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In **WWE Dice Masters**, two players take on the role of commissioners running rival teams of Superstars (represented by dice) to dominate each other! Each turn, you roll your dice to see what resources you have available, acquire more dice, send your team members into the ring, and then strike at your rival Commissioner. Reduce their life to zero and save the day!

COMPONENTS

Aside from these rules, this set includes:

- **76 Custom Dice**

- 12 Basic Action Dice (3 in each of 4 different colors)

- 48 Superstar Dice

- 16 Sidekick Dice (white)

- **62 Cards**

- 48 Superstar Cards (16 different Superstars; Sidekicks have no cards)

- 10 Basic Action Cards

- 4 Color Reminder Cards

- **2 Dice Bags**

Additional cards and dice to expand your team can be found in team 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.

There are multiple cards available for each Superstar 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 WWE action? Hope so! It's a smack-down of epic proportions—and you're in the middle of it!

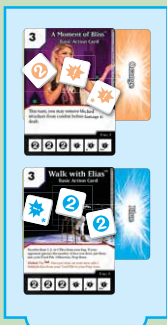
GETTING READY TO PLAY

Set up both Players' cards and the Basic Action Cards as shown below:

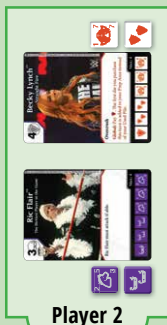


Only Player 1 can buy these dice

For card anatomy, see page 5.



Both players can buy dice from these Basic Action Cards



Only Player 2 can buy these dice

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

TIP: Use the playmat in the center of this rulebook to manage your dice!

Each player takes a bag and puts 8 white Sidekick Dice (🎲) in it. These are your starting operatives/resources! You start the game with 10 Life. You win by reducing your opponent's Life to zero!

HOW TO PLAY

Be aware, this Quick Start uses slightly simplified rules. The rest of the Rulebook will explain each of the following 5 steps in more detail.

Player 1 goes first and follows these 5 steps:

1. CLEAR AND DRAW STEP

If you have any dice in your Reserve Pool, **CLEAR** them and move them to your Used Pile. Then, **DRAW** 4 dice from your bag and put them in your Prep Area. If at any time you need to draw dice and your bag is empty, put **ALL** dice from your Used Pile into your bag, mix well, and continue drawing.



2. ROLL AND REROLL STEP

Take all the dice from your Prep Area (the 4 you drew plus any that were there at the start of your turn) and **ROLL** them. If you don't like the results, you can choose any or all of them to **REROLL**, but you must keep the new results!

Your results will be one of three types of faces: Energy (👊/🛡️/⚡/🕶️/?/🕒), Superstars (a special icon like the Sidekick (👤), with small numbers around it), or Actions (a special icon like ⚡ with no numbers, but possibly some number of ⚡). Move all the dice you rolled into your Reserve Pool, keeping the faces showing.

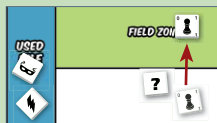
3. MAIN STEP

Now you can “use” the dice you rolled earlier. There are several different actions you can take, depending on what you rolled, and you can do any or all of them in any order, as many times as you’d like (or at least, can afford to pay for!):




PURCHASE DICE

You can spend energy that you've rolled to acquire new dice. All cards on your team, as well as any of the Basic Action Cards in the middle (regardless of who "brought" them), have a "Purchase Cost" in the upper left corner of the card. You must "spend" exactly that much energy to purchase 1 die from that card, and if there is an energy symbol on the card (👊 / 🛡️ / ⚡ / 🕶️) then at least 1 energy spent must match that symbol. When spending energy, a **?** can be spent as any symbol to match the energy type requirement.



The Energy dice you spend, along with the die you purchased, all go to your Used Pile.

FIELD SUPERSTARS

If you rolled a Superstar face (), you may pay its Fielding Cost (small number in the upper left corner of the die) to move it from your Reserve Pool to the Field Zone. Any type of energy may be spent, and the Fielding Cost may be 0. As with purchasing dice, energy “spent” goes to the Used Pile.

Sometimes, a Superstar will have a special ability that takes place when you field it: just follow what the corresponding card says.

At the end of the Main Step, any Superstar Dice that you didn't field are moved to the Used Pile.

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


Fielding Cost 0 1 Attack

Burst(s)
(if any)

Custom Icon



PLAY ACTIONS

If you rolled any Action faces (), you may “use” the Action Die by moving it to your Used Pile and carrying out the directions on the corresponding card. If the die is showing a ***** or ****** symbol, and the corresponding card has directions matching the burst(s), follow those directions. The Main Step is one of two windows when Action Dice can be played.

USE GLOBAL ABILITIES

Some cards may have red text at the bottom starting with **GLOBAL:** These are game effects always available to both players, that can be used by paying the appropriate cost. As with purchasing Superstars, **?** energy can be spent as any symbol to match the energy type requirement, and Energy dice spent are moved to the Used Pile. The Main Step is one of two windows when most Global Abilities can be played.

PASS PRIORITY

After you've done whatever you want to do during your Main Step, you must allow your opponent to use any Energy they may have saved to activate Global Abilities. Once you've both done everything you want to do, unfielded Superstar dice are moved to the Used Pile, and you can choose to attack your opponent or end your turn.

4. ATTACK STEP

Now it's time to send your Superstars to attack, and try and bring your opponent's Life down! The Attack Step follows these four specific steps in order:

DECLARE ATTACKERS

Any Superstar Dice in your Field Zone can attack. You can use some, none, or all of them. Move attacking dice to the Attack Zone to signify to your opponent that they are attacking. Like when being fielded, some Superstars may have a special ability that takes place when they are assigned to attack: follow the directions on the corresponding card.

