

Mike Elliott • Eric M. Lang

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

COMPONENTS

Aside from these rules, this set includes:

- **44 Custom Dice**

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

- 16 Character Dice (2 in each of 8 types)

- 16 Sidekick Dice (white)

- **38 Cards**

- 24 Character Cards (3 versions for each of the 8 characters; 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 expansion packs—ask your retailer! High-quality play mats 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 character die; you can choose which one you want to use!

This lets you specialize your dice to suit your play style.

CARDS

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

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

At the upper left of the card is the die's **cost** (a number) and **energy type** (a symbol of a **Bolt** ⚡, **Fist** 👊, **Mask** 🎭, or **Shield** 🛡️). Cards of a given energy type require that energy to be purchased, and provide that type of energy during play. Hal Jordan (shown in the diagram below) is a mask character that costs 5. Sidekicks and Basic Action Cards have no energy type.

Below the cost and energy type, some characters have a team logo to identify their **affiliation** (action dice have no affiliation) or Lantern Symbol. The affiliation is shown by the team's logo.

Lantern Symbols

	Red Lantern Corps		Blue Lantern Corps
	Orange Lantern Corps		Indigo Tribe
	Sinestro Corps		Star Sapphire Corps
	Green Lantern Corps		Black Lantern Corps

Team logo

	Teen Titans		Villain
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Cost & Type (5)

Affiliation (Green Lantern symbol)

Card Name & Subtitle (Hal Jordan Green Lantern)

Collector Number (1000)

Card Art (Hal Jordan)

Text Box (At the beginning of your turn, choose a color. Hal Jordan gains that color until the beginning of your next turn. Global: Pay ⚡. Once per turn, you may spin a die up or down one level.)

Die Face Reference (Mask symbol)

Energy Faces (Level 1, Level 2, Level 3)

Die Limit (Max: 4)

(character faces of increasing level)

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:" number shows the **die limit**; that's how many of these dice you are allowed to have in a team. (Basic Action Cards have "Use:" because you always use a fixed number of them in every game.)

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

LANTERN SYMBOLS

Characters and actions will have Lantern Symbols on them showing their affiliation to a Lantern Corps in the same way characters have previously had team affiliations. Sometimes a generic lantern symbol () will be used in order to denote a character that has ANY Lantern Symbol.

For example, Saint Walker reads:

Saint Walker gets +2A and +2D if a  is active and an additional +1A and +1D if another  is active. (*He doesn't count himself.*)

Which means:

Saint Walker gets +2 attack and +2 defense if a Green Lantern Corps character or action is active, and an additional +1 attack and +1 defense if another Lantern Symbol is active.

EMOTIONAL CONDUITS

Emotional conduits have the  symbol. They're a special type of action that other cards can refer to and recognize by their symbol.

DICE

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



All dice have faces that generate energy. Energy faces have one or two of the special energy symbols on them. We talk more about energy on page 7.

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

Action Dice never have numbers.

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

	Green Lantern Corps
	Sinestro Corps
	Red Lantern Corps
	Blue Lantern Corps
	Indigo Tribe
	Star Sapphires
	Orange Lantern Corps
	Black Lantern Corps

Fielding Cost



Attack

**Burst(s)
(if any)**

Defense

Custom Icon

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

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

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

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

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

SETUP

How you set up depends on whether or not this is a demo game (for you or a friend). If you're just learning or teaching a new player, you should give the setup below a try. If you're an experienced Dice Masters player, feel free to skip ahead to **Customizing Your Team** on page 24 of this booklet.

A DEMO GAME

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

- **Heroic Defense**
- **Stealth Ops**
- **Fighting**

Put a set of three Basic Action Dice on each of those cards (it doesn't matter which color, but this example will refer to them as if you had used Yellow, Green, and Indigo in order). Place the Yellow Dice Reminder Card under **Heroic Defense** with the label sticking out from the top or side of the card. Do the same with the Green Dice Reminder Card and **Stealth Ops**, and the Indigo Dice Reminder Card with **Fighting**. These cards will help players remember which dice use which card when all the dice on a Basic Action Card have been purchased.

