



Adam Porter

THROWN



WIZK!DS™



40 Mins



Ages 14+



3-5 Players

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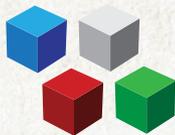
Box with Void Insert



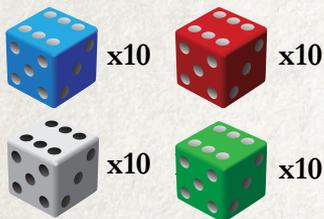
Rulebook



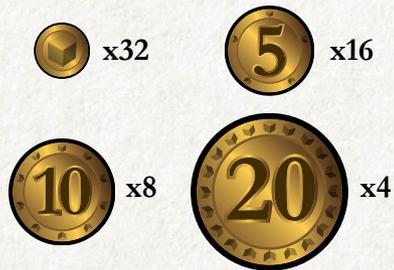
4 Cubes



40 6-Sided Dice



60 Gold Tokens



22 Character Cards



5 Player Aids

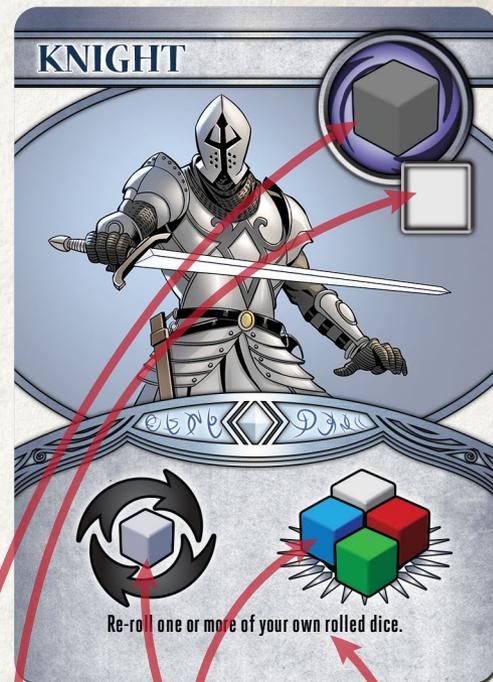


THE CHARACTER CARDS

The cards give the players lots of options for altering the dice rolls and gaining rewards!

The cards on the table will be different in every round. Hence the rules will also be different in every round! The cards do not belong to any player and can be used by all players. They are not removed from the table during the round and can be used multiple times.

Each card is related to a specific color of dice (shown in the square at the top-right). Purple cards do not relate to a specific color and are only used in the advanced rules.



The icon at the top of the card shows you when you can use the power on the card.

The icon(s) at the bottom of the card shows you what the power does.

The color inside this square is the color of the die needed to activate this card.

Reference text for the power icons.

GOAL OF THE GAME

Win Tricks to earn gold! The winner of the game is the player who has the most gold after several rounds of play (one round per player).

SETUP

1. Separate the cards according to their colored backs, into four different piles. **Remove the purple cards.** These are only used with the advanced rules.
2. Shuffle each of the four sets of cards and randomly select one card from each set. Place these cards on the table to make a **display**. The remaining cards are set aside and will not be used in this round.

For the first round of your first game, we recommend using the following cards to ensure that you quickly learn the rules of the game: **Peacemaker, Knight, Archer, Noble.**



3. The gold tokens are placed in a central pool.
4. Give each player 5 gold. (*The total value of all players' gold can be counted by any player at any time.*)
5. Give each player a player aid.
6. Place all 40 dice into the empty box. This will be used as a container to draw out of, and is called the **Void**.
7. Each player takes a number of dice from the Void, drawn randomly without looking. (See right.)
8. The chosen dice are placed in front of the player. The pile of such dice is described as the player's **Pool of Unrolled Dice**. (*Any player can look at an opponent's pool at any time.*)

3 players = 12 dice each.
4 players = 10 dice each.
5 players = 8 dice each.

Note that with 3 players, some dice will remain in the Void.

HOW TO BEGIN THE GAME

Players randomly determine a starting player for the first trick. There will be multiple tricks in each round of the game and this will vary from round to round. The round ends when only one player still has dice left in their pool of unrolled dice.

