsters go when they are ready to pummel the enemy. Monsters in the attack zone are still considered to be in the field.

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.

HOW TO PLAY

This side of the rules describes the basic structure of the game. The other side has detailed rules and can be referenced as questions arise.

Each player has a certain amount of life points at the start of the game (this is 10 points in your first game; other formats use different amounts). Record your life on a scrap of paper or by using the track in the center of this booklet (pages 12–13).

During the game, you purchase monster dice and action dice. Monster dice can be sent to the field to attack the other player, or they can block attacks against you. Unblocked monsters (and certain action dice) damage the other player, reducing his or her life. When you reduce the opposing duelist's life to zero, you win!

Energy and Costs

All dice can produce energy, though the sidekick dice you start with produce the greatest variety. Energy is used to buy additional dice and to pay for global abilities.

There are five types of energy:

- Fist (representing melee)
- Bolt (representing blasts)
- Mask (representing wits)
- Shield (representing toughness)
- Generic (representing determination)



When you roll a generic energy side, you get two energy, but it cannot pay a specific cost of the named energy types. There is also a wildcard, represented by a question mark; it can become any kind of energy you like. It cannot become two generic energy.

When you pay a cost, move dice representing the proper amount of energy from your reserve pool to your used pile.

Dice and Cards

Each set of dice has an associated die data card that has the same serial number as the dice do. The die data card gives a variety of details about the die, including its cost, the special abilities the die has, and a listing of each of its faces, presented in order.

Monsters have levels (normally three levels, although the sidekick has only one); these are the die faces that show the die's custom symbol and the monster stats. The leftmost monster dice face shown is level 1, and the level increases by one for each face. **Remember that a die face's level is different from its summoning cost.**

Sidekick dice don't have die data cards. They mostly provide energy, but do have one monster side. Sidekick monsters have no powers, and only the one level.



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, you cannot go back to that step.

Clear and Draw Step

Move all dice still in your reserve pool to your used pile.

Draw 4 dice from your bag. If your bag has less than 4 dice, draw all of them, then place all the dice from your used pile into the bag, shake the bag well, and draw until you have drawn 4 dice total. Place all dice drawn into your prep area.

If, after refilling the bag from the used pile, you are still only able to draw 3 dice or fewer, take 1 damage and gain 1 generic energy for each die below four that you drew. For example, if you drew only two dice from the bag, you would gain 2 generic energy and take 2 damage.

Roll and Reroll Step

Roll the four dice you drew as well as all of the dice that were already in your prep area (placed there during a previous 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've rolled (and possibly rerolled) all your dice, place all of the dice you rolled into your reserve pool.

★ Burst Symbols

Many dice have a burst symbol (★) or two (★★) in the lower left-hand corner of one or more of their faces. These burst symbols indicate that the die might activate some sort of special effect. When you roll a face that has one or two burst symbols on it, you must apply the matching text on the die data card. If there is no matching text on the die data card, then the burst symbol has no effect.

Main Step

During this step, you may purchase dice, activate global abilities, summon monsters, and use action dice. You can do these multiple times and in any order; for example, you could purchase a die, use an action, summon a monster, and then purchase another die.

★ Purchasing a Die

On your turn, you can purchase any combination of dice you like. You can purchase either the Basic Action dice in the center (no matter which player brought them), or the dice that you brought to the game.

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

Example: Time Wizard: Time Roulette has a cost of 4 and is a mask monster. You can buy this die with three bolts and a mask, four masks, etc. Mirror Wall has no energy type next to its cost; you can use any type of energy to pay for a Mirror Wall die.

To pay energy, immediately move dice showing that much energy from your reserve pool



to your used pile, then take the die you purchased from its die data card and place it in your used pile as well. For generic energy, the number inside the circle shows how much energy it represents. For all other energy, each dice symbol counts as one energy.

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 dice face shows , you may use and 1 other energy to purchase a fist 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 those dice, any unused portion that is not immediately spent is lost. However, you can purchase multiple dice simultaneously to spend a generic die completely.

After you have finished purchasing all the dice you want, leave any unused energy dice in your reserve pool. You may be able to use these dice later to pay for global abilities.

