JAR OF DICE

RULEBOOK

FIRST GAME?

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@jarofdice

Contents

- 4 sets of colored Victory Dice
- 20 Power Dice
- 12 Player Cards

Overview

Jar of Dice is a race for 2–4 players. Each player rolls their own set of dice, works to get every die showing 1, and stores them in their Vault while attacking and defending against other players

Winning

First player to fill their Vault with all 1s wins.

Setup

Each player takes:

- A colored set of 7 Victory Dice,
- 5 Power Dice,
- A Vault Card,
- A Power Dice Card,
- and Reference Card

Place your Vault card and Power Dice face-up in front of you, place your five Power Dice on the Ready section of your Power Dice card.

All players roll their d20, lowest roll goes first, play proceeds clockwise.

Your Turn

1. Prepare

Decrease your Shield(*if you have one*).
Select Power Dice to roll from Ready.
Move Power Dice in Spent up to Ready.

2. Roll

Roll your selected power dice and any of your Victory Dice, all at once.

3. Act

Use any of your rolled Power Dice abilities. After using a Power Die, move it to Spent.

4. Protect

Move any Victory Dice into your Vault.

5. End Turn

If all your Victory Dice are 1, you win!

Power Dice

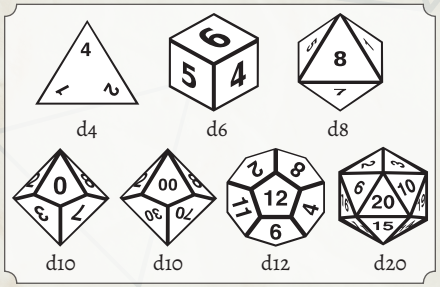
Power Dice are how you get an edge. Roll them on your turn to trigger abilities(*see Power Dice Abilities*). Any Power Dice you don't use immediately can be saved in your Vault and used on any player's turn.

After using a Power Die, place it in Spent. During the prepare step of your next turn it will move to Ready



Victory Dice

Victory Dice are what you're racing to get to 1. A set of seven dice ranging from a 4-sided(*d4*) to 20-sided (*d20*). Each turn you roll the dice outside your Vault, then store any you want to keep. You can always take them back out to roll on your next turn.



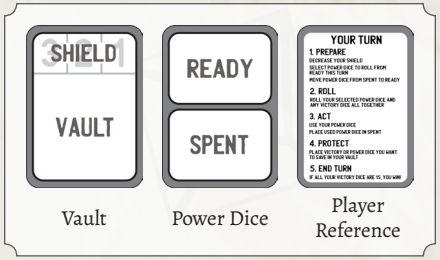
Player Cards

Vault Card

Your Vault holds dice you want to save between turns.

Power Dice Card

Your Power Dice card tracks your Power Dice. Dice on Ready are available to roll



Power Dice Abilities



1 Give Away

Give one of your Victory Dice to another player. They add it to their Victory Dice and must roll it to win.



2 Attack

Target another player's die, just rolled or in the Vault. If it is a die in their Vault and they have a Shield, their Shield is attacked first and sent to Spent, otherwise:
Victory Die: it loses its value and must be re-rolled on their next turn
Power Die: it loses its value and goes to their Spent.



3 Shield

Place this die on the Shield countdown of your Vault card. While active, other players cannot Attack or Nudge dice in your Vault. At the beginning of your turn, move it down one step: 3 → 2 → 1 → Spent.



4 Reroll

Reroll all your Victory Dice, one of your Power Dice(*not itself*), or force another player to immediately reroll a Victory Die or Power Die. Cannot target dice in the Vault, Power Dice in spent or ready, or attacked Victory Dice.



5 Nudge

Increase or decrease any one die's value by 1, You can target Victory or Power Dice belonging to you or another player. Cannot target other player's dice in the Vault if they have an active Shield.



6 Steal

Take one Power Die from another player. It goes to your Spent and becomes available after your next turn. You can steal from Spent, an unshielded Vault, or just rolled dice. You cannot steal from Ready, or take a player's last Power Die.

FAQ

I tried to use one of my power dice on another player's turn while they were doing something. Whose action happens first? Whoever speaks first has their action happen first, so pay attention to what other players are doing!

Can I Nudge a Give Away to a Steal, or a max value(like 12) to 1? No, you can't nudge dice from their max value to their minimum.

Where is the 1 on the d10 that counts by 10s? The 1 on your second d10 is just 10!

Is 0 high or low on the d10? On the d10, 0 is actually 10, the max value.

I gave away all my Victory Dice. What happens? You won! You can win the game by getting rid of all your Victory Dice.

Can I use Power Dice on other Power Dice Yes you can! You can use them on yours and other player's Power Dice.

Can I reroll someone's active shield? No, it is in the Vault.

Can I have multiple Shields? Yup! You can have as many shields active at once as you want.

Can I get rid of my shield early? Yes! You can discard your shield whenever you want

Tips & Tricks

Roll with a plan
You do not have to roll all 5 Power Dice every turn. If you roll and use them all right away, you may have no Power Dice to roll on your next turn. Try rolling 2 or 3 early, then save the rest for later.

Save your Power Dice
Unused Power Dice can be saved in your Vault and used later, even on another player's turn. This is a great way to stop someone else's big move before it happens.

Use Power Dice on Power Dice
Power Dice can affect other Power Dice. You can Reroll one of your own Power Dice, hoping for a better ability, or use Nudge to increase or decrease a Power Die by 1.

Mess with big plays
Sometimes the best time to use a Power Die is after another player rolls something useful. If they roll a Steal, Shield, or Nudge, you may be able to Attack it, Reroll it, or Nudge it before they use it.

Watch the leader
If one player is close to winning, do not wait too long to stop them. Attack, Reroll, Nudge, Steal, and Give Away can all slow someone down at the right moment.

More than 4 players
To play with more than 4 players, each player removes a Victory Die from their set for each additional player. Always remove the d20 first.