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

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

- First Player: **Batman™: Bruce Wayne of Earth**
Lex Luthor: Legitimate Businessman
- Second Player: **Guy Gardner: Warrior's Spirit**
Kyle Rayner: Look To The Stars

Each player places their cards, each with their two matching dice on their side of the table. These cards, unlike Basic Actions, can only be purchased by the player whose cards they are. The play space should look like the diagram below.

Finally, each player takes 8 of the Sidekick Dice (this starter comes with 16) and places them in one of the dice bags (this starter comes with 2). Each player will start the game with 10 life for this demo game.

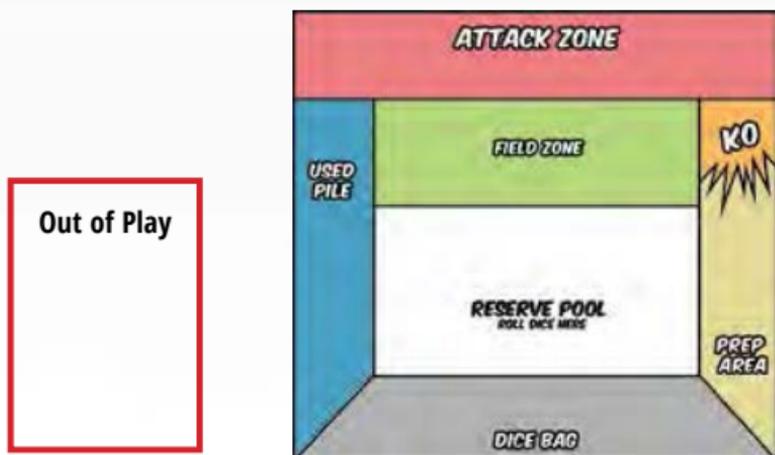
When you're set up, the table should look sort of like this:



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 you draw dice from. If your bag is ever empty, and you need to draw a die, move all dice from your Used Pile into your bag and shake it well to mix the dice thoroughly.



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

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

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

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

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

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

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

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

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

ENERGY

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

There are four types of energy:

- Fist
- Bolt
- Mask
- Shield



In addition, some other die faces provide energy:

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

CARDS AND DICE

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

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

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

• BURST SYMBOLS

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

TURN ORDER

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

1. CLEAR AND DRAW STEP

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

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

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

2. ROLL AND REROLL STEP

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

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

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

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

3. MAIN STEP

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

● SPENDING ENERGY

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

● PURCHASING A DIE

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

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

Example: John Stewart: Indigo Tribe, has a cost of 4 and is a ♠ character. You can buy a John Stewart die with a ♠ and three ⚡, or a ♠, two ⚡, and a 🕶, etc. Whereas the Basic Action Card Lethal Force does not show an energy type next to its cost of 3; you can use any type of energy to pay for a Lethal Force die.

Bought dice go to your Used Pile.

If you have a die that produces two or more non-generic energy, you may partially spend the die's energy by spinning it down to a face that reflects the unused portion of the die's energy. For example, if a die face shows ⚡⚡, you may use the ⚡ and another energy to purchase a ⚡ die that costs two, and change the face on the die to a face that shows ⚡.

This only applies to symbol dice, and not to dice that produce generic energy. For generic energy dice, any unused portion that is not immediately spent is lost. However, you can purchase multiple dice simultaneously to spend a generic die completely.

GAME TIP: 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.

● USING A GLOBAL ABILITY

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

During a player's Main Step, 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 (unless it's your turn, then they are Out of Play). 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 goes first.

• **PLAYING ACTIONS**

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



Basic Action Dice

• **FIELD CHARACTERS**

It costs energy for you to send your character dice from your Reserve Pool to the field, though in some cases, that cost is zero.

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

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

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

4. ATTACK STEP

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

• **DECLARE ATTACKERS**

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

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

• **DECLARE BLOCKERS**

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

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

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

• **USE ACTIONS AND GLOBAL ABILITIES**

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

• **ASSIGN DAMAGE**

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

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

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

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

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

5. CLEANUP STEP

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

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

All damage to all dice is cleared. All effects end (except "While active" and "effects that occur at the end of turn"). Actions still in a player's Reserve Pool move to the Used Pile (unless they're on an energy face). Only dice showing energy faces can remain in the Reserve Pool.