★ Using a Global Ability

Some die data cards have global abilities printed on them. These effects are always available, whether or not there is a die of that type in the field. Even though you cannot purchase an opponent's die, you can still use an available global ability listed on an opponent's die data card.

During a player's main step, both players can use any or all global abilities available. To use a global ability, you must pay the energy cost, moving the die or dice used to pay that cost to your used pile. In many cases, these effects 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. If both players want to use a global ability at the same time, the player whose turn it is wins the tie.

★ Playing Actions

You may use the action faces on your action dice during the main step. To do so, apply the effect and then move the action die from your reserve pool to your used pile. It costs no extra energy to use an action die.

Game Tip: For dice that provide an ongoing bonus, you can move them into the field as a reminder. Just move them to the used pile at the end of your turn, or when moving your used pile into your bag.

★ Summon Monsters

It costs energy for you to send your monster dice from your reserve pool to the field, though in some cases, that cost is zero.

When you summon a monster, you must pay energy equal to the monster's summoning cost in the upper left-hand 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 several costs at once to fully spend a generic-energy die. You cannot summon a monster if you cannot pay the energy cost.

Many monsters have game effects that take place when they are summoned. Some of these effects target dice in your used pile. Such game effects cannot target or select a die that was used to pay for summoning the monster; they can only affect dice that were in the used pile prior to the monster being summoned.

You are not required to summon a die if you do not wish to. Any monsters that you cannot or do not summon by the end of the main step go to your used pile.



Attack

After you have completed all your activity in the main step and moved leftover monsters from your reserve pool to your used pile, you are ready to attack. During the attack step, the attacking player can use any actions still in the reserve pool. In addition, both players can use global abilities whenever appropriate; that is, they can use global abilities that react to damage and the like when that happens, and they can use other global abilities after blockers are declared.

The attack goes through the following steps, in order:

★ Declare Attackers

Any or all of your monsters in the field can attack. Move these monsters into the attack zone. It costs no energy to move a monster into the attack zone. You can send all, some, or none of your monsters 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 monsters attacking.

★ Declare Blockers

Your opponent declares blocking monsters, 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 monsters.

A single blocker can only block one attacking monster; 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 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 monster that was blocked assigns its attack value in damage to the monster(s) blocking it. If more than one monster is blocking an attacking monster, the attacker can choose how to divide the damage between the blockers. Likewise, each blocking monster assigns its attack value in damage to the monster it blocks (those monsters that can block more than one attacker must split their damage just like attackers do). If two or more monsters block a single monster, add their attack values together.

Damage dealt to a monster in excess of that monster's defense value is wasted.

Once all damage has been assigned, knock out each monster that took damage greater than or equal to its defense. When a monster is knocked out, move it to that player's prep area. If game effects are generated by a monster being knocked out, or by taking damage (if it wasn't knocked out), the attacking player resolves all effects first, then the defender.

Attacking monsters that were unblocked (or monsters with certain special abilities) deal damage to the defending player. Deduct that damage from the player's life.



CLEANUP

Monsters that blocked (or were blocked) but were not knocked out return to the field.

Place unblocked attacking monsters in the player's used pile (even if the defending player managed to prevent or redirect all the damage done).

All damage to all dice is cleared.

Any actions still in a player's reserve pool are moved to the used pile.

All effects end (exception: "while active" effects may continue). The turn ends.

WINNING

As soon as your opponent's life reaches zero, the game ends and you win!

EXAMPLE OF PLAY

Eric and Mike sit down to play a game using the First Game setup. Mike lets Eric go first since it's Eric's birthday. But he won't necessarily let him win...

They both start with 10 life.

Eric, Turn 1

Eric draws four dice (all sidekick dice of course) in his clear and draw step. He rolls them in his roll and reroll step, getting shield, shield, mask, and sidekick. He could buy a basic action die, but since his energy types do not match either of his monsters, he cannot buy them. He rerolls all his dice, and gets fist, shield, bolt, and bolt.



Now it's his main step. With four energy, one of which is a fist, he buys a Harpie Lady die (a fist monster that costs 3). He places three energy and the Harpie Lady die in his used pile. He has no one in the field, so he skips his attack step and his turn ends. He still has one bolt left over; it will be wasted.