DECLARE BLOCKERS

Your opponent decides which of the Superstar Dice 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! Move blocking dice to the Attack Zone across from the dice they are blocking.

ACTION/GLOBAL WINDOW

Just like in the Main Step, you can use any Action Dice you have remaining in your Reserve Pool, and/or use Energy on Global Abilities. You may not purchase or field Superstar dice at this time, though. Once you've done what you want to, you pass priority to your opponent, giving them an opportunity to spend Energy for Global Abilities.



PLAYER 1 BLOCKERS

ASSIGN DAMAGE

All attacking or blocking Superstar Dice deal damage (based on their Attack stat) simultaneously:

Unblocked attackers deal their damage directly to the defending player's Life total, and then move to the Used Pile. If your opponent's life reaches 0, they lose and you win!

A blocked attacker deals all its damage to its blocker(s). If two or more Superstar dice blocked the same attacker, the *attacker* chooses how to distribute the damage.

Blocking Superstar dice deal all their damage to the attacker they are blocking.

If a Superstar die ever takes damage (cumulative over the turn) equal to or greater than their Defense stat, that Superstar die is KO'd and goes to its owner's Prep Area.

For more information on the Attack Step, see page 9.

5. CLEANUP STEP

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

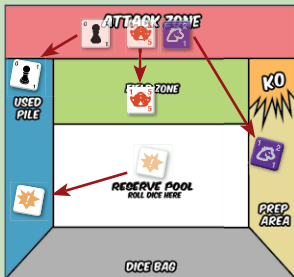
All damage to all dice is cleared.

Any remaining unused Action Dice in your Reserve Pool are moved to your Used Pile. The only dice remaining in your Reserve Pool at this time should be Energy dice, that you can use during your opponent's turn to pay for Global Abilities during the appropriate windows (the Main Step and the correct part of the Attack Step).

All card effects end.

Now your opponent becomes the active player, and follows the same 5 steps for their turn!

If you have any more questions about an ability or action, or want more detail, you can find the answers in this rulebook or on our Rules Forum at <http://win.wizkids.com/bb/>



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 two dice bags provided (or your own bag). This is where your eight Sidekick dice start the game, and where dice are drawn from throughout the game. Dice should always be drawn randomly, and while you are allowed to look into your bag at any time,

you must shake it well afterwards to mix the dice. If you ever need to draw one or more dice and your bag is empty, move all dice currently in your Used Pile (NOT including Out of Play) to the bag and shake it well, and continue drawing the appropriate number of dice.

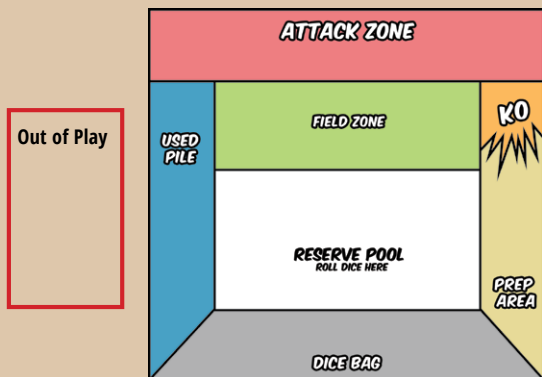
Prep Area: Dice that are here before your turn will be added to the 4 dice you draw at the beginning of your turn, and all those dice will be rolled during your Roll and Reroll Step. Superstar dice that are KO'd go to the Prep Area, and certain game effects will direct you to “Prep a die”—meaning add the specified die to your Prep Area.

Reserve Pool: After your Roll and Reroll Step, all the dice are placed in the Reserve Pool and used from here. Energy can be spent, Action Dice can be used, and Superstar Dice can be fielded from here. During your opponent's turn, only Energy dice can be in the Reserve Pool, and are cleared during your following Clear and Draw Step. If an effect ever tells you to “draw a die” without specifying what to do with it, you should roll it a single time and place it in the Reserve Pool on the resulting face.

Field Zone: Once rolled to a Superstar face, dice can be moved here from the Reserve Pool by paying their Fielding Cost. Sometimes other effects can “field” dice from other areas. Superstars will remain in the Field Zone indefinitely until you attack with them or another effect sends them elsewhere. Some special Action Dice may also be used by placing them in the Field Zone.

Attack Zone: The Attack Zone is considered to be a special part of the Field Zone. Superstar dice assigned as attackers or blockers are moved to the Attack Zone to distinguish this status, but are always considered to be in the Field Zone.

Out of Play: This is a special area that is not represented on the playmat. When you spend Energy during your turn, or use an Action









Die, it goes Out of Play until the end of the turn when it is moved to the Used Pile. Dice that are Out of Play cannot be interacted with by any game mechanics, and will not be used to refill the bag if it runs out mid-turn. Unblocked attackers also go Out of Play, as well as any dice sent from the Field or Reserve Pool “to the Used Pile” during your turn. The Out of Play area does not exist during your opponent’s turn, and any Energy spent or dice sent to the Used Pile will go directly there.

Used Pile: This is where dice you use end up. At the end of your turn, all dice that are Out of Play are moved to the Used Pile. Purchased dice are also placed directly in the Used Pile, along with unfielded Superstar dice after your Main Step. Any Energy spent on your opponent’s turn goes directly to the Used Pile, along with remaining energy cleared from your Reserve Pool during the Clear and Draw Step. When you need to draw one or more dice, and your bag is empty, you refill it with all dice in your Used Pile (not including any dice that are Out of Play) and continue drawing. This is how the dice you purchase will eventually cycle through your bag to be rolled and used.