A **trick** is a sequence of play where each player rolls dice and compares their results to decide a winner. Each round of the game is made up of several tricks.

STARTING A TRICK

The starting player rolls 1-3 unrolled dice of any single color from their pool. The color they choose is called the **trick color**. The sum of all of their rolled dice results is their Trick Score. They want this to be as high as possible, in order to win the trick.



The starting player may now immediately start using the special powers on the cards, depending on which are in play.

For example, a player might choose to discard unrolled white dice in order to alter their rolled dice results, using a **Discard Power**. Or they might receive a benefit at the end of their turn for rolling certain results on green dice, using a **Result Power**.

THE NEXT PLAYER'S TURN

The next player in a clockwise direction then takes their turn. They must roll 1-3 dice matching the trick color (but need not match the amount of dice rolled by the first player). They should attempt to equal or beat the starting player's Trick Score.

If the player is unable to roll dice matching the trick color (because they do not have any in their pool), they must roll 1-3 dice of any single color in an attempt to **Trump**. To Trump, a player must roll a 6 on any die which is not

of the trick-color. Note that a player cannot add dice together to make a 6. The 6 must be showing on an individual die!

Each player may use Discard Powers on cards before and/or after they roll their own dice. For example, a player might choose to discard unrolled red dice in order to alter their own rolled dice or their opponent's rolled dice results. They should also be careful to spot whether they receive a Result Power at the end of their turn.

Each subsequent player in a clockwise direction takes their turn in the same manner. They must roll 1-3 dice of the trick color if possible, or otherwise attempt to Trump with 1-3 dice of any single color.

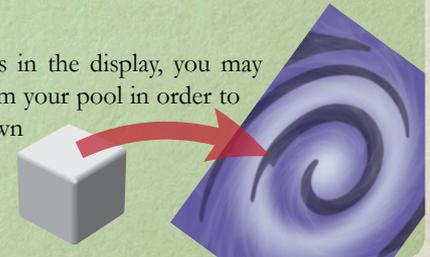


DISCARD POWERS

If there are any Discard Power cards in the display you may discard a red or white die (as indicated on the card) from your pool any time during your turn to use one of these powers. The discarded die is placed back into the Void (the box). Each power can be used multiple times in a turn by discarding multiple dice. Note: A player may not choose to discard an unrolled die if they are unable to use the chosen ability.



For example, when the Knight is in the display, you may discard an **unrolled** white die from your pool in order to re-roll one or more of your own **rolled** dice.



HOW TO RESOLVE A TRICK

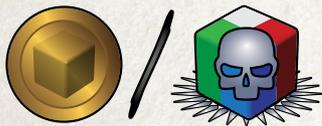
Once every player has taken a turn, each player adds together the dice results they have rolled on dice of the trick-color. This is their Trick Score.

If a player has rolled a Trump: that player wins the trick regardless of any player's Trick Score. In the case that several players have rolled Trumps, the later player to have rolled a Trump wins the trick.

If no Trumps have been rolled: the player who rolled the highest Trick Score in the lead color wins the trick. In the case that several players have rolled an equal Trick Score the later player to have rolled that score wins the trick.

The trick winner receives 1 gold for each die rolled by every opponent during the trick.

Note that players do not receive gold for their own rolled dice - they only receive gold for rolled dice belonging to their opponents still remaining in the trick. They also do not receive gold for any dice which were discarded during the trick to activate card powers.



In rare cases, there may be no winner in a trick. This is usually due to the starting player's dice being removed through card powers leaving no player with a trick score or a trump. In this case, no gold is awarded to any player.

RESET FOR THE NEXT TRICK

All rolled dice from the trick are placed into the Void. A new trick begins. The winner of the previous trick is the new starting player. If there was no winner, the starting player remains the same as the previous trick.

If a player runs out of dice in their pool during the trick-taking phase, they take no further part in the round, but the round continues without them. If they are the starting player in a trick, but have no dice available to roll, the next player in a clockwise direction becomes the new starting player.



RESULT POWERS

If there are any Result Power cards in the display you might receive a benefit at the end of your turn if you have rolled a certain result on green dice. The icon at the top of the card indicates exactly what result you must roll.



