



FILL FROM TOP TO BOTTOM

+1 OR -1 TO 1 DIE
 USE A DIE AS 1 SIZE BIGGER OR SMALLER
 CHANGE 1 DIE COLOR
 COMBINE 2 DICE RESULTS
 SPLIT 1 DICE RESULT

2 POINTS EACH

UNUSED BONUSES 1 POINT EA.

SUM

ROUND ROUND ROUND ROUND ROUND ROUND
 1 2 3 4 5 6



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RULES

SETUP

- EACH PLAYER TAKES 1 HOME CARD + ITS MATCHING CLAN SHEET
- PUT ALL 18 MEEPLES IN THE BAG ROLL ALL 5 DICE
- RANDOMLY PAIR 1 MEEPLE FROM THE BAG WITH EACH DIE

GAMEPLAY

- EACH PLAYER SIMULTANEOUSLY CHOOSES 3/2/1 DICE RESULTS TO FILL BOX(ES) ON THEIR SHEET
- ADDITIONALLY, EACH PLAYER MAY ALSO SELECT ALL DICE RESULTS MATCHING THEIR HOME CARD
- PLAYERS MAY CROSS OFF AND USE HOME BONUSES AT ANY TIME
- IF YOUR CHOSEN DICE RESULT MATCHES THE DICE SIZE OF THE SPACE YOU FILL, ADD 1 RECRUIT FOR THAT CLAN
- WHEN THE MEEPLE BAG IS EMPTY, IMMEDIATELY RETURN ALL USED MEEPLES TO THE BAG AND MARK OFF THE NEXT ROUND; THEN KILL 1 RANDOM MEEPLE (ROUNDS 2/4/6) *FINISH DRAWING IF NEEDED.*

ENDGAME

WHEN THE 6TH ROUND IS FINISHED, ALL PLAYERS TABULATE THEIR FINAL SCORES.
HIGHEST TOTAL WINS!

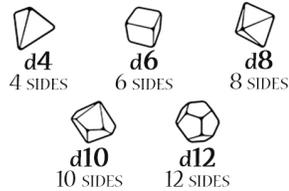
SCORING

- EACH CLAN SECTION TOTAL
- EACH CLAN RECRUIT = 2 POINTS
- EACH UNUSED BONUS = 1 POINT



ICONS

- +1 OR -1 TO ANY ONE DICE RESULT
- USE 1 DIE AS IF IT WERE A SIZE BIGGER OR SMALLER
- USE 1 DIE AS IF IT WERE A DIFFERNT COLOR
- ADD THE RESULT OF 1 OTHER DIE TO YOUR CHOSEN DIE
- SPLIT YOUR CHOSEN DIE INTO 2 RESULTS THAT ADD UP TO ITS TOTAL ROLL. *APPLY EACH RESULT TO A DIFFERNT BOX THOUGH YOU MAY ONLY RECRUIT ONCE.*
- CHOOSE AND APPLY 2 DIFFERENT DICE RESULTS. *EACH CHOICE MAY RECRUIT. YOU MAY STILL CHOOSE A CLAN DIE AS WELL.*



CLAN MEEPLES





FILL LEFT TO RIGHT



| | | | | | | | | | |
|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|
| ≥ 1 | ≥ 2 | ≥ 3 | ≥ 4 | ≥ 5 | ≤ 8 | ≤ 7 | ≤ 5 | ≤ 4 | ≤ 3 |
|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|

| | | | | | | | | | |
|---|---|---|----|----|----|----|----|----|----|
| 3 | 5 | 9 | 14 | 20 | 31 | 42 | 53 | 64 | 71 |
|---|---|---|----|----|----|----|----|----|----|

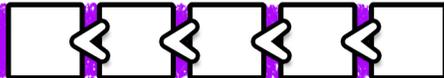


HIGHEST

CLAN RECRUITS



2 POINTS EACH



FILL EACH ROW LEFT TO RIGHT
14 = MAX SQUARE VALUE



SUM

CLAN RECRUITS



2 POINTS EACH

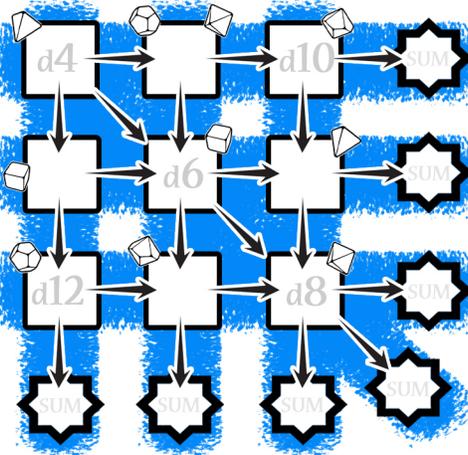
FILL IN ANY ORDER • MUST COMPLETE A LINE TO SCORE IT