CARDS

Dice Masters is a unique game, in that it uses both cards and dice. Unlike most card games, you won’t actually be manipulating the cards themselves. They are always laid out for players to see, and they give information about their corresponding dice: who they represent, what it will cost you to use them, and what powers they have. There are three types of dice, but only two of them have corresponding cards—**Superstars** and **Actions**. The white **Sidekick** dice that you start the game with don’t have corresponding cards. **Superstars** are based on individuals from the Marvel Universe, while **Actions** represent different events or objects. When something refers to a Superstar, it will usually mean the card, unless otherwise specified.

At the top of the card is the **name/title** and **subtitle**. The name is what Superstar or Action the corresponding die refers to; however, most dice will have multiple cards available that you can choose between when composing your team. These are differentiated by the subtitle and the collector number. You can choose which card you like best, and collect them all!

At the upper left of a card is that die’s **purchase cost** and **energy type(s)** (any combination of  /  /  / ). When you purchase a die from that card, you must pay at least one of each matching energy type, and generally that die will produce that type of energy. **Becky Lynch: Straight Fire** in the diagram on page 8 is a  Superstar that costs 4. Therefore, you must spend 4 energy, at least one of which must be a , in order to purchase it. Sidekick Dice and Basic Action Dice have no energy type.

Below the cost and energy type(s), some Superstars have one or more logos to identify their **affiliation(s)** (Action Dice generally have no affiliation).

Here are some affiliations found within this set:



WWE Legends



nWo: New World Order



The New Day



The Shield

Cost & Type 4

Affiliation

Card Name & Subtitle Becky Lynch™
Straight Fire

Collector Number

Card Art

Rarity Stripe (see page 31 for “Customizing Your Team”)

Text Box

Die Face Reference

Die Limit Max: 4

Energy Faces

(Superstar faces of increasing level)

Overcrush
Global: Pay ♥. The first die you purchase this turn is added to your Prep Area instead of your Used Pile.

Level 1 Level 2 Level 3

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. Most cards generally allow you to have 4 dice, but some of the more unique or powerful ones may only allow 2 or even 1, while some others may allow more than 4. Basic Action Cards have “Use: 3” instead 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. This will help you match up which dice correspond to which cards, and see what is on the other faces of the die without having to pick it up and spin it. The faces that provide energy are shown on the left, and the Superstar or action faces are on the right.

DICE

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

As mentioned before, there are three different types of dice: Action, Superstar, and Sidekick. All dice have some sides that produce energy, which we will discuss on page 10.

In addition to their energy sides, the other faces of Action Dice will have a **custom icon** with or without some burst symbols in the corner. Action Dice will never have numbers around their icon, and any dice without numbers is by definition an Action Die. Basic Action Dice are used in every game, but there are other Action Dice found in booster packs that can be included in your team.

Superstar Dice have a **custom icon** and may have burst symbols, but they will always have several numbers that define the Superstar's basic stats.

The number in the top left is the **fielding cost** of the die. This is how much energy you must spend to send it from the Reserve Pool into the Field Zone to engage your opponent.

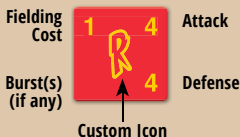
The top right is the die's **attack**, abbreviated in card text as **A**. This is how much damage the Superstar die will deal to an opposing die or opponent in combat.

The bottom right is the die's **defense**, abbreviated in card text as **D**. This is how much damage the die can take before being knocked out.

The bottom left may have one or two **burst** symbols (*). These may be used to provide additional abilities, if any are listed on the corresponding card. If the card has no burst abilities listed, ignore the burst on the die.

Superstars have levels (normally three), shown on the card from left to right. Typically, the higher levels will have higher A and/or D values, and often higher fielding costs to compensate.

Sidekick Dice are special dice that each player begins the game with. You can never gain any more, or get rid of the ones you have. They can provide any of the energy types, or even Wild (?) energy. They also have one Superstar face with the (Ⓜ) custom icon, and stats. When they are rolled to this face (in the Reserve Pool or the Field Zone) they are considered to be Sidekick Superstar Dice (level 1), for game effects that look for Superstar dice. However, when they are unrolled (in the Prep Area, Used Pile, or the bag) they are not considered to be Superstar dice, but just Sidekick dice. For any game effects that care, they are considered to have a Purchase Cost of 0.



ENERGY

Energy is the main “resource” that most things in the game use. All the dice in the game, depending on which face they roll, will give you a Superstar, an Action, or provide Energy. You’ll need this energy to acquire more dice, field your Superstars, or pay for some special abilities (we’ll describe all of these soon).

There are four “types” of energy:

- Fist 
- Bolt 
- Mask 
- Shield 



All Superstars and actions will fall into one (or sometimes more) of these “types” of energy, and generally produce that same energy. In addition, there are some other energy faces that certain dice may produce:

- Wild (?) – when *spending* energy, you may consider this to stand in for any of the four energy types.
- Generic Energy – represented most commonly with a ❶ or ❷ symbol. The number in the circle is the amount of “generic” energy that can be spent on purchasing/fielding/abilities, but is not considered to be any “type” of energy. In card text, a number in a circle like this will mean that amount of “energy,” but is not required to be generic energy.
- Doubles – some die faces on the dice you purchase will provide two Energy by showing two symbols: two Fists, or two Bolts, or even one Mask and one Shield (for example).