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

WINNING

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

EXAMPLE OF PLAY

Jeb and Diana sit down to play a game using the Demo Game setup. Diana won the coin toss, and gets to go first. They both start with 10 life.

- First Player (Diana): **Batman™: Bruce Wayne of Earth**, and **Lex Luthor: Legitimate Businessman**.
- Second Player (Jeb): **Guy Gardner: Warrior's Spirit**, and **Kyle Rayner: Look To The Stars**.
- Basic Action Cards: **Heroic Defense**, **Stealth Ops**, and **Fighting**

DIANA, TURN 1

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



Diana would like to purchase Lex Luthor, so she makes a point of rerolling BOTH ♟ in hopes of getting the additional energy that she will need. After her reroll, Diana has:



Diana needs to choose between Batman and Lex Luthor. Reviewing their abilities and stats, in the end, she decides to purchase Batman. His 6 Attack and 6 Defense on his level 3 face will surely be a big help later in the game! She moves her four energy Out of Play (since she had at least one ). She moves a Batman die from his card to her Used Pile. She'll skip her attack step, since she doesn't have any characters in the Field Zone. She has no energy remaining in her Reserve Pool to use during Jeb's turn. She moves her dice from Out of Play to her Used Pile during Cleanup.

JEB, TURN 1

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



Jeb had planned from the start to hopefully purchase a Kyle Rayner die as early as possible, so he's very happy with this result. During Jeb's Main Step, he buys a Kyle Rayner die, placing it in his Used Pile. As in Diana's step, the Attack Step is skipped.

At the end of the turn, he moves his dice from Out of Play to the Used Pile.