Mike, Turn 1

Mike draws four sidekick dice. He rolls bolt, fist, shield, and sidekick.

In his main step, Mike spends his energy to buy Kuriboh (a shield monster). He places those four dice in his used pile. Then he fields his sidekick for free.

Now it's Mike's attack step. He assigns his sidekick to attack. Eric has nothing to block them with, so the sidekick damages Eric, reducing his life from 10 to 9. After the attack step, the sidekick goes to Mike's used pile.

Eric, Turn 2

During his clear and draw step, Eric first moves his lone bolt die to his used pile. After clearing, drawing, rolling and rerolling, Eric ends up with bolt, bolt, shield, and sidekick. He has no fist to buy a Harpie Lady, and he has nowhere near enough energy to buy Blue-Eyes White Dragon.



Instead, he buys a Monster Reborn basic action die (it costs 3 and requires no particular energy) and sends his sidekick to the field. He opts not to attack (he wants to keep a blocker), so his turn immediately ends.



Mike, Turn 2

Mike draws his four dice. After he rolls and rerolls, he ends up with a fist and three sidekick monsters! He fields the sidekicks for free.



In his attack step, he chooses not to attack (to increase his chance of drawing Kuriboh next turn). His turn immediately ends. He still has one fist in his reserve pool.

Eric, Turn 3

Eric's bag is empty, so he moves the dice from his used pile (7 sidekicks, 1 Harpie Lady and 1 Monster Reborn) into his bag. He draws three sidekick dice and a Monster Reborn die.



For his roll and reroll step, he ends up with a final result of mask, shield, fist, and a Monster Reborn (with no bursts).

In his main step, Eric first uses his three energy to buy a Harpie Lady. He places his three energy and the Harpie Lady in his used pile.



Then he uses his Monster Reborn die on the

Harpie Lady die in his used pile. Per the text on the Monster Reborn reference card, he takes his Harpie Lady from the used pile and rolls it, getting a level 3 monster! Since the Monster Reborn card says that he gets to field the die for free, he places it immediately in his field to join his sidekick. Eric places the Monster Reborn die in his used pile.

With a Harpie Lady and a sidekick in the field, Eric chooses to attack. Since a sidekick is attacking, the Harpie Lady gets +1A and +1D. Mike blocks Eric's sidekick with one of his own, and he sends the other two to block the Harpie Lady.

The two engaged sidekicks knock each other out, and Mike and Eric place them in their prep areas. The Harpie Lady (at 4A and 5D) is strong enough to knock out both sidekicks blocking her. Although the sidekicks do two damage back, this is not enough to hurt the Harpie Lady. Mike moves his two sidekicks to his prep area, while Eric's Harpie Lady stays in the field.

Mike, Turn 3

Mike first moves his leftover fist die to his used pile. Then he draws four dice, getting three sidekicks and a Kuriboh. He adds the three sidekicks from his prep area and rolls all seven dice. He gets six energy (including a bolt), and a level 2 Kuriboh.



In his main step, he fields his Kuriboh (it costs zero energy). He pays his six energy (including a bolt) to buy a Red-Eyes B. Dragon die.



In his attack step, he easily notes that his Kuriboh will be unable to get past the Harpie Lady's defenses, so he decides not to attack. His turn ends.

Eric, Turn 4

Eric draws his other Harpie Lady and three sidekicks, adds the sidekick from his prep area, and rolls them all. He gets a level-1 Harpie Lady, two sidekicks, and three energy.

He spends one energy fielding his Harpie Lady. Then he fields his two sidekicks for free. Sadly, the other two energy get wasted this turn, but Eric thinks that it's worth it to get more dice in the field.

He announces that both Harpie Ladies and both sidekicks will attack.

Mike ponders the situation... does he sacrifice Kuriboh to block the largest Harpie Lady? Or does he block a sidekick and let a devastating 8 damage slip by, hoping for a chance to counterattack with his Red-Eyes B. Dragon? He moves his die to assign his blocker...