There are also some game effects that provide you with “virtual energy” that isn’t represented on a die. In these cases, we recommend you use something like a coin or a six-sided die to remind you about it. This energy is generally Generic energy, and must be spent before you “pass priority” (explained later) or it will be lost. Some abilities or effects will “count” energy in your Reserve Pool or after you roll dice. For these effects, Wild (?) energy doesn’t count as one of the four energy types, and these effects will count the total amount of energy produced (symbols), not the number of dice that show those symbols. So a die showing (⚡⚡) counts as two (⚡). Effects that look at what you’ve rolled during your Roll & Reroll Step only check at the end of that step (unless explicitly stated otherwise).

PLAYING THE GAME

Before starting the game, each player will need 8 Sidekick dice, and they will choose up to 8 unique Superstar/action cards for their “team.” Each card must have at least 1 corresponding die, and can have

up to the **die limit** printed in the bottom right of the card. However, each team can only have a maximum of 20 dice, so you will have to choose how you allocate your dice. You can't have multiple cards that have the same name/title, so choose which you want to use based on its cost/affiliation(s)/abilities, etc.

Decide which player will go first. Using a random method, choose a player, who can choose to go first or second. One recommended idea is to have one player roll a Basic Action Die, while the other player calls "Action" or "Energy." The first player will have a chance to get their dice out earlier, but they start their first turn with one fewer die (see below).

TURN ORDER

Players alternate taking turns. During a player's turn, they go through the following Steps, in order. Once a Step is completed, a player cannot go back to it in the same turn. Some effects may take place "at the start of your turn" or "at the start of each player's turn." Do these before the Clear and Draw Step.

1. CLEAR AND DRAW STEP

The first thing you will do is **CLEAR** all the dice that are in your Reserve Pool. This is generally energy dice that you saved to use during your opponent's turn, but didn't use for one reason or another. Since you never used these dice, they don't go Out of Play, but move directly to your Used Pile.

Then you will **DRAW** four dice from your bag. Remember that if you need to draw dice, and your bag is empty—refill it from your Used Pile, shake well to randomize, and continue drawing. Sometimes cards or abilities will have you draw additional dice: draw these now. Any/all dice drawn during the Clear and Draw Step (even if physically separated by a bag refill or additional abilities) are considered one "draw" for game purposes. Place all the dice drawn into your Prep Area.

If you are unable to draw the required four dice (even after refilling your bag), you lose one Life and gain one generic energy for each die (below four) that you were unable to draw. For example, if you were only able to draw one die, then you were *unable* to draw three dice; you would lose three Life and gain three generic Energy. *This "virtual" generic energy, as mentioned previously, should be represented by something else, and spent before passing priority.*

On the very first turn of the game, the first player will only draw 3 dice and place them in their Prep Area.

They will then draw and put their 4th die Out of Play for the duration of the turn. At the end of the turn it will move to the Used Pile, and all subsequent turns both players will draw the usual 4 dice.

2. ROLL AND REROLL STEP

From the Prep Area, take all the dice that you drew, plus any that were previously there (from before your turn—dice that were KO'd, dice that were Prepped from an ability, etc.), and **ROLL** all of them.

After you have rolled your dice, if you are unhappy with any of the results, you may choose any (or all, or none) of your dice, and **REROLL** them. You only get one reroll, so select all the dice at once, and reroll them as a single group.

Once you have rolled (and possibly rerolled) your dice, move all of them from the Prep Area to the Reserve Pool, keeping the same face up. They are no longer considered “unrolled” dice, but “rolled” dice, and the displayed face determines if it is an Action, Superstar, or Energy die.

3. MAIN STEP

During this step, you have a “window” to do any of the following game actions in any order, as many times as you would like (or have the ability to do so).

SPENDING ENERGY

For any energy that you spend during your turn, move the appropriate Energy Dice (die showing an energy face) from your Reserve Pool to Out of Play. It will move to the Used Pile during the Cleanup Step. While it is your opponent's turn, you may still spend energy on certain things, but it will go directly to the Used Pile. You can never choose to spend energy for no reason. If a die shows multiple energy, you may “partially” use the die by spinning it down to a single-energy face that reflects the unspent portion. Once an energy die has been partially used like this, it is not eligible to be rerolled by any effects. *If you have a die with a double generic energy face (such as a Basic Action Die), you may use one of its energy and keep the other as a “virtual energy” until you pass priority (like the “virtual energy” gained from being unable to draw enough dice). Move the energy die Out of Play and keep track of the remaining “virtual energy.”*

PURCHASING A DIE

On your turn, you can purchase any combination of dice you'd like. You can purchase dice from the Basic Action Cards in the center of the table, as well as from the cards on your side of the table. You may **NOT** purchase your dice from your opponent's cards on their side of the table.

To purchase a die, you must pay its purchase cost (the number in the upper left) in energy. This can be any type of energy, including generic, but if the card has one or more energy types then at least one of the energy you spend must match the energy type(s). Some effects may reduce the purchase cost of your dice, but this can never go below 1 (or the number of different energy types, if more than one).

*Example: **Eddie Guerrero: I Steal** has a cost of 2 and is ⚡ a Superstar. You can buy a Eddie Guerrero die with a ⚡ ⚡ or ⚡ 🕶. Basic Action Dice have no energy type, so you can use any combination of any energy to pay for them.*

Purchased dice go directly to your Used Pile, not Out of Play. The energy dice spent go Out of Play.

FIELDING SUPERSTARS

It generally costs energy to send your rolled Superstar Dice from your Reserve Pool to the Field Zone, though in some cases, that cost is zero.

When you field a Superstar die from the Reserve Pool, you must pay energy equal to the Superstar die's fielding cost (the small number in the upper left corner of the die). This cost can be paid with any type of energy, even generic. You cannot field a Superstar die if you cannot pay the energy cost. As with any energy spent during your turn, energy spent goes Out of Play.