DIANA, TURN 2

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

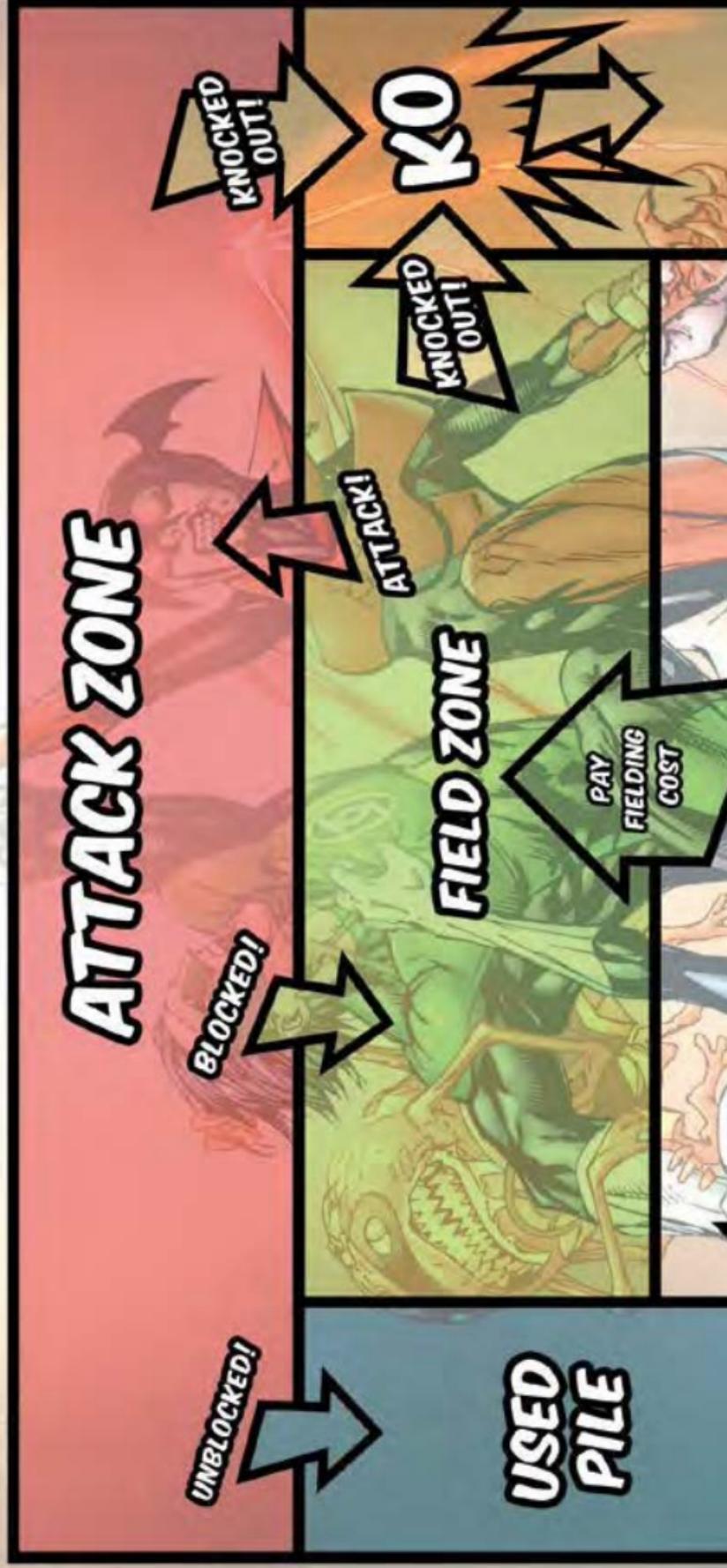


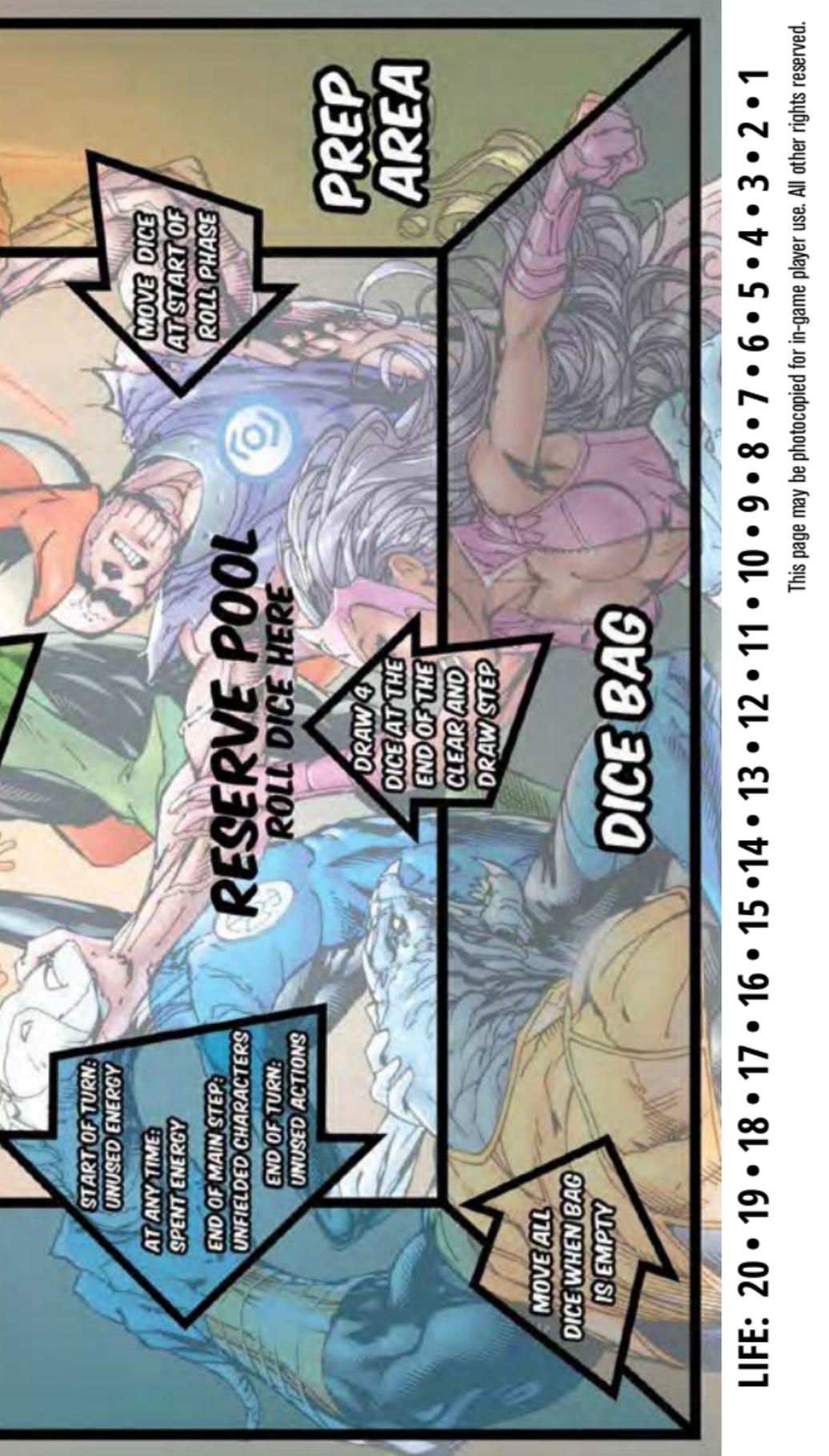
Since Jeb doesn't have any blockers fielded, the opportunity for quick damage presents itself, and Diana chooses to field her 2 rolled Sidekick dice.