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DICE MOVEMENT DIAGRAM / PLAY MAT

CLEAR AND DRAW • ROLL AND REROLL • MAIN STEP • ATTACK STEP • ATTACK UP





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DETAILED COMBAT EXAMPLE

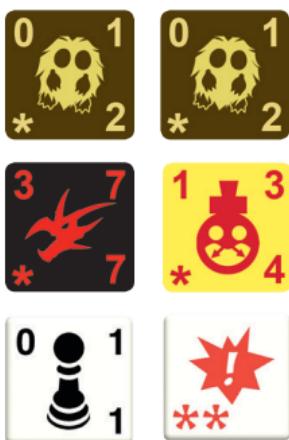
Kyle has just started his attack step in his game against John. We recommend that you pull out the cards and dice mentioned and follow along to get a better sense of the flow of the game as we walk you through this battle.

In the center are the basic action cards **Horn of the Unicorn**, **Mirror Force**, and **Mystic Box**.

Kyle has several small creatures and one big heavy, specifically **two level-1 Kuriboh** dice, **one level-3 Red-Eyes B. Dragon**, **one level-3 Time Wizard**, **one Sidekick**, and a **Horn of the Unicorn** die with two bursts. He also has two Bolt energy still available to him.

He decides to attack with all of his dice.

Kyle's cards and dice are shown here:



While active, **Bolt** monsters cost 2 energy less for you to buy.

* When summoned, move one die from your opponent's prep area into the used pile.





John has one level-1 Blue-Eyes White Dragon, one level-1 Celtic Guardian, one level-3 Celtic Guardian, and one level-2 La Jinn the Mystical Genie of the Lamp; he also has one shield energy available.

John's card and dice are shown here:



* When this monster attacks, your opponent knocks out one of his or her monsters.

** When this monster attacks, your opponent loses life equal to the level of his or her highest-level monster.

Max: 2



When summoned, knock out up to two opposing sidekicks.

* When this monster knocks out another monster, your opponent loses 1 life.

Max: 2

John has several choices to make. He would like to knock out Kyle's dragon, especially with his La Jinn the Mystical Genie of the Lamp. But, to knock out the dragon, he cannot knock out either of Kyle's Kuriboh dice. He also wants to save his Blue-Eyes White Dragon to attack with.

Note that John's level-1 Celtic Guardian gets a bonus from the other bolt monsters in the field: both dragons, as well as the other Celtic Guardian. Thus it has +3D.



Kyle's Attackers



John's Blockers

John opts to block Kyle as shown above. He knows the turn will be ugly for him, but he is running low on life and wants to let as little damage slip by as possible.

At the moment, Kyle will lose his Kuriboh, and, per the Kuriboh's text, none of his other monsters will be knocked out. Kyle's Red-Eyes B. Dragon, however, would be able to knock out one (but not both) of John's blockers, plus two damage will get through.

Since Kyle is the attacker, he can use as many global abilities as he wants before giving John the chance to use one. Kyle, eager for blood, uses his two bolt energy to pump up his unblocked attackers to make John lose two more life. He increases both his sidekick and his unblocked Kuriboh to two attack each. He also has Horn of the Unicorn to use, but he doesn't want to fully commit all his powers until he knows what John is going to do. Instead, because the arrangement is to his advantage (he loses one small monster while John loses four life and a big creature), he passes using his spell. It's a bit of a gamble, because if John passes, then Kyle's spell will be wasted (remember, if both players pass, then you move on to applying and resolving damage), but it's a worthy gamble.

Now it's John's turn to use a global ability. Since he is not attacking, he can only use one before giving Kyle the chance to use more abilities.

He has a shield energy, so he uses it to power the global ability on the Mystic Box card. He can do this even though he never purchased a Mystic Box spell die. He swaps the attack values of his Celtic Guardian and the Kuriboh that it is blocking.

Suddenly the whole situation has changed completely! The field, with all changes noted, is as shown in the next column.





Kyle's Attackers



John's Blockers

Since Kyle's Kuriboh is no longer getting knocked out, the protection it supplied will no longer take effect. That means that Kyle will lose both his Time Wizard and his Red-Eyes B. Dragon, leaving him with just a few small blockers on John's turn.