You are not required to field a die if you do not wish to. Any Superstar dice you don't field (because you can't pay for them or choose not to) by the end of the Main Step will be cleared to the Used Pile (like the Clear and Draw Step, they do not go Out of Play since they were not used).

PLAYING ACTIONS

If you have rolled an Action face on one of your Action Dice, you may play it in this window. For most Action Dice you will apply its effect and move it Out of Play (where it will go to the Used Pile at the end of your turn). Some Action Dice are instead "used" by moving them to the Field Zone, where they will remain and provide an effect, or allow you to gain an effect by removing them at a later time. Activating an Action Die's effect from the Field Zone is not considered "using" the Action Die for game effects. It does not cost any energy to use an Action Die.

USE GLOBAL ABILITIES

Some cards have Global Abilities printed in red text on them (see *Becky Lynch: Straight Fire* on page 8). Global Abilities are available to both players, whether or not a die from that card is in the Field Zone. You can use a Global Ability printed on an opponent's card even though you cannot purchase a die from that card.

The Main Step is one of the two "windows" when most Global Abilities may be used. To use a Global Ability, you must pay the specified energy cost, moving the die or dice used to pay that cost to Out of Play (on your turn) or directly to the Used Pile (on your opponent's turn). Unless otherwise specified by the text of the Global, you may use the Global as many times as you can pay for it. As with

purchasing dice, you may partially spend energy by spinning down a double-energy face to a single-energy face. The active player (whose turn it is) always has the option to use Global Abilities first.

There are also some card abilities that may be used “whenever you could use a Global Ability” (if that die is in the Field). This is one of those windows to use these abilities.

PASSING PRIORITY

Once the active player has done as many of the above game actions as they choose to do, they must pass priority to the inactive player. If they have any remaining “virtual” energy (from being unable to draw enough dice, or from partially spending generic energy dice, for example) that they have not yet used, it is lost at this point. The inactive player may not purchase or field dice, nor may they use Action Dice. However, they may use energy they have saved to pay for Global Abilities, or use abilities that have the “whenever you could use a Global Ability” timing. They may activate one ability, then they must pass priority back to the active player. The active player may then do more things if they would like to, before passing back to the inactive player. If they do anything, they must pass priority afterwards, so the inactive player has a chance to react.

Once the inactive player has passed priority without doing anything, and the active player does not choose to perform any more actions, the Main Step will end. Any unfielded Superstar dice go directly to the Used Pile (without going Out of Play, since they were never “Used”). The active player now chooses if they want to attack or not. If the active player does not wish to attack, the turn will immediately end—there will not be an Attack Step, which means any unused Action Dice will immediately go to the Used Pile, and neither player will be able to use any energy on Global Abilities. Go directly to Step 5—the Cleanup Step. If the active player *does* want to attack, then move on to the next section.

4. ATTACK STEP

The Attack Step happens in a stricter order than the Main Step does; follow these steps in order:

DECLARE ATTACKERS

Any or all of your fielded Superstar dice can attack. Move these Superstar dice into the Attack Zone. It costs no energy to move a die into the Attack Zone; it is just a part of the Field Zone. You can send all, some, or none of your Superstar dice to attack (if you choose none, skip the Attack Step as described above).

After you declare all attackers, you will apply any effects that happen due to Superstars attacking. These “when attacks” abilities will trigger for each applicable die that attacks. If a Superstar has the ability “When this die attacks, deal 1 damage to target opponent” and

you attack with two copies of this die, you will deal a total of 2 damage to your opponent. You choose the order to apply these effects. Your opponent may have abilities that trigger when they are attacked. These will take place after all of your effects, and your opponent will choose the order of their own abilities.

DECLARE BLOCKERS

Your opponent declares which of their fielded Superstar dice they want to block with (if any). Each blocking Superstar die must choose a specific attacker to block; however, they may assign multiple dice to block the same attacker.

After all blockers are declared, resolve any effects that occur due to Superstars blocking or being blocked. These may be “when this Superstar blocks,” “when this Superstar is blocked,” or “when this Superstar is engaged.” As with attacking dice, each die will trigger and resolve independently. All active player effects will happen first (in the active player’s choice of order), followed by all inactive player’s effects (in the inactive player’s choice of order).

ACTION/GLOBAL WINDOW

This is the other “window” when Action Dice and Global Abilities may be used. It functions just like the Main Step, except that dice may not be purchased or fielded. Any Action Dice that the active player rolled but did not use during the Main Step may be used now, as well as any Global Abilities or other abilities with the same timing. Once the active player has done all they choose to, they must pass priority to the inactive player. The inactive player may use any remaining energy they have in their Reserve Pool for Global Abilities or other abilities with the same timing. *Just as in the Main Step, priority passes until the inactive player passes without doing anything, and the active player chooses to do nothing further.* The Attack Step then moves into the Assign Damage section.

ASSIGN DAMAGE

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

Each attacking Superstar die that is unblocked will assign damage equal to their Attack Value directly to the opposing player, reducing that player’s life total, and the attacking dice will move Out of Play before any other effects would resolve (aside from effects that may reduce or redirect their damage). If an attacking Superstar die was blocked, but the blocker was removed due to some ability/effect, the die is still considered to be “blocked” and will not deal damage to the opponent.

Each attacking Superstar die that is blocked will assign its total Attack Value in damage to the Superstar die/dice blocking it. If more than one Superstar die is blocking, the active player chooses how to distribute the damage that it deals to each blocking Superstar die. The damage can be split between the blocking Superstar dice or assigned to one blocking die if they wish. They may choose to assign enough to KO one or more dice (if possible), or assign all of it to just one die (to avoid triggering any “when damaged” effects that the other blocking dice may have, for example). Attacking dice must assign all their damage; they cannot choose to hold any back.