For example, when the Peacemaker is in the display, if your rolled green dice show any matching pair of results at the end of your turn, you win the trick immediately.



VICTORY POWERS

If there are any Victory Power cards in the display the winner of a trick may receive an additional reward. In the standard game, a reward is received if the trick contains one or more blue dice belonging to ANY player.



For example, if there is at least one blue die in the trick, the trick-winner might receive extra gold, or lose gold, or exchange dice with those in the box. Details of each of these powers are covered later.

END OF THE ROUND

The round ends when only one player has unrolled dice remaining in their pool, or when no players have unrolled dice remaining.

A player with unrolled dice remaining in their pool at the end of a round loses one gold per unrolled die.

Players then reset for the next round. Dice are placed back into the Void, as described in the setup. The current cards are set off to the side and four new cards (one of each color) are randomly selected for the next round. The first starting player for the new round is the player to the left of the **first** starting player of the previous round.

GAME END

The game lasts one round per player. The winner of the game is the player with the most gold when the game ends.

In the case of a tie, the tied players should play one further shortened round using the same four cards as the final round of the game. Randomly determine a starting player. That player looks and selects four dice from the Void, creating their pool of unrolled dice. The other tied players do the same, in turn. The game proceeds as normal, with the starting player rolling first. If still tied after this shortened round, players share the victory.

ADVANCED GAME

Players should not play the advanced game until experienced with the basic rules. The advanced game increases the number of possible card combinations dramatically, to ensure that every game of Thrown is a different experience.

ADVANCED SETUP

1. Shuffle all of the cards together, ignoring their colors, and randomly select four cards. These cards indicate the special powers available this round. Randomly place a colored cube on the top of each card over the illustration of a square.
2. Otherwise set up according to the normal rules.

ADVANCED RULES CHANGES

Each individual card power is now linked to the color of the cube which has been placed on the card. This is instead of the basic rules which link discard powers to red/white dice; result powers to green; and victory powers to blue. The advanced rules mean that it is perfectly possible to have multiple cards with the same type of power in play in a single round.

EXAMPLE: ADVANCED GAME CARD LAYOUT



The Dragon **Discard Power** will now activate when you discard a white die. A player may discard a green die to use the Knight **Discard Power**. The player that wins the Trick now activates the **Victory Power** of the Noble from red dice. The Thief **Result Power** will now activate when a 1 or 2 is rolled on a blue die.

HEROES - Discard Power

Use these cards to improve your own dice!



Knight: Discard a die of the indicated color to re-roll one or more of your own rolled dice.



Man at Arms: Discard a die of the indicated color to rotate one of your rolled dice to add 1 to its value; or rotate one of your opponent's dice to subtract 1 from its value. Note that the value can be increased to a maximum of 6, or a minimum of 1.



Reinforcements: Discard a die of the indicated color to select 1 of your unrolled dice of any color. Roll it and add the result to your Trick Score.

If your initial roll was not an attempt to roll Trumps (i.e. the rolled dice are of the trick color), the Reinforcement die does not count as a Trump if it shows a 6. It is added to your Trick Score as normal.

If you have previously attempted to roll Trumps, the Reinforcement die also counts as an attempt to roll Trumps. In this case a 6 is considered a Trump.



Wizard: Discard a die of the indicated color to rotate one of your own rolled dice to its opposite side.

The opposing sides of a six-sided die always add up to 7. For example, a 1 is rotated to a 6.

VILLAINS - Discard Power

Use these cards to mess with your opponents' dice!



Archer: Discard a die of the indicated color to return one of your opponent's rolled dice to their pool of unrolled dice.

If the starting player's rolled dice are all removed from a trick through use of the Archer power, the trick-color does not change.



Berserker: Discard a die of the indicated color to re-roll all opponents' rolled dice which currently show a 6 result.



Dark Knight: Discard a die of the indicated color to re-roll one of your opponent's rolled dice.



Sorcerer: Discard a die of the indicated color to rotate one of your opponent's rolled dice to its opposite side.

The opposing sides of a six-sided die always add up to 7. For example, a 1 is rotated to a 6.

COMMON FOLK - Result Power

These powers activate when you roll a certain result!