During the Attack Step, Diana declares her two  as attackers, and moves them into the Attack Zone. Jeb has no blockers, and no dice in his Reserve Pool. Since her two  go unblocked, Jeb is dealt 2 damage, dropping him down to 8 life. Diana's turn ends, and she moves her Out of Play dice and her unblocked Sidekick dice to the Used Pile.

DICE MOVEMENT DIAGRAM / PLAY MAT

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





**START OF TURN:
UNUSED ENERGY**

**AT ANY TIME:
SPENT ENERGY**

**END OF MAIN STEP:
UNFIELD CHARACTERS**

**END OF TURN:
UNUSED ACTIONS**

**MOVE DICE
AT START OF
ROLL PHASE**

**RESERVE POOL
ROLL DICE HERE**

**PREP
AREA**

**DRAW 4
DICE AT THE
END OF THE
CLEAR AND
DRAW STEP**

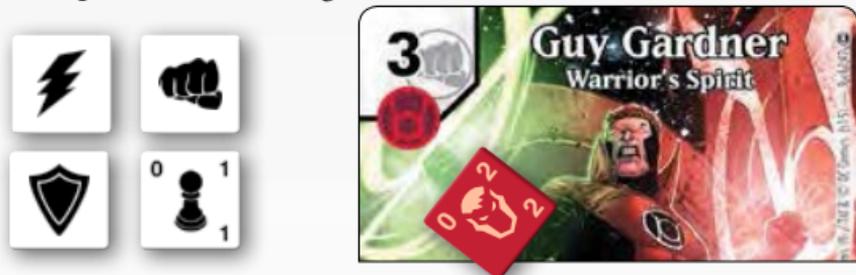
**MOVE ALL
DICE WHEN BAG
IS EMPTY**

DICE BAG

LIFE: 20 • 19 • 18 • 17 • 16 • 15 • 14 • 13 • 12 • 11 • 10 • 9 • 8 • 7 • 6 • 5 • 4 • 3 • 2 • 1

JEB, TURN 2

Jeb rolls the last four Sidekick Dice in his bag, and after the Roll and Reroll Step, has the following:



Jeb is very happy with this roll, and chooses to purchase a Guy Gardner die, adding it to his Used Pile. He fields his Sidekick for free, and decides to keep it as a blocker, since Diana has an opportunity to draw her purchased Batman die at the start of her next turn.

At the end of his turn, Jeb's dice move from Out of Play to his Used Pile.

DIANA, TURN 3

Diana move 9 dice from her Used Pile to her dice bag during her Clear and Draw Step because she had no dice in her bag. She draws 4 dice, and after her Roll and Reroll Step has:



Diana happily pays the 3 energy to field the level 3 Batman die (moving the dice used to purchase Batman to Out of Play). She chooses to attack with Batman; Jeb blocks with his , which immediately KO's Jeb's . Jeb then moves the KO'd  to his Prep Area. Batman survives the attack and returns back to the Field Zone. Diana's turn ends, and she moves her Out of Play dice to the Used Pile.