Likewise, at the same time, all blocking Superstar dice will assign all their Attack Value to the die they are blocking. While any die may have damage assigned to it over and above its Defense Value, that excess damage is generally “wasted” to no effect.

Once all damage has been assigned, resolve any “when damaged” effects that dice may have (if any). As with any other effects, the active player (the attacker) will resolve all their effects first, followed by all of the inactive (blocking) player’s effects. Any dice that have taken damage equal to or above their Defense Value are KO’d and moved to their owner’s Prep Area (to be added to their next turn’s roll). Again, if there are any “when KO’d” effects, resolve all the active player’s first, then all the inactive player’s. Note that even if a Superstar die receives enough damage to KO it, it will still resolve “When damaged” effects before it is KO’d.

Any Superstar dice still in the Attack Zone (that were not unblocked or KO’d) return to the Field Zone.

5. CLEANUP STEP

All damage to all dice is cleared. All applied effects (“until the end of the turn”) end. Any Action Dice still in the Reserve Pool (that were rolled to Action faces but not played during the appropriate Main Step or Attack Step windows) are moved to the Used Pile. The only dice remaining in the Reserve Pool at this time should be dice showing energy faces. You may use these during the opponent’s turn to pay for Global Abilities during the appropriate windows.

Any effects that take place “at the end of the turn” happen now, starting with any/all of the active player’s, followed by any/all of the inactive player’s.

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

EXAMPLE GAME

Each player has a certain amount of Life at the start of the game (for this demo game, you should each start with 10 Life; for a full game, you will each have 20 Life). Keep track of your life total with a method of your choice such as a piece of scrap paper or the track on a playmat.

Use the setup shown in the “Quick Play” at the start of this instruction book. We will say (for this demo) that each player brought two Superstars and one Basic Action Card (instead of the “full” eight Superstars/actions and two Basic Action Cards). The Basic Actions are place in the center of the table, and any set of three Basic Action Dice are placed on each one (it doesn’t matter which color, but this example will refer to them as if you had used Orange Reminder Card and Blue Reminder Card in that order). Place the Orange Reminder Card under **A Moment of Bliss** with the label sticking out from the top or side of the card. Do the same thing with the Blue Reminder Card under **Walk with Elias**. These cards will help players remember which dice represent which card when/if all the dice have been purchased.

Each player takes the appropriate cards (as shown) along with their corresponding dice. Remember to pay attention to the subtitle to make sure you are using the “correct” version of the Superstar for this demo.

WINNING

As soon as your opponent’s life reaches 0 or below, the game ends immediately and you win! If a single game effect damages both players simultaneously causing both players to reach 0 or less at the same time, the game ends in a tie (this is uncommon, but possible).

EXAMPLE OF PLAY

Michele and Chris sit down to play a game using the Demo Game setup. Michele wins the coin toss and gets to go first. They both start with 10 life.

- First Player (Michele): **Sasha Banks: The Bank Statement** and **Eddie Guerrero: I Steal**
- Second Player (Chris): **Becky Lynch: Straight Fire** and **Ric Flair: The Dirtiest Player in the Game**

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



MICHELE, TURN 1

Since this is the first turn of the game, Michele draws three dice from her bag (all Sidekicks) then draws one more die from her bag and places it Out of Play during her Clear and Draw Step. She rolls them during her Roll and Reroll Step, getting:



Michele would not be able to purchase any of her dice with this result, so she rerolls them all to try and increase her chances of getting what she needs. After her reroll, she has:



This is good luck! Michele will get to purchase a **Sasha Banks** die. She adds it to her Used Pile, then moves the three energy used to pay for it Out of Play. She then ends her turn without attacking since she doesn't have any Superstar dice in the Field Zone, and has no more energy to spend.



CHRIS, TURN 1

Chris draws four dice from his bag (all Sidekicks) during the Clear and Draw Step. He rolls them during the Roll and Reroll step, getting:



Chris decides to get a **Ric Flair** die – he purchases it with all of his energy, and fields the Sidekick die.

Chris can't wait to attack, so during his Attack Step he attacks Michele for 1 damage – the first damage this game! His unblocked Sidekick die goes to the Used Pile, and his turn ends

MICHELE, TURN 2

Michele rolls the last four Sidekick dice in her bag, and after the Roll and Reroll Step, ends up with the following:




Michele decides to buy a **Eddie Guerrero** die and adds it to her Used Pile. When she refills her bag next turn, she will have two powerful dice available to her. She also fields her Sidekick die. She has an energy leftover for the **Walk with Elias** Global Ability and uses it during her Main Step. She moves two Sidekick dice from her Used Pile to her Prep Area, making them available for her next turn.

CHRIS, TURN 2

Chris draws the remaining four dice in his bag, and after the Roll and Reroll Step has the following:



Chris wants a better chance of getting a **Becky Lynch** die next turn, so he uses the  for the global ability on **Walk with Elias** to move two used Sidekick dice from his Used Pile to his Prep Area, and fields his Sidekick die. His other energy remains in his reserve.

MICHELE, TURN 3

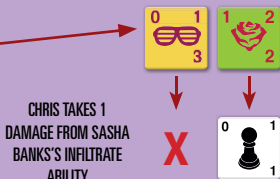
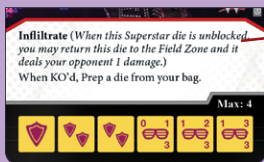
Michele moves all the dice from her Used Pile to her empty bag and after mixing her bag thoroughly, draws four dice. After the Roll and Reroll Step, she has the following:



She fields both sidekicks to keep as blockers, and decides to attack with both her Superstars! Chris loses the energy he has in the reserve when **Eddie Guerrero** attacks. (it goes to his Used Pile).

