

2 - 4 players **30 - 45 minutes**

Contents

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

Overview

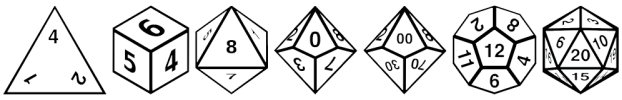
Jar of Dice is a race for 2–4 players. Each player rolls their own set of dice, works to get every die showing 1, and stores them in their Vault while attacking and defending against other players

Winning

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

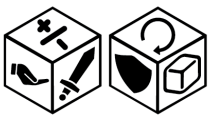
Victory Dice

Victory Dice are what you're racing to get to 1. A set of seven ranging from a d4 to a 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.

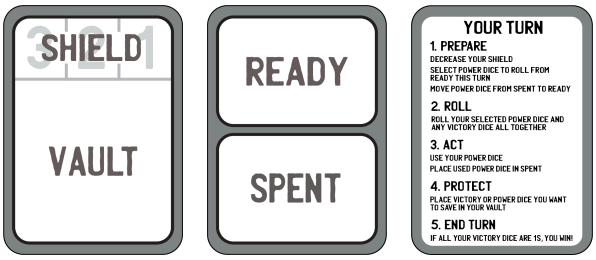


Power Dice

Power Dice are how you get an edge. Roll them each turn to trigger abilities: nudge a die's value, attack a die in another player's Vault, put up a Shield, steal a die, reroll a die, or give someone one of your Victory dice. 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



Player Cards



Vault Power Dice Reference

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 on your turn. After using a Power Die, move it to Spent

Getting Started

1. Each player takes:
   - A colored set of 7 Victory Dice
   - 5 Power Dice
   - A Vault Card, Power Dice Card, and Reference Card
2. Place your Vault card and Power Dice face-up in front of you.
3. Place all five Power Dice on the Ready section of your Power Dice card.
4. All players roll their d20, lowest roll goes first, play proceeds clockwise.
5. Read through the turn explanation below, and then start playing! It's easiest to learn when you just start rolling the dice.

Your Turn

1. Prepare

Decrease your Shield if you have one
Select which Power Dice you want to roll this turn from Ready.
Move Power Dice in Spent 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. If you don't want to use a Power Die on your turn, you can discard it to Spent, or save in your Vault.

4. Protect

Move any of your Victory Dice into your Vault.

5. End Turn

If all your Victory Dice are 1, you win the game.

	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**	Force any die to be rerolled immediately — yours or another player's. Cannot target dice in the Vault, Power Dice in spent or ready, attacked Victory Dice, or itself.
	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.

Frequently Asked Questions

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

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

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

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

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

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

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

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

Q: Can I get rid of my shield early?
A: 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 the same Victory Die from their set before starting. Always remove the d20 first. For even more players, keep removing the same die from each player's set