JEB, TURN 3

Jeb moves his 9 dice from his Used Pile to his bag during his Clear and Draw step, because he had no dice in his bag. He draws 4 dice along with his Sidekick die in his Prep Area, and after his Roll and Reroll Step he has:



With no other options than to purchase a Character die in front of him, Jeb instead opts to purchase two Fighting Basic Action dice. His turn ends, and he moves his Out of Play dice to the Used Pile.



DIANA, TURN 4

Diana has no dice in her Prep Area, and draws 4 from her bag. After her Reroll, she has:



Seeing victory is in her grasp, Diana opts to field both Sidekicks. At the start of her Attack Step, she declares Batman and the two Sidekicks as attackers. Victory is hers!

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DETAILED COMBAT EXAMPLE

Tamika has just started her Attack Step in her game against Cisco. It will be easiest to follow along if you pull out the following cards and dice:

Batman™: Bruce Wayne of Earth

John Stewart: Indigo Tribe

Kyle Rayner: Artist

Sinestro: Greatest Lantern of Them All

Hal Jordan: Green Lantern

Monument to Evil: Basic Action Card



Tamika has chosen to attack with her **Batman** (level 3). She also has **John Stewart** (level 1) and **Kyle Rayner** (level 3). Cisco has two characters to block with: **Sinestro** (level 2) and **Hal Jordan** (level 2).

Tamika moves Batman, Kyle Rayner, and John Stewart into the Attack Zone. Cisco chooses to block Tamika's Batman with his Sinestro, and her Kyle Rayner with his Hal Jordan.

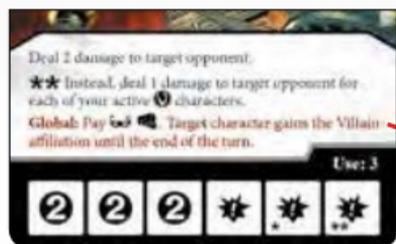
John Stewart goes unblocked.

Tamika uses Monument to Evil's Global Ability by paying a  and  energy, and chooses Hal Jordan to have the Villain affiliation.

TAMIKA'S ATTACKERS



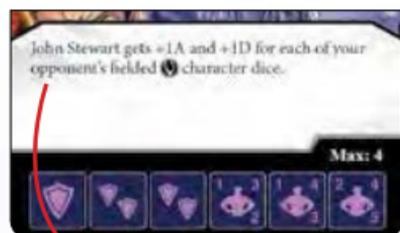
CISCO'S BLOCKERS



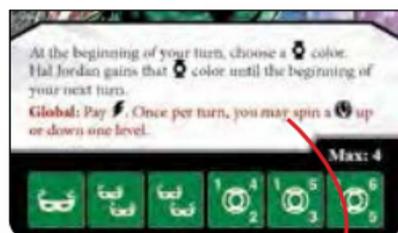
Hal Jordan gains the Villain affiliation until the end of turn.



At this point, John Stewart now has +2A and +2D, due to both Hal Jordan and Sinestro being  affiliated. She also pays one  energy to activate Hal Jordan's Global Ability, and spins Hal Jordan down to Level 1.



John Stewart is now 5A and 4D.


Hal Jordan spun down to level 1.

John Stewart is unblocked and will go to Tamika's Used Pile.

Since no effects will be replacing damage, this happens first. Sinestro, Kyle Rayner, and Hal Jordan will be taking enough damage to KO them. Sinestro has an effect that will take place when he is KO'd. Sinestro will force Tamika to KO a character with a  affiliation. Since there are no other targets with the exception of Batman, Tamika must choose to KO Batman and move him to her Prep Area.

TOURNAMENT RULES

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

FUNDAMENTAL RULES

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

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

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

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

POWERS, ABILITIES, AND CARD TEXT

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

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

• BONUSES AND DAMAGE

Damage dealt to a character remains on that character until the end of the turn (or the character is 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 character's defense. Add all bonuses together before applying the total modifier to the die's stats. Bonuses cannot reduce a number below zero. However, if a die's defense is reduced to zero, it is knocked out (because it has taken damage greater than or equal to its defense of zero).