Chris blocks **Eddie Guerrero** with his Sidekick die, to prevent 2 damage from coming through. This lets Michele use **Sasha Banks's Infiltrate** ability, returning it to her Field Zone and doing one damage to Chris. Chris's Sidekick Die is KO'd, and moved to his Prep Area, while **Eddie Guerrero**, is blocked, but not KO'd, and is returned to the Field Zone.

MICHELE'S ATTACKERS



CHRIS'S BLOCKERS

CHRIS, TURN 3

Chris's bag is empty, so he refills it with the dice in his Used Pile and draws four dice from it. He then adds the die his Prep Area to his roll, and after his Roll and Reroll Step, the results are:



Chris fields **Ric Flair** and his Sidekick, and buys a **Becky Lynch** die to strengthen his team! He's ready to get back on offense in his first game of Dice Masters!

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TOURNAMENT RULES

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

FUNDAMENTAL RULES

Card text always supersedes basic rule text. 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 an ability is spinning a die down one level, and all you have in the Field Zone are level 1 Superstar dice that can't be spun down, you cannot pay the cost. When something would typically be detrimental to the player using it in isolation, it should be considered a cost (examples are losing life/taking damage, KOing a die or otherwise removing it from the Field, spinning down a die, removing a die from the Prep Area, etc.). Some Global Abilities or other Superstar abilities may have both an energy cost and an effect cost like above. If you cannot pay both costs, you cannot use that ability.

Some effects have you do as much as you can, while other effects only happen when their cost is paid. If the effects are the same, that almost always means to do as much as possible: for example, if an effect gives two Superstar dice +1A, but there is only one valid target, that Superstar die can still get +1A. If an effect tells you to move two dice from your Used Pile to a different place, and you only have one die, move it to the first place listed. If the effects are different, the first is often part of the cost (especially if detrimental in isolation).


Losing/paying life and taking damage are two different game effects, and abilities that happen when you take damage will not trigger if you lose life (and vice versa).

Partially spent energy dice can't be rerolled.

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

If a card ability names a specific Superstar/action, it only applies to Superstars/actions on that player's team. Your cards are considered to be completely different from your opponent's cards, even if they have the same name. Global Abilities on opposing cards are considered separate from your own, even if they have the same text. If a card refers to a type of die (for example: any Sidekicks, any dice with the same affiliation, energy type, etc.) then it refers to both players' (unless the card specifies otherwise).

TARGETING




When an ability affects a specific number of Superstar dice (usually one), or explicitly uses the term "target die/dice," it is a "targeting" ability. Unless the ability explicitly says otherwise, only Superstar dice (including Sidekick Superstar dice on their  face) that are in the Field Zone may be targeted. The Attack Zone is a part of the Field Zone, so

dice there are valid targets, and any effects that count dice in the Field Zone will also count dice in the Attack Zone.

Some abilities will affect all dice meeting some certain criteria (such as “all opposing Villains”), but not specify a number of dice. These are not considered to be targeting abilities. Other abilities may have each player select a number of their own dice in relation to a cost of some kind. These are also not considered to be targeting abilities. Even though they don’t “target”, they still will only affect dice in the Field Zone.

You may not choose to initiate an effect with no valid targets or dice to affect.

REACTIVE GLOBAL ABILITIES

Reactive Global Abilities will specify that they can only be used “When” something happens—usually when you or one of your dice take damage. When these triggers happen, you must decide immediately if you want to (or are able to) pay for the Global Ability, and if you do so it takes place immediately (potentially preventing or redirecting the damage). These Global Abilities may be played outside of the normal Global windows, but only when the appropriate trigger happens. They may only be paid once per triggering event—for example, if a Global Ability allows you to pay  when one of your Superstar dice is damaged to prevent 1 damage, and three of your Superstar dice are damaged simultaneously, you may pay (up to) 3  to prevent 1 damage from each of your (up to) three Superstar dice. You may not pay more  to prevent more than 1 damage.

If all damage is prevented or redirected by a Global or Superstar ability, then the original damage no longer exists and further reactions cannot occur.

BURSTS

Bursts are the stars that appear in the lower left-hand corner of an Action or Superstar 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 that 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, you can safely ignore the burst(s) (perhaps a different card belonging to that die has burst abilities).

If your card does have the matching burst symbol(s), then that text will either add to or replace the regular text (as indicated). These effects are not optional, though you can always choose not to use that action die or field that Superstar die (for example).

ACTIVE AND FIELDIED

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 Superstar have been fieldied, the effect on the card takes place. It takes place only once, no matter how many copies of that die are fieldied. Usually “while active” card abilities provide static bonuses, although some may enable you to trigger a Superstar ability but only if one (or more) of that Superstar is in the Field Zone.

The term “when fieldied” refers to the moment you send a Superstar Die into the Field Zone (from the Reserve Pool by paying its Fielding Cost, or from somewhere else via an effect that says “field”). It does not refer to assigning the die to attack, since the Attack Zone is still considered part of the Field Zone. Likewise, “when fieldied” does not refer to Superstar dice returning from the Attack Zone, nor does it refer to moving a die from one place to another from an effect. Each die that you field will trigger its “when fieldied” effect, even if that is more than once per turn.