Mystic Box
Basic Action Card

Choose an opposing monster. Your opponent draws a die. If it is a monster, replace the chosen monster with that die at its lowest level. Otherwise, return the die to the bag.

Global: Pay 3. Swap the attack value of one of your monsters with that of one opposing monster.

Use: 3

2	2	2	*	*	*
---	---	---	---	---	---

Immediately, Kyle regrets his decision to use his bolt energy to pump up his unblocked attackers before seeing what John was up to. If he had been more patient, he could have used one of them to pump up John's Celtic Guardian so that it would still knock out his Kuriboh, or else give his Time Wizard a double boost so that (with the Horn of the Unicorn) it could knock out the Blue-Eyes White Dragon... but it's too late to change his mind now.

He uses his Horn of the Unicorn spell to pump his unblocked attackers again, then both players pass. The board now looks like this:





Then, after all damage has been assigned, the board looks like this:



Thus Kyle loses the Time Wizard and the Red-Eyes B. Dragon, while John loses his Celtic Guardian.

Now that combat damage has been assigned and resolved, both players resolve the effects caused by monsters being knocked out. As the attacker, Kyle resolves his first.

Since the Time Wizard was knocked out, its burst effect kicks in, and Kyle gets to knock out a fist monster with a cost of 4 or less. There's only one available to choose: La Jinn the Mystical Genie of the Lamp. Kyle is perfectly happy with that choice.

Since La Jinn the Mystical Genie of the Lamp knocked out another monster (although it took a little help), it gets to apply its burst effect, as well, and Kyle loses one life.

When all is said and done, the board looks like this:

Kyle's Field (Lost 1 Life)



John's Field (Lost 6 Life)

All the knocked out creatures go to their owners' prep areas. Kyle's sidekick and Kuriboh go to his used pile, since they damaged John.

Yes, John took a big hit, losing six life, but Kyle is down to one small blocker, who will get knocked out when the Blue-Eyes White Dragon attacks, thanks to its burst effect.

John, on the other hand, has two creatures in the field, and gets to roll six dice on his next turn: the four he draws, plus the Celtic Guardian and La Jinn the Mystical Genie of the Lamp.

Hopefully he'll roll enough power to win the game on his next move, before Kyle gets to roll his powerful dice again.



TOURNAMENT RULES

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

Fundamental Rules

Text on a die's data card always supersedes basic rule text.

Unless otherwise stated, game effects can only target monster dice that are in the field. The attack zone is considered part of the field.

If two effects directly conflict, the one that says you can't supersedes 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 monsters 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 Game Text

Text on a die data card that names a monster only considers your monsters for its effects. Your die data card's text doesn't trigger because your opponent has the same monster, nor do your dice get a bonus from your opponent's die data cards of the same name.

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

★ Bonuses and Damage

Damage dealt to a monster remains on that monster until the end of the turn (or the monster is knocked out). 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 monster'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 knocked out (because it has taken damage greater than or equal to its defense).

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

★ Bursts

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

If you roll a burst symbol, the first thing to do is check to see if the die's data 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 die's data card does not have the matching number of burst symbols on it, nothing happens.

If your die's data card does have the right symbol, then those special effects happen. Burst effects are mandatory, not optional.

★ Active and Summoned

When game text says, "While active," that means "When one or more of these dice are in the field." In other words, when dice of that monster have been summoned, the effect on the die data card takes place. It takes place only once, no matter how many copies of that die have been summoned.

Example: Dark Magician: Master Spellcaster has the effect "While active, at the



beginning of each turn, lose one life and draw one extra die.” This effect takes place only when you have a Dark Magician die in the field. If you have no dice of that type summoned, you get no benefit. Also, if you have four Dark Magician dice in the field, you lose 1 life and draw 1 extra die; you don’t lose 4 life and draw 4 dice.

The term “when summoned” refers to the moment you send a monster die from your reserve pool to the field. It does not refer to assigning the die to attack, since the attack zone is still considered part of the field. Likewise, “when summoned” does not refer to monsters 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.

★ Preventing and Redirecting

Some powers prevent a game effect (damage, drawing a die, etc.). This includes dice 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 chosen 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.