Brute: If you are rolling to Trump (i.e. rolling dice not of the trick-color) a roll of 5 on a die of the indicated color counts as a Trump (in addition to the normal rule regarding 6s).

The Trump rolled latest in a trick always beats any earlier Trumps regardless of the number shown on the die.



Peacemaker: If your rolled dice of the indicated color show any matching pair at the end of your turn you win the trick immediately. No further dice are rolled in the trick. You win the trick regardless of any players' Trick Scores and/or Trumps.



Saboteur: If your rolled dice of the indicated color show any number of 1s or 2s at the end of your turn you give 1 gold to the player with the least gold. If your opponents are tied for least, give 1 gold to each tied player. If you are the player with the least gold (or tied for least) you give nothing.



Thief: If your rolled dice of the indicated color show any number of 1s or 2s at the end of your turn you take 1 gold from the player with the most gold. If your opponents are tied for most, take 1 gold from each tied player. If you are the player with the most gold (or tied for most) you take nothing.

ROYAL FOLK - Victory Power

These powers activate when you win a trick containing certain dice!



Noble: When you win a trick containing dice of the indicated color receive an additional two gold.



Phantom: When you win a trick containing dice of the indicated color each die of the indicated color rolled in the trick causes the trick-winner to lose one gold, instead of gaining one gold as usual. Dice of other colors score gold as normal.



Recruiter: When you win a trick containing dice of the indicated color steal an unrolled die from one opponent of your choice and place it with your own pool of unrolled dice.



Strategist: When you win a trick containing dice of the indicated color you may exchange 1-3 of your unrolled dice with 1-3 dice of your choice from the Void. If there are not enough dice, only exchange as many dice as there are present in the Void.

PURPLE CARDS

Use only in the Advanced Game.

If you are feeling really brave, mix the purple cards into the deck before selecting your cards for the round. These cards alter the gameplay dramatically and increase your strategic options.

The purple cards cannot be used in the basic game because they are not linked to a single color of dice. The color associated with the card is only determined when a colored cube is placed onto the square icon at the start of a round.

MONSTERS - Purple Cards



Cyclops: When you roll a single die of the indicated color alone, double your trick score. This card has no effect if you are rolling to Trump.

Note that a player only doubles their trick score if they have rolled one single die. If they roll two or more dice, their trick score is counted as normal.



Dragon: Discard a die of the indicated color from your pool to resolve the trick immediately. No further dice are rolled in the trick.



Shapeshifter: Discard a die of the indicated color to swap the positions of the color cubes on two of the cards in play.

This will alter which dice are associated with these powers. The changes come into effect immediately.



Imp: If the trick contains any number of dice of the indicated color, the player who would normally take second-place, instead, wins the trick and is starting player for the next trick.

If there is no player in second-place, then no-one wins the trick. If multiple players roll successful Trumps, the penultimate (second to last) person to roll a Trump wins the trick. All rolled dice remaining in the trick are discarded. The starting player remains the same for the next trick.



Spirit: Discard a die of the indicated color to choose one die rolled by one of your opponents. That opponent must turn all other dice that they have rolled this round to show the same result as your chosen die.



Summoner: Any dice which are discarded through discard powers are instead placed onto this card. When you win a trick containing dice of the indicated color you may take any number of dice from the card and add them to your pool of unrolled dice.

If the round has no discard powers in play, draw a new card to replace the Summoner.

GAMEPLAY EXAMPLE: PLAYING A TRICK

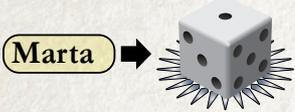
It is a four player game. In this round, the players are using the cards illustrated on the first page of this rulebook:

Peacemaker (Green); Knight (White); Archer (Red); Noble (Blue)

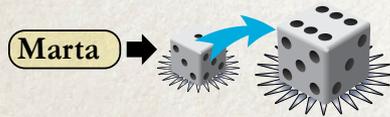
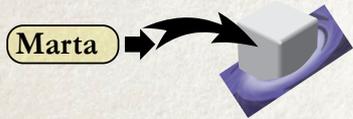


1. STARTING PLAYER'S TURN (MARTA)

Marta is the starting player. She chooses white to be the trick-color. She rolls a single white die from her pool. She rolls a 1.