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 die 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 card has a matching burst symbol: one burst only matches one burst, two only matches two, and the ***/**** text matches both one burst and two bursts. If your card does not have the matching number of burst symbols on it, nothing happens.

If your card does have the matching symbol, then those special effects happen. Burst effects are mandatory, not optional. If your die has a burst symbol but your card doesn't, ignore the burst.

• ACTIVE AND FIELDED

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

The term "when fielded" refers to the moment you send a character die from your Reserve Pool to the field. It does not refer to assigning the die to attack, since the Attack Zone is still considered part of the field. Likewise, "when fielded" does not refer to characters returning to the field from the Attack Zone, nor does it refer to moving a captured or controlled die from your opponent's field to yours. Moving dice from effects is not the same as fielding them. John Stewart reads, "When fielded, draw 2 dice," which means you would do it each time you field a John Stewart die (even if it is more than once during the same turn).

• PREVENTING AND REDIRECTING

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

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

• TIMING CONFLICTS

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

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

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

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

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

MORE ABOUT DICE

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

Dice in your Used Pile, Prep Area, and bag are not considered rolled dice. Their dice type is either character or action, based on what faces they have. Dice always know what team they're on, if they're Teen Titans, or Villains, etc.

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

• REROLLING DICE

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

• 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 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 character that you also have (e.g., you take control of an **Hal Jordan: Test Pilot** die when you have a **Hal Jordan: Green Lantern** card on your side of the table), the controlled die still continues to reference your opponent's 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 character is KO'd), 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 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

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

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

USING GLOBAL ABILITIES

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

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

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

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

CUSTOMIZING YOUR TEAM

There are 142 different cards in the DC Comics Dice Masters: War of Light set. Each card is marked with its collector number in the upper right-hand corner of the card. More cards and dice can be found in expansion packs from this set and others!

RARITY

Each expansion pack has cards of different rarities, each with a matching die. Common cards (including all the ones found in this set) have a gray border above the die index (Hal Jordan on page 2 is a common card). Uncommon cards have a green border, and rare cards have a yellow border. The super-rare cards have a red border. Blue bordered cards are promo cards.

PLAY VARIANTS

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

• RAINBOW DRAFT

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

Find complete details on Rainbow Draft at <http://wizkids.com/dicemasters/rainbow-draft>

• TOURNAMENT TEAMS

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

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

• DICE MASTERS DOUBLES

Dice Masters Doubles lets you play Dice Masters in a 2 vs 2 format! It gives players a new Dice Masters experience for constructed play. Each team will have 30 life, and each player gets to bring four cards with up to their maximum number of dice and a Basic Action Card with six dice. For complete details on this format, please see <http://wizkids.com/dicemasters/dice-masters-doubles/>

LEXICON

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

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

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

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

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

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

Capture: To place under your die.

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

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

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

Face: One side of a die.

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

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

Opposing: Owned or controlled by the other player.

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

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

Stats: The numbers on a character die face.

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

While Active: See Active.

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TURN SUMMARY

A turn consists of the following:

Clear and Draw Step

Move all energy dice from your Reserve Pool to your Used Pile.
Draw four dice from your bag; refill it from the Used Pile if necessary.

Roll and Reroll Step

Roll the four dice you drew plus any in your Prep Area.
Reroll (all at once) any of those dice that you wish.

Main Step

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

Field characters by paying energy equal to their fielding cost.
Use action dice. Place them Out of Play when finished.

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

Both players can use Global Abilities.

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

Attack Step

Select attackers. Resolve effects that occur due to attacking.

Assign blockers. Resolve effects that occur due to blocking.

Use action dice. Place them Out of Play when finished.

Both players can use Global Abilities.

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

Cleanup

Move unblocked attackers to the Used Pile.

Clear all damage and end all effects.

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



Meet new friends, get new cards, and discover new strategies!

Log on to WizKidsEventSystem.com to find game stores in your area hosting **Dice Masters** organized play events!