LEVELS AND SPINNING

Superstars have levels (normally three levels, although a Sidekick Superstar Die has only one); these are the die faces at the bottom of the die’s card that show the custom symbol and the Superstar stats. The leftmost Superstar 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). Generally, the higher levels are “better” with higher stats, though they often have increased fielding costs to compensate. 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 die’s displayed face to determine its current level. Set the die face up one level or down one level using the Superstar card as a guide. If an effect causes a Superstar die to spin up one level, move it to the next face to the right on the card. Superstar dice that are already at their highest level cannot be spun up. If an effect causes a Superstar die to spin down one level, move it to the next Superstar face to the left. Unless specified, a Superstar die *cannot* spin down from level 1 to a non-Superstar face

To learn more about the following topics, please visit <http://dicemasters.com/rules>:

- Applied, Persistent, and Static game effects
- Unlimited and Limited Global Effects
- Effect timing and resolution
- Bonuses and Damage
- Reducing Purchase Costs and Fielding Costs

- Preventing and Redirecting Game Effects
- “Rolled” and “Unrolled” Dice
- Capturing, Controlling, Copying, and Swapping
- Tokens

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For a standard team, each player will choose up to eight unique Superstar and/or Action cards, two different Basic Action Cards, and up to 20 dice (not including your starting Sidekick dice or the Basic Action Dice). You can use any combination of Superstars, even ones from different universes, but you cannot use two cards with the same name (even if they have different subtitles). For example, if you choose **John Cena: You Can't See Me**, you cannot also choose **John Cena: The Champ is Here!**. This applies even if the Superstar uses a differently colored or designed die (from a different set). Your 20 dice may be distributed among your eight cards however you would like, as long as each individual card has at least one die and no more than the maximum number of dice listed on it.

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GLOSSARY

For the most up-to-date information on any and all Dice Masters Keywords, please visit <http://dicemasters.com/keywords>

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

Ability Damage: Damage from a Superstar's ability text, not from its Attack stat during combat.


Action Die: A die that has no Superstar faces or stats. A face on this die shows a special graphic (such as  on a Basic Action Die) 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.

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

Attack: To send your Superstar dice to try to damage your opponent.

Attune: While a Superstar you control with Attune is active, when you use an action die, that Superstar deals 1 damage to target player or Superstar die (no matter how many of that Superstar's dice are active).

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

Call Out: When a Superstar die with Call Out attacks, you target an opposing Superstar die. The targeted die can only legally block the attacking die that used Call Out on it, and no other die can legally block the die that used Call Out. If the die that used Call Out cannot legally be blocked for any reason (an effect made it unblockable, two different dice chose the same target for their Call Out, the die targeted with Call Out was KO'd, etc.) then the effect of Call Out is cancelled.

Cleave: If a die with Cleave attacks and KO's a blocking Superstar die with combat damage, they deal half of their A (rounded down) to another Superstar die your opponent controls as combat damage (only once).

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

Continuous: Actions with Continuous are "used" when they move from the Reserve Pool to the Field Zone, and they can stay there past the end of the turn. Sometimes they'll send themselves to the Used Pile for an effect whenever you could use a Global Ability.

Crossover: Crossover Superstars have two or more types of energy. To purchase them you'll need to spend at least one of each type of energy they require. You won't be able to reduce their cost to avoid paying each type of energy to purchase their dice. They count as every type of energy you must spend to purchase their die.

Deadly: Superstar dice that are engaged with a Superstar die that has Deadly are KO'd at the end of the turn (even if the Superstar with Deadly has been KO'd or leaves the Field Zone).

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

Face: One side of a die.

Fast: Superstar dice with Fast deal combat damage before other Superstar dice, all at the same time, instead of at the regular time for combat damage.

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

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

Immortal: When a Superstar die with Immortal would go to the Used Pile (except when it is purchased, swapped, or sent as energy), instead add that Superstar die to its owner's bag.

Impulse: Impulse abilities happen when you purchase a Superstar die with the Impulse ability. The Superstar does not need to be already active to use the Impulse ability.

Infiltrate: When a Superstar die with Infiltrate attacks and is not blocked, you may choose to remove that Superstar die from combat and not deal combat damage to your opponent. If you do, that Superstar die deals 1 damage to your opponent and the die remains in your Field Zone instead of going to your Used Pile.

Intimidate: When fielded, remove target Superstar die from the Field Zone until end of turn. Place it next to your Superstar cards during that turn as a reminder.

Opposing: Owned or controlled by the other player.

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

Prep: Move a die from the specified area to the Prep Area. If this is from your bag, randomly draw one and place it in your Prep Area.

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

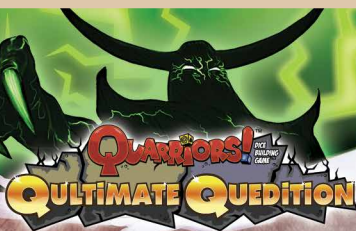
Spin: To turn or rotate a die so that it shows a different face.

Stats: The numbers on a Superstar Die face.

Tag Out: You may Prep this die after blockers are declared to give a Superstar +2A and +2D until end of turn.

Underdog: When fielded, spin all of your Superstar die to level 3

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



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TURN SUMMARY

A turn consists of the following:

Any abilities that take place “at the start of your turn.”

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 Superstar dice 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. (Inactive player after priority passes)

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

Attack Step

These actions must be done in this order:

Select attackers. Resolve effects that occur due to attacking.

Assign blockers. Resolve effects that occur due to blocking.

Action/Global Window (active first, then pass priority to inactive player for Globals).

Assign and resolve damage. Move unblocked attackers Out of Play.

Resolve effects that occur due to damage or KO.

Return remaining dice in the Attack Zone to the Field Zone.

Cleanup Step

End all effects and clear all damage.

Move any unused Action Dice to the Used Pile.

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



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