This rule will avoid the situation where two people reach zero life simultaneously.

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 die data card text.

In cases where both players may wish to use global abilities at the same time (e.g., one player is trying to use a global ability to knock out a monster, and the other wants to boost the monster’s defense), the active player always takes precedence. While it is fine to play fast and loose in casual play, tournament play requires a stricter procedure.

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 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 monsters takes damage).

More About Dice

Rolled dice in the field 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 monster face in your field, then it’s a monster die.



Dice in your used pile, prep area, and bag are not considered rolled dice. Their dice type is either monster or action, based on what faces they have.

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 die data card text for the resulting face, or (b) it’s 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 die data card text, move the die to the reserve pool.

★ Capturing, Controlling, and Copying

When you capture a die, move the captured die to your field and place your capturing die on top of it. The captured die no longer exists for game purposes. Once the capturing ends, place the die wherever it came from (the text on the capturing die’s data card will tell you where you captured it from). Unless otherwise noted, capturing ends at the end of the turn, or when the capturing die is knocked out.

When you take control of a die, it becomes yours for game purposes. Move it into your field and place it on top of the die controlling it. Your controlling die cannot attack, but can send the controlled die to attack (controlling another mind takes a lot of effort). If the controlled die is of a monster that you also have (i.e., you take control of a Kuriboh, Cute Furball die when you have a Kuriboh, Explosive Body die data card on your side of the table), the controlled die still continues to reference your opponent’s die data card. If the controlled die is sent to your prep area or used pile, it goes to your opponent’s prep area instead. Otherwise, when your control of the die ends (at the end of the turn or when your controlling monster is knocked out), return the controlled die to your opponent, placing it in whatever area you took it from. Your die (that was controlling the other die) remains where it was.

Copying means that your die takes on the stats and/or abilities of another die. If the text says, “copy the stats,” then the die copies the numerals of the other die, including any benefits that die may have by virtue of a burst symbol. Your copying die also gets to retain its own burst symbol for extra game effects. If the text says, “copy the abilities,” the die uses the opposing die’s data card as if it were its own. When a die copies another die, text that references the die’s name applies to the copying die as well.

★ Levels and Spinning

Monsters have levels (normally three, although the Sidekick die has only one); these are the die faces at the bottom of a data card that show the die’s custom symbol and the monster stats. The leftmost monster dice face shown is level 1, and the level increases by one for each face (thus the next die face on the data card to the right of the level 1 die face would be level 2). **A die face’s level is different from its summoning cost.**

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



an effect causes a monster to spin down one level, move it to the next monster face to the left. Unless specified, a monster cannot spin down from level 1 to a non-monster 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 during the main step. 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 (purchase, summon, etc.) that the active player uses during the main step.

However, in cases where both players may wish to use global abilities at the same time (e.g., one player is trying to use a global ability to knock out a monster, and the other wants to boost the monster'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, which is explained under "Timing Conflicts" two columns to the left.

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 FORCE

There are 110 different dice in the first release of Yu-Gi-Oh! Dice Masters. Each die is marked with its collector number, which also appears in the upper right hand corner of the die data card. More dice (and their die data cards) can be found in expansion packs!

Serial Numbers

Each Monster and Action die has a serial number on one side; this number matches the serial number on the first die face in the lower left-hand corner of the monster die data card. At least one of the dice used with any monster die data card must have a serial number that matches the monster die data card.

For example, Jimmy wants to use a 071 - Baby Dragon, Cute but Dangerous monster on his team. Jimmy owns one 071 - Baby Dragon, Cute but Dangerous, two 009 - Baby Dragon, Juvenile Reptile, and one 041 - Baby Dragon, Soft Scales. He can now play up to four dice with his 071 - Baby Dragon, Cute but Dangerous because it has a max of 4 AND he has at least one 071 - Baby Dragon, Cute but Dangerous die to use with it. If, for some reason, Jimmy had a 071 - Baby Dragon, Cute but Dangerous card but not the corresponding die, he would not be able to use 071 - Baby Dragon, Cute but Dangerous on his team.

