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 IRONDIE

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IRONDIE - Rules

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A DICE GAME



IRONDIE is an exciting board game which makes use of elegant metal dice to act out a battle between two (or more) players. Each collectible die has a special combination of shape, color and special ability. Their unique beauty also makes the dice collectible.

IRONDIE is a game you can learn in just one night, but the many possible combinations will make sure that you will never get tired of trying new sets and refining your strategies.

With IRONDIE every game is different. It is up to you to select your dice and create winning strategies! Each game offers a new challenge which can be overcome with skill and a bit of luck.



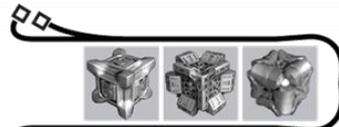
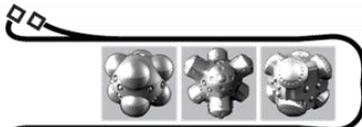
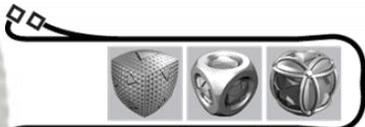
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www.irondie.com



THE GAME

IRONDIE is a tactical dice game. Each different die shape corresponds to a particular power which, combined with the color of the die, generates unique synergies. Unlike other dice games, luck is not the main factor in IRONDIE. The players' ability to skillfully balance the characteristics of their dice is much more important.

In order to challenge an opponent, each player creates his or her personal dice set picking from among the different shapes and colors available. Carefully combining the capabilities of the dice, players can create a large number of different sets, each set with its own unique strategy.

Each player starts the game with a set of 9 dice. At the beginning of the game, each player chooses how many of the 9 dice they want to start playing with and how many they want to keep for the following stages of the game. Each player then rolls the chosen number of dice into battle: the attack dice deal damage to the opponent, the defense dice shield from the opponent's attacks, while the life dice indicate the energy level of each player. When a player has no more life dice left in play, he or she loses the game.

The dice which are not rolled in the battle phase at the beginning of a turn are reserves and can later be rolled in the skirmish phase, where their different abilities will affect the dice rolled in the battle phase.

For example, I can start a skirmish with a ballistic die targeting one of my opponent's dice in play. If the result of my roll is higher than that of the target die, I can subtract 2 points from the target die; if the roll of my ballistic die is lower, I can subtract only 1 point from the target die.

At the end of each turn, if the sum of all the attack dice of a player is higher than the sum of the defense dice of the opponent, the difference will be subtracted from the opponent's life dice.

THE DICE

THE DICE FEATURES							
CLASS	TYPE (name)	SHAPE	SPECIALIZATION	TARGET	COMPARISON	EFFECT OF WINNING	EFFECT OF LOSING
ATTACK	SMASHER		BLACK	1 dice in play	>	put target dice into the ABYSS	put SMASHER into the ABYSS
	ASSAULT		RED	1 ATTACK dice in play	>	add or subtract the value of ASSAULT to/from target dice	add or subtract 1 to/from target dice
	BALLISTIC		PURPLE	1 dice in play	>	subtract 2 from target dice	subtract 1 from target dice
DEFENSE	NULLIFIER		BLUE	1 dice in play	>	put target dice into LIMBO	-
	BARRIER		GREEN	1 DEFENSE dice in play	>	add or subtract the roll of BARRIER from target dice	add or subtract 1 to/from target dice
	POWERUP		WHITE	1 dice in play	>	add 3 to target dice	add 1 to target dice
LIFE	SWARM		ORANGE	Each of the opponent's DEFENSE dice in BATTLE	<	subtract 2 from each target dice	-
	FORTRESS		YELLOW	Each of the opponent's ATTACK dice in BATTLE	<	subtract 2 from each target dice	-
	REGENERATION		-	1 dice in own LIMBO	∅	put target dice into BATTLE with the same value rolled on REGENERATION	-

IRONDIE
TABLE 1



1. CLASS:

The 9 dice types are divided into 3 CLASSES, which determine the ways each die can be used in BATTLE:

- ATTACK DICE:** their values 1-6 are indicated by triangles. They can deal DAMAGE to the opponent.
- DEFENSE DICE:** their values 1-6 are indicated by dots. They can shield a player from the opponent's ATTACK DICE.
- LIFE DICE:** their values 1-6 are indicated by numbers. They represent a player's life total, i.e. the damage that must be dealt to a player in order to defeat them. When a player has no more life dice left in play he or she loses the game.

