PUBLISHER SELL SHEET

A FAST, COMPETITIVE DICE GAME

IN A JAR.

Players race to roll every Victory Die down to 1 and secure it in their Vault. Custom Power Dice turn that simple goal into a volatile contest of attacks, shields, steals, rerolls, nudges, and giveaways.



2-4 PLAYERS | **30-45 MIN** | **AGES 14+** | **$25 MSRP**

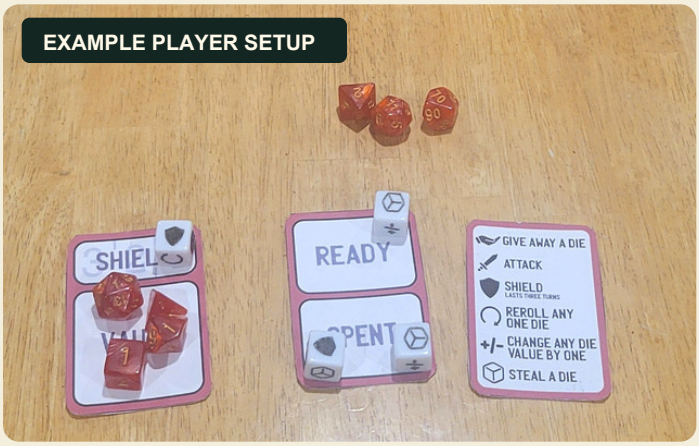
REQUEST A PLAYABLE DEMO

Calvin Blood / Game Designer

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WATCH THE SIZZLE VIDEO



PRODUCTION-READY ECONOMICS

500-UNIT QUOTES / SHIPPING INCLUDED

ESTIMATED COGS	$5.41 / SET
TARGET MSRP	$25.00
WHOLESALE @ 50%	$12.50
WHOLESALE MARGIN	56.7%

500-unit manufacturer quotes include shipping. COGS includes a $1.00 assembly allowance; fulfillment and shrink wrap are excluded.

THE CORE LOOP

VICTORY DICE: THE RACE

Each player starts with two sets of dice: seven Victory Dice in one player color and five Power Dice. Each turn, players roll their dice. The first player to secure all 7 Victory Dice at 1 wins.

POWER DICE: THE DECISIONS

Power Dice take the game from luck to strategy. Players start with a limited supply of five Power Dice. Their six actions can help a player's own Victory Dice, hurt opponents, or manipulate dice around the table. Used Power Dice spend one turn recharging, so players must decide how many to roll and when to use them. Unused Power Dice can be saved in the Vault and used during another player's turn, keeping everyone involved and able to stop a win.

IN THE JAR

28 Victory Dice (4 sets: d4, d6, d8, 2xd10, d12, d20)
20 custom Power Dice / 12 cards / rules / jar + lid / 2 labels

THE SIX POWER ACTIONS

GIVE AWAY
Give one of your Victory Dice to an opponent.

ATTACK
Cancel an opponent's rolled or Vaulted die result.

SHIELD
Protect Vaulted dice from Attack and Nudge.

REROLL
Force an eligible die to roll again immediately.

NUDGE
Increase or decrease an eligible die by 1.

STEAL
Take an opponent's Power Die for future turns.

MECHANISMS

Dice rolling / take-that / dice manipulation / tactical resource management

PUBLISHER FIT

High interaction / clear-jar shelf presence / broad family-to-hobby fit

CURRENT STATE

Polished and ready for a small production run. Demoed at SaltCON + Gem State.