Rarity

Each expansion pack has dice of different rarities, each with a matching die data card. Die data cards for common dice (including all the ones found in this set) have a gray border above the die index. Uncommon dice data cards have a green border, and rare dice have a yellow border on their die data card. Super-rare dice have a red border on their data cards (The Winged Dragon of Ra on the third page of this booklet is a super-rare die).

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 8 sidekick dice. No more, no less. You cannot buy more, nor can you get rid of them.



Draft Forces

This is a useful style of play when only one player has a set of dice.

Choose a number between 8 and 20, based on the size of the collection being used. Both players will draft up to that number of dice, and start the game with that many life.

Shuffle the basic action die data cards and choose three or four of them at random to use. This makes for a different environment to consider when drafting.

Place all the dice, sorted by type, in the center of the table. Place die data cards for all the available monster and action dice in the center, stacking die data cards that share the same name together, even if they have different subtitles.

Determine the first and second players.

The second player picks first, choosing one die data card stack. If that player picks a stack with more than one die card, that player must choose which collector's number to use. The second player also takes all the dice matching that number and decides how many (up to the max listed and the chosen force limit) to use. Set non-matching collector's numbers aside; they will not be used in this game.

The first player then chooses. The players alternate until all cards have been chosen.

Players use all dice they drafted (except dice drafted after a player has reached the force limit are not used in the game).

Basic Forces

Use this variant when you want to explore new potentials and try new strategies. Each player starts with 15 life. Build your force to the following specifications.

Choose two different Basic Action die data cards. You cannot bring two of the same Basic Action die data card.

Choose up to 6 different die data cards. You can choose any mix of monsters and actions (except Basic actions). However, you cannot choose more than one die data card with the same title on it, even if the cards have different collector's numbers. For example, if you choose Baby Dragon, Juvenile Reptile, you cannot also choose Baby Dragon, Cute but Dangerous.

Choose up to 15 dice. Note that all dice have a limit on how many can be used in a game. You cannot bring more dice than its data card allows. You can bring less, of course, to make room for other dice. However, each of the six die data cards you choose must have at least one matching die among the 15.

Each player reveals the two Basic Action die data cards they want on the battlefield. It is possible that both players choose the same Basic Action card(s); in that case, there are two sets of those dice available. Assign colors to each of the Basic Action die data cards, place them in the center of the table, and place the three matching dice on each one.

Then both players reveal their personal cards, and place their matching dice on them.

Choose a first player and start fighting!

Tournament Forces

For tournament competition, each player starts with 20 life. Build your team to the following specifications.

Choose two different Basic Action die data cards.

Choose up to 8 die data cards. You can choose any mix of monsters and actions (except Basic actions). However, you cannot choose more than one card with the same title on it, even if the cards have different collector's numbers.

Choose up to 20 dice. Note that all dice have a limit on how many can be used. You cannot bring more dice than its data card allows. You can bring less, of course, to make room for dice. However, each of your eight die data cards must have at least one matching die among the 20.

At the tournament, reveal all the dice you chose at the same time, and simultaneously with your designated opponent.



LEXICON

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

Action: A die that has no monster 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 those dice are in the field.

Assign: To commit your monsters to attack, or to block an attacking monster. Also, to designate how a monster's attack value is dealt as damage to targets in an attack step.

Attack: To send your monsters 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 and temporarily remove from the game.

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

Face: One side of a die.

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

Global: A type of game effect that is available for both players to use.

Opposing: Owned or controlled by the other player.

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

Stats: The numbers on a monster die face.

When Fielded: An effect that takes place when you pay a monster's summoning cost.

While Active: See Active.

RECAP

A turn consists of the following:

Clear and Draw Step

Move all energy dice from your reserve pool to your used pile.

Draw 4 dice from your bag; refill it from the used pile if necessary.

Roll and Reroll Step

Roll the 4 dice you drew plus any in your prep area.

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

Main Step

Summon monsters by paying energy equal to their summoning cost.

Use action dice. Place them in your used pile 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 unsummoned monsters 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 in your used pile when finished.

Both players can use global abilities.

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

Clean Up

Move unblocked attackers to the used pile. End all effects and clear all damage.