2. NAME AND SHAPE:

Each die is characterized by a particular SHAPE which distinguishes it from the others and defines the EFFECTS it generates in SKIRMISH.

3. SPECIALIZATION:

It indicates the relationship between SHAPES and COLORS. Each SHAPE has a specialization which makes the combination with a specific COLOR particularly effective. If a die has the ideal SHAPE-COLOR combination (as shown in the table), it will win DUELS even in case of a tie. The only exception to this rule is when the TARGET die is of a HOSTILE COLOR (see "The colors").

4. TARGET:

It represents the die or the dice to which the EFFECT of a die rolled in a DUEL during the SKIRMISH phase can be applied.

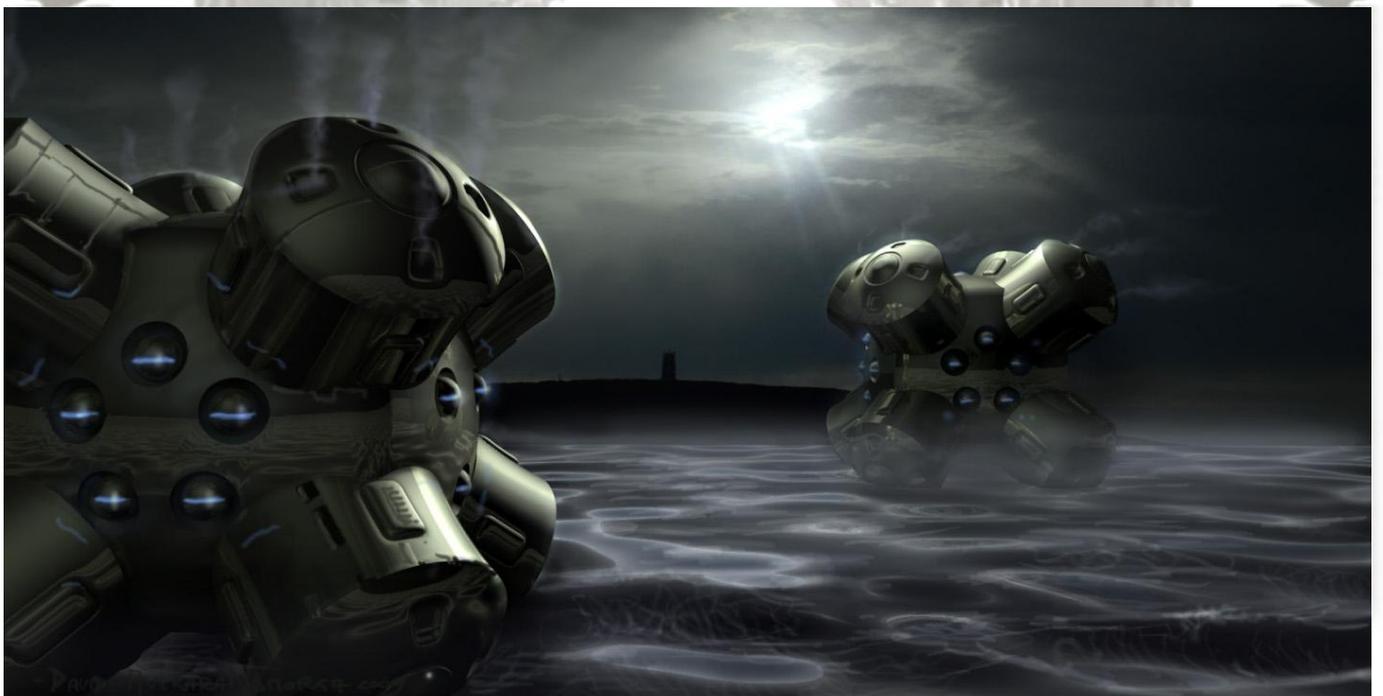
5. COMPARISON:

In order to establish the result of a DUEL in the SKIRMISH phase, it is necessary to make a COMPARISON between the die rolled and its TARGET. There are three different ways to see whether a die rolled in a DUEL has lost or won the DUEL:

- > (higher):** when a die is rolled, if its result is higher than the value of its TARGET die, the rolled die wins; otherwise it loses.
- < (lower):** when a die is rolled, if its result is lower than the value of its target die the rolled die wins; otherwise it loses.
- ∅ (null):** the EFFECT is applied regardless of the result rolled.

6. EFFECT:

It indicates the action the player performs according to the result of the COMPARISON.



THE COLORS

There are 8 different dice colors, divided into 3 CATEGORIES:

- 3 PRIMARY COLORS (RED, BLUE, YELLOW),
- 3 SECONDARY COLORS (PURPLE, GREEN, ORANGE)
- 2 NON-COLORS (BLACK, WHITE).



NOTE: Combining two primary colors you produce a secondary color (Blue and Yellow make Green). In this case the primary colors are called the **parents** and the resulting color, which in our example is Green, is called the **child**.

There are two important aspects of a die's color to be considered, the KINSHIP and the COLOR BONUS in:

KINSHIP

Each color has ALLIED, HOSTILE and NEUTRAL colors.

1. ALLIES:

- Each PRIMARY color is ALLIED to itself and to the SECONDARY colors it can generate.
- Each SECONDARY color is ALLIED to itself and to the PRIMARY colors which generate it.
- BLACK and WHITE are each only ALLIED to themselves.

2. HOSTILES:

The colors are HOSTILE to the other colors of the same category, which means that:

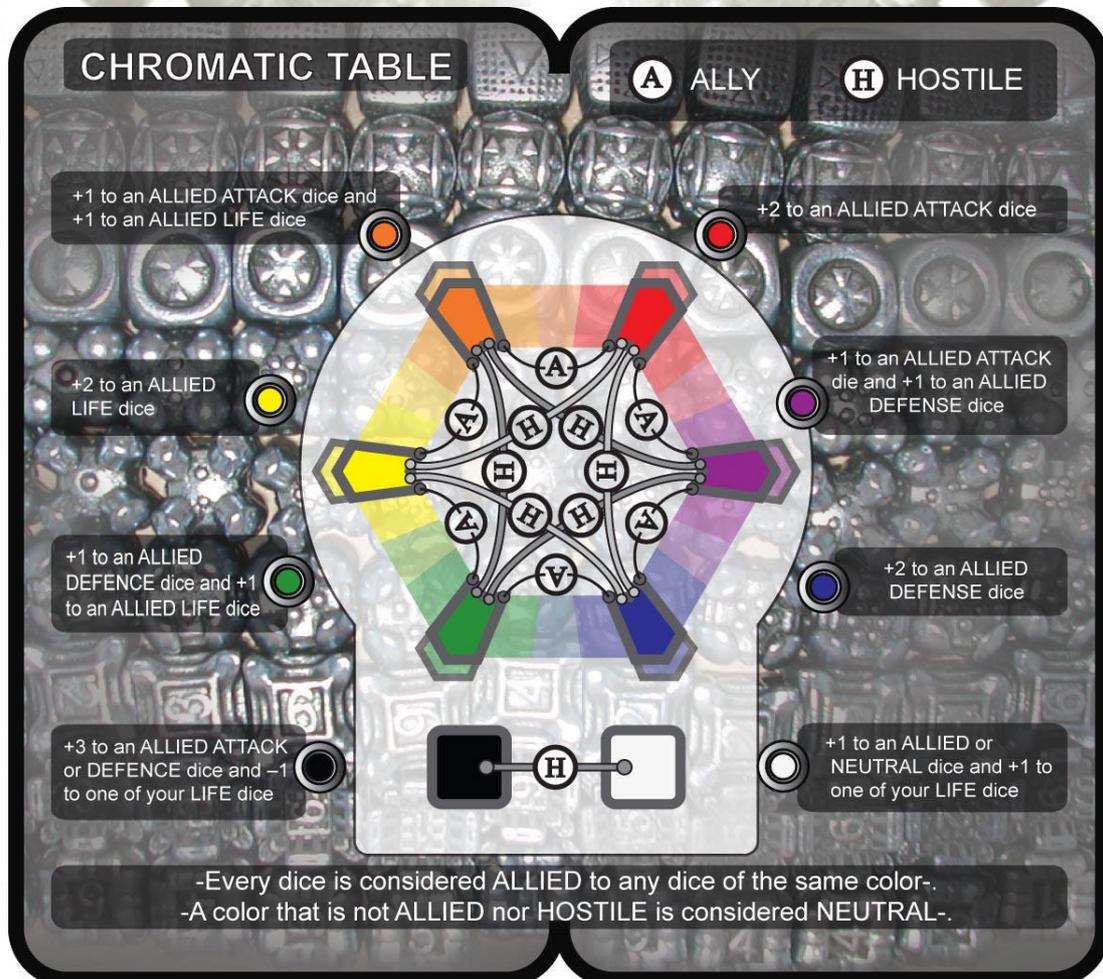
- Each PRIMARY color is HOSTILE to the other PRIMARY colors.
- Each SECONDARY color is HOSTILE to the other SECONDARY colors.
- BLACK is HOSTILE to WHITE and vice versa.



3. NEUTRALS:

Those colors which are neither ALLIED nor HOSTILE to each other are NEUTRAL to one another.

CHROMATIC TABLE



COLOR BONUS

When a player rolls a "1" (both in BATTLE and in SKIRMISH) he or she immediately has to apply, if possible, the BONUS related to the color of the die rolled to one (or two) of his or her own dice IN PLAY.

- The TARGET die has to be a different die from the one which rolled the "1".
- The TARGET die must always be a LEGAL TARGET, i.e. a die which meets the requirements of both CLASS and COLOR stated in the CHROMATIC TABLE.
 - If there are no LEGAL TARGETS in play, the BONUS cannot be applied.
 - If the die rolled can give a BONUS to more than one die (see SECONDARY colors), and there are LEGAL TARGETS only for some of the BONUSES offered by the die, only the BONUSES which have LEGAL TARGETS are applied.
- For details on applying COLOR BONUSES in the BATTLE PHASE, see "Phase 1: Battle" below.

THE RARE DICE

Inside the three-die packages (EXPANSION STICKS) you may find a rare die. A rare die can be distinguished from the common dice by its laser-engraving. Unlike common dice, which trigger their COLOR BONUS only when they roll a "1", rare dice trigger the COLOR BONUS also when they roll a "2".

In a SET you can have a maximum of 3 rare dice.

EXAMPLE: *I have to add 2 points to an ATTACK die whenever I roll a "1" on a red die. On the other hand, I will add 2 points to an ATTACK die whenever I roll a "1" or a "2" on a red rare die.*

THE GAME BOARD



The GAME BOARD is divided into the following ZONES:

- BATTLE:** the dice rolled during the BATTLE PHASE are placed here. This ZONE is divided into three smaller zones where **ATTACK**, **DEFENSE**, and **LIFE** dice are placed.
- SKIRMISH:** the dice rolled during the SKIRMISH PHASE are placed here until the end of each DUEL.

- C) **LIMBO**: the dice which will return to the player's hand at the END OF TURN are placed here. The dice to be put into LIMBO are:
- the dice rolled during the SKIRMISH PHASE, at the end of each DUEL,
 - the ATTACK and DEFENSE dice in the BATTLE ZONE after the DAMAGE PHASE.
- D) **ABYSS**: the dice which are out of the current game are placed here.
- The dice to be put into the ABYSS are:
- the dice destroyed in SKIRMISH (for example through the effect of a SMASHER),
 - the LIFE dice in the BATTLE ZONE with a value equal to or lower than zero.

NOTE: When using the game board, in order to improve your view on the game, it is best to arrange your dice from lowest to highest value or vice versa. The attack dice and the life dice could be placed from highest to lowest value from left to right, and the defense dice from highest to lowest value from right to left.

HOW TO PLAY A GAME

BEFORE THE GAME

IRONDIE is primarily designed for two players, but can also be enjoyed with more players. The following rules assume a two-player game. You can find additional multiplayer games on page 7.

Each player chooses a SET of dice to use in the game. Each SET must consist of 9 dice, among which there must be at least one die per CLASS and (that is at least one ATTACK die, one DEFENSE die and one LIFE die).

Each player reveals his or her SET to the opponent before the start of the game for 30 seconds.

THE GAME

Each game consists of TURNS, with each TURN being divided into four PHASES:

- BATTLE,
- SKIRMISH,
- DAMAGE,
- END OF TURN.



PHASE 1: BATTLE

- Each player divides his or her SET into two groups, without revealing them to the opponent. Note that one of the two groups may contain no dice at all.
- Simultaneously, each player rolls one of the two groups of dice, keeping the other in RESERVE (i.e. in their hand). The dice rolled come INTO PLAY, while the other group of dice will be used later during the SKIRMISH PHASE.
- The dice IN PLAY are placed in their respective ZONES: the ATTACK dice in the ATTACK ZONE, the DEFENSE dice in the DEFENSE ZONE, and the LIFE dice in the LIFE ZONE.
- After the dice are placed, each player checks their results. Each die which rolled a "1" (and each rare die which rolled a "1" or "2"), triggers its COLOR BONUS (see CHROMATIC TABLE). The player who has PRIORITY (see note below) applies his or her COLOR BONUS(ES), if any, first; then the opponent applies his or her COLOR BONUS(ES), if any.

If a COLOR BONUS increases the value of a die which has triggered a COLOR BONUS itself, the COLOR BONUS of that die is still applied as normal even if it now has a value of 2 or higher.

So, for example, two BLUE BARRIERS which rolled 1s could apply their COLOR BONUSES to each other.

- When all the COLOR BONUSES have been applied, the BATTLE PHASE ends and the SKIRMISH PHASE begins.
- If none of the players have any dice in RESERVE, the SKIRMISH PHASE is skipped and the game moves on to the DAMAGE PHASE.

PRIORITY PRIORITY defines the player who has the right to start a game phase where the players take turns in performing a particular action. The PRIORITY rule applies particularly to the SKIRMISH PHASE and to the application of the COLOR BONUSES. The player who has PRIORITY is:

- the one with more dice in RESERVE;
- in case of a tie, the one with more life points;
- if still tied, the players roll a die each, and the player who rolled higher has PRIORITY (reroll any ties).

During the SKIRMISH PHASE, players can roll the dice they have in RESERVE (in their hand) in order to apply their EFFECTS (see “Dice Features” above) on chosen TARGET dice.

THE ALTERNATION OF DUELS DURING THE SKIRMISH PHASE

- Each SKIRMISH PHASE consists of one or more DUELS. In each DUEL, each player can roll up to 2 dice.
- During each DUEL, the player who rolls the first die is considered to be the OFFENSIVE player, while the other player is the DEFENSIVE player. Players take turns in this role: every time a DUEL ends, the DEFENSIVE player has the right to become the OFFENSIVE player for the following DUEL.
- If a player renounces his or her right to go on the OFFENSIVE, i.e. the right to roll the first die in a DUEL, he or she loses that right for the remainder of the current SKIRMISH PHASE. During the rest of the PHASE that player will only be allowed to act as the DEFENSIVE player.
- For the first DUEL of each SKIRMISH PHASE, the player who has PRIORITY (see Phase 1 above) has the right to become the OFFENSIVE player.
- The SKIRMISH PHASE ends in one of two ways:
 - all the players have renounced their right to go on the OFFENSIVE, or
 - no player has any dice left in RESERVE
- After the SKIRMISH PHASE ends, the DAMAGE PHASE begins.

BREAKDOWN OF A DUEL

1. The OFFENSIVE player takes one of his or her RESERVE dice, shows it to the opponent and declares its TARGET die (or dice) choosing among the dice IN PLAY which meet the requirements listed under “The Dice” above (“TARGET” column). Next, the OFFENSIVE player rolls the selected die and places it in his or her SKIRMISH ZONE.
2. The DEFENSIVE player can:
 - a. take a die from his or her RESERVE, show it to the opponent and declare its TARGET. The player can only target a die in the SKIRMISH ZONES or a TARGET die of one of the dice in the SKIRMISH ZONES. Next, the player rolls the die and places it in his or her SKIRMISH ZONE; or
 - b. forgo the first roll in this DUEL. In this case the player will only be able to roll a maximum of 1 die, instead of 2, during this DUEL.
3. The OFFENSIVE player, and after him or her the DEFENSIVE player, both can:
 - a. use the second roll at their disposal in the DUEL (according to point 2a); or
 - b. forgo their second roll.

Example: Zac is the OFFENSIVE player and starts the current DUEL by rolling his first die. Dot forgoes his first roll because he wants to wait and see what Zac does with his second roll. Zac wants to save his remaining dice in RESERVE for later DUELS and forgoes his second roll. Now Dot uses his second roll to react to Zac’s first.

Note: It is possible that a player would like to respond to a die rolled by the opponent in a given DUEL but cannot do so because he or she either has no dice left in RESERVE that could legally target any dice in this DUEL or because he or she has no dice left in RESERVE at all. A player whose opponent has no dice left in RESERVE is free to continue this DUEL and/or start more DUELS without the opponent being able to interfere

DETERMINING THE RESULT OF A DUEL

- Once all players have made and/or foregone their two rolls, the current DUEL ends and the EFFECTS of all the dice in the SKIRMISH ZONE are resolved, from the last one rolled back to the first (according to the so-called “LIFO” (Last In First Out) method). To do this, compare each die rolled during the DUEL with its target die/dice and determine whether the die has won or lost the comparison to the target die/dice; then apply the die’s EFFECT as listed in the “Dice features” table.

Note: The LIFO method can result in a situation where the TARGET of a particular die is no longer IN PLAY by the time the EFFECT of that die should be resolved (because of the EFFECT of a NULLIFIER or a SMASHER that was resolved earlier). In this case the EFFECT of the die cannot be applied because it has no TARGET anymore.

- When all the EFFECTS of the dice rolled during the DUEL have been applied, each player puts the dice remaining in the SKIRMISH ZONE into his or her LIMBO (some of the dice rolled during the DUEL might not be in the SKIRMISH ZONE anymore once the EFFECTS have been applied, as, for example, they could have been put into the ABYSS by the EFFECT of a SMASHER).
- Once all the DUELS of the SKIRMISH PHASE have ended, the game moves on to the DAMAGE PHASE.

PHASE 3: DAMAGE

- Each player sums up the values of their own ATTACK dice and DEFENSE dice in the BATTLE ZONE.
- If the sum of the ATTACK dice of a player is higher than the sum of the opponent's DEFENSE dice, that player deals damage to the opponent equal to the difference.
- All players subtract, at the same time, from the LIFE dice in their LIFE ZONE a number of points equal to the damage they have received. Each player decides how to distribute the damage they have received between his or her LIFE dice. When the value of a LIFE die is reduced to zero, that die is put into the ABYSS.
- After damage has been assigned, each player puts all his or her ATTACK and DEFENSE dice from the BATTLE ZONE into his or her LIMBO

PHASE 4: END OF TURN

1. Each player can take back into their hand a single LIFE die from their BATTLE ZONE.
2. Each player must return all the dice from their LIMBO to their hand.
3. The game moves on to the following TURN starting again with the BATTLE PHASE.

THE END OF THE GAME

- The game ends at any moment (after the first BATTLE PHASE) when there is only one player who has LIFE DICE in the LIFE ZONE. The player who still has LIFE DICE in the LIFE ZONE wins.
- In case both players are left with no LIFE DICE in their LIFE ZONES at the same time (for example after the DAMAGE PHASE) the game ends in a draw.

THE MULTIPLAYER GAME

It is possible to play IRONDIE with more than 2 players: this is called the Multiplayer Game.

- Players are divided into two teams, with the same number of people on each team. The teams sit at opposite sides of the table.
- The SET of each player must consist of 9 dice, among which there must be at least one die per CLASS and a maximum of 3 rare dice.
- The BATTLE PHASE and DAMAGE PHASE are conducted simultaneously between all players.
- Every duel still has 4 rolls, 2 for each team (just as in two-player games). Each team member can participate in the current duel.
- Each player uses their own game board to place their dice.
- All rules that apply to a single player in a two-player game apply to the team in a multiplayer game. (So a team loses the game when none of its players have LIFE dice in their LIFE ZONES, and a Fortress/Swarm rolled in Skirmish targets all attack/defense dice of all opponents.)
- During a multiplayer game, if a player runs out of LIFE dice in the LIFE ZONE, he or she continues to play normally so long as at least one player on the team has at least one LIFE die in the LIFE ZONE.



THE GOLDEN RULES

There are a few “tricks” which help memorize some of the rules of the game:

MNEMONIC RULES

The symbols of the dice

- On ATTACK DICE values are indicated by **triangles**.
- On DEFENSE DICE values are indicated by **dots**.
- On LIFE DICE values are indicated by **numbers**.

OTHER RULES NOT TO FORGET

1. Whenever an EFFECT or COLOR BONUS changes the value of a die:
 - a) If it increases the value of a die above 6, the value of the die is 6.
 - b) If it decreases the value of a die below 1:
 - the value of the die is 1 if it is an ATTACK or DEFENSE die, or if it is a LIFE die in the SKIRMISH ZONE,
 - the die is put into the ABYSS if it is a LIFE die in the LIFE ZONE.
2. The COLOR BONUS is triggered only when a die actually rolls a “1” (or a “2” if it is a RARE die). The COLOR BONUS is not triggered if a die scores “1” (or “2”) because an EFFECT or COLOR BONUS changed its value.
3. If a die rolls a 1 (or a 2 in case of a RARE die), the COLOR BONUS must immediately be applied, provided that the BONUS has a LEGAL TARGET.

TOURNAMENT RULES

In a tournament setting, the following rules apply in addition to the basic rules described above:

Tournaments are run in two phases: the first phase follows the “Swiss System”.

After the Swiss rounds, the players with the best score clash in knockout rounds (the number of players who will proceed to the knockout phase will depend on the number of initial participants).

Each match consists of multiple games, and the first player to win two games wins the match.

Each match has a maximum duration of 45 minutes.

Each game continues for a maximum of 20 minutes under normal rules. The turn in which the 20 minutes are exceeded is finished under normal rules. In all subsequent turns, the following rules apply:

- Players can’t roll dice in SKIRMISH.
- Players can’t return LIFE dice to their hand at the end of turn.
- At the beginning of each turn, the value of every LIFE die in the LIFE ZONE is reduced by 1.

During the tournament, in addition to their SET, players may use a **SIDE SET** consisting of exactly 3 dice. After each game, players can exchange one or more dice of their SET for one or more dice of their SIDE SET.

The SIDE SET can contain rare dice (in addition to the 3 rare dice that may be in the main SET), but after exchanging dice with the SIDE SET, the main SET can still only have a maximum of 3 rare dice.

Exchanging dice with the SIDE SET is done in secret, but players still have to reveal their SET to the opponent before the start of the next game.