CLAN RECRUITS



2 POINTS EACH



14 = MAX VALUE IN ANY SQUARE



SUM OF ALL



FILL IN ANY ORDER



SUM OF ALL FULL PAIRS

2 POINTS EACH

CLAN RECRUITS



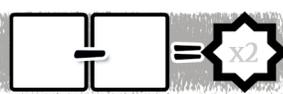
FILL EACH PAIR LEFT TO RIGHT • 14 = MAX SQUARE VALUE
FILL PAIRS IN ANY ORDER



CLAN RECRUITS



2 POINTS EACH



SUM OF ALL



FILL LEFT TO RIGHT

≥ 1 ≥ 2 ≥ 3 ≥ 4 ≥ 5 ≤ 8 ≤ 7 ≤ 5 ≤ 4 ≤ 3 =

 3 5 9 14 20 31 42 53 64 71 HIGHEST

CLAN RECRUITS



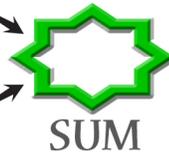
2 POINTS EACH



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FILL EACH ROW LEFT TO RIGHT
14 = MAX SQUARE VALUE



CLAN RECRUITS

2 POINTS EACH

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CLAN RECRUITS

2 POINTS EACH

14 = MAX VALUE IN ANY SQUARE

 SUM OF ALL



FILL IN ANY ORDER

SUM OF ALL FULL PAIRS

FILL EACH PAIR LEFT TO RIGHT • 14 = MAX SQUARE VALUE
FILL PAIRS IN ANY ORDER



CLAN RECRUITS

2 POINTS EACH

$\square - \square = \times 3$ $\square - \square = \times 2$

 $\square - \square = \times 2$ $\square - \square = \times 3$

 $\square - \square = \times 2$

 SUM OF ALL

CLAN RECRUITS

2 POINTS EACH

RULES

SETUP

- Each player takes 1 Home Card + its matching Clan Sheet and a writing utensil
- Put all 18 meeples in the bag
- Roll all 5 dice and mark off Round 1
- Randomly pair 1 meeple from the bag with each die

GAMEPLAY

Roll each of the 5 dice and draw 1 random meeple to assign to each result. This determines each die result's clan (color) for the turn.

Simultaneously, all players choose dice results and apply it to the matching clan (color) on their sheet. In rounds one and two, players may choose up to THREE different dice results PLUS all results matching their home sheet clan.

Once all players have made their selections, the meeples are discarded (not returned to the bag) and the dice get rolled again. Draw and assign new meeples to each result and repeat the choosing process.

When the **last meeple** is drawn from the bag, immediately mark of the next round, return all discarded meeples to the bag. If it is **Round 2, 4 or 6**, randomly draw 1 meeple from the bag and **KILL IT** (remove it permanently from the game) by placing it in the **graveyard**). Then continue drawing until all dice are paired with a meeple.

Continue the above process until the last meeple is drawn in round 6 then tabulate final scores.

CHOOSING DICE RESULTS

When you choose a dice result, it **MUST** be filled in the matching color zone, unless you spend a color change bonus from your House Card. *For instance: the d12 has rolled a 7 and is paired with a green FeyFolk meeple; you must write the 7 into your green Fey zone on the player sheet.*

Rounds 1 & 2: choose up to **3 different dice** PLUS all dice matching your clan Home sheet

Rounds 3 & 4: choose up to **2 different dice** PLUS all dice matching your clan Home sheet

Rounds 5 & 6: choose up to **1 dice result** PLUS all dice matching your clan Home sheet

You can never choose a dice result more than once (even with bonuses).

Matching dice sizes: When you apply a dice result to a space that has an icon matching the **size** of your selected die (d4, d6, etc.) you will also mark off one of the bubbles in the **recruit** section for that clan.

Once a space on your sheet has been filled, it cannot be changed or altered.

CLAN ZONES

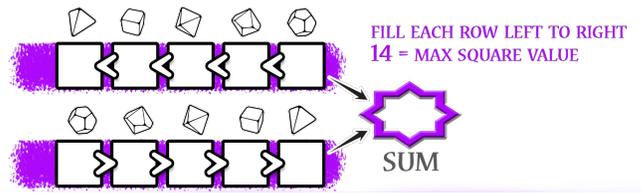
Each zone operates slightly differently, but all **provide 2 domination points** for every clan member **recruited** (when a chosen die matches the size of the dice icon at the space you fill in).

There are 6 different clan sheets, **each zone works exactly the same no matter which clan (color) is assigned to which zone**. The top right corner tells you which Home Card to pair the sheet with.



TOP ZONE

- Must be filled from left to right.
- The first 5 spaces must be filled with a result **equal to or higher** than the depicted numeral in the space.
- The last 5 spaces must be filled with a result **equal to or less** than the depicted numeral in the space.
- **SCORE** = the number shown in the star beneath the right-most filed space.



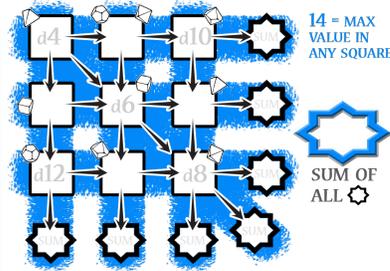
SECOND ZONE DOWN (beneath top zone)

- Each row must be filled from left to right
- Do not need to complete one row to start the other
- Top Row = each result must be a **higher** number than the previous one
- Bottom Row = each result must be a **lower** number than the previous one
- **SCORE** = add all filled spaces together

FILL IN ANY ORDER • MUST COMPLETE A LINE TO SCORE IT

MIDDLE ZONE

- Fill spaces in any order
- Corners & Center must be filled with a particular **SIZE** of dice result
- Other spaces have no requirements
- **SCORE** = add up any 3 **completed** lines (rows, columns or diagonal)



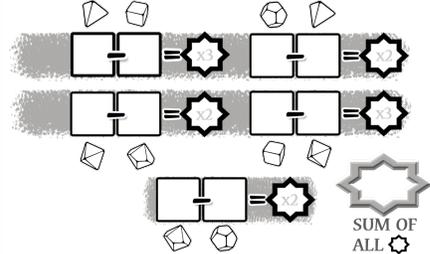
SIDE ZONE

- Fill paired spaces in any order; top to bottom and left to right
- Each paired space must contain the **same number** on both sides
- **ZONE SCORE** = the sum of all completed pairs

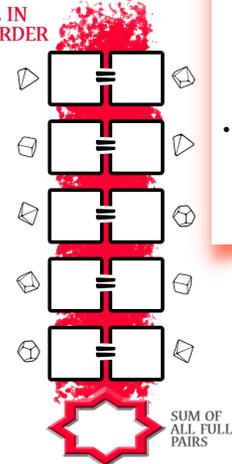
BOTTOM ZONE

- Fill paired spaces in any order
- Each paired space must be filled left-first, then right
- **Score pair** the right result from the left then multiply by 2 or 3 (depending upon the pair)
- **ZONE SCORE** = the sum of each completed and scored pair

FILL EACH PAIR LEFT TO RIGHT • 14 = MAX SQUARE VALUE
FILL PAIRS IN ANY ORDER



FILL IN ANY ORDER



HOME CARDS

- Add 1** or **Subtract 1** from the value of any one dice result.
- Use a chosen dice result as if it were one size **larger** or **smaller** (usually for recruiting)
- Use a chosen dice result as if it had a **different meeple** (color) paired with it

- Split** one dice result into two results (of the same color). The sum of the two results must equal the original roll. Both results count as the same color and size as the original die.



Choose one dice result then **add** or **subtract** the value of any one UNCHOSEN dice result to that die. The unchosen die cannot be picked by you again this turn. The new result retains the size and color of the original die.



Choose 2 different UNCHOSEN dice results to apply to your clan sheet this turn. You can never chose any dice result more than once. Home Sheet results must be filled in order from top to bottom. When filling a space on your Home sheet, you gain use of that space's associated bonus. Each of these bonuses it is usable ONCE in the game and should be crossed off as soon as you use it.

Individual dice results cannot be altered to be outside their minimum or maximum value.

No space on the Clan Sheet or your Home Card may contain a value higher than 14 (even when using a bonus to combine 2 different dice).

HOME CARD DICE RESULTS & SCORING

All Home Cards work exactly the same way. They must be filled in order from TOP to BOTTOM.

Any dice result may be put in any space, though if the result comes from a die that matches the dice size icon of the space, **gain 1 recruit**.

As soon as a space is filled, you have access to the bonus depicted to its right. You