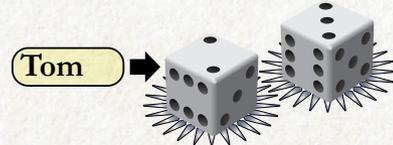
Marta now has the opportunity to manipulate this result using a Discard Power. Marta uses the Knight power, which allows her to discard a white die from her pool of unrolled dice in order to reroll her 1. She rolls a 6.



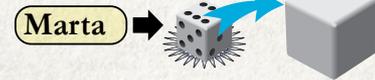
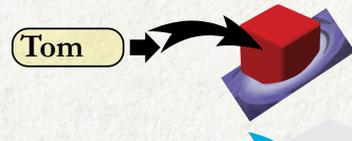
2. TOM'S TURN

It is Tom's turn. Tom must now roll white dice if possible, since this is the trick-color. He also has the option of manipulating Marta's rolled die before rolling his own, by using a Discard Power.

Tom chooses to roll his own dice first. He uses 2 white dice, rolling 3 and 2. His total is 5. It is not enough to equal or beat Marta.



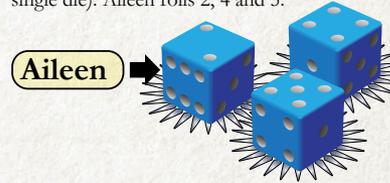
Tom now uses the Archer power, which allows him to discard a red die from his pool of unrolled dice, in order to return Marta's white die to her unrolled pool.



Although Marta's dice has been removed from the trick, the trick-color remains the same. Tom is currently winning the trick with a trick-score of 5.

3. AILEEN'S TURN

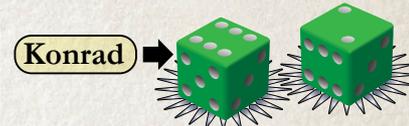
Now it is Aileen's turn. Aileen has no white dice, so she is unable to roll dice of the trick-color. She chooses to roll 3 blue dice in an attempt to roll a Trump (a roll of 6 on a single die). Aileen rolls 2, 4 and 5.



No Trump is rolled. She chooses not to manipulate any dice, since that would mean discarding unrolled dice she does not want to lose. She does not have a trick score, since only dice of the trick-color count when calculating trick-scores.

4. KONRAD'S TURN

Konrad plays next. All he has remaining in his pool are four unrolled green dice. These are not matching the trick-color so he must attempt to Trump. He decides to roll two of the green dice. He rolls 2 and 6. Because Konrad has rolled dice which do not match the trick color, his 6 counts as a Trump.



Note that Konrad could have also won the trick by rolling any matching pair on his green dice, since the Peacemaker power is in play.

TRICK RESOLUTION AND GOLD

Because a player has rolled a Trump, we can ignore any players' trick-scores. Konrad wins the trick with a Trump. (If Konrad had failed to roll a Trump, Tom would have won the trick with a trick-score of 5).

Konrad receives 5 gold i.e. One for each of his opponents' rolled dice in the trick.



Note that he does not receive gold for Marta's die which was returned to her unrolled pool, or for any discarded dice.

Konrad also receives an additional reward from the Victory Power on the Noble card, because there were blue dice rolled in the trick. This reward is an additional 2 gold.



All dice are returned to the Void and Konrad is the starting player for the next trick.

POWER TRIGGER ICON KEY



Discard Power:

Discard an unrolled die from your pool to the Void to use this power.



Result Power (exact roll):

Use this power if the indicated result is showing on at least one of your rolled dice at the end of your turn.



Result Power (matching pair):

Use this power if the indicated result is showing on at least two of your rolled dice at the end of your turn.



Victory Power:

If there is at least one die of the indicated color in the trick, the winner gains the reward.



Cyclops Power:

Roll one die alone to use this power.

Thank you to Rob Fisher, Tom Burmeister, Konrad Borowiecki, Marta Borowiecki, Devin Martin, Nick Gale, Scott Robinson, Patrick Barry, Aileen Burmeister, Dyfed Bowen and all others at Playtest UK in Cardiff and around the UK. Thanks to all at Chapter, Jeremie Kletzki, Steve Kearon, David Mortimer, and everyone else who has playtested the game.

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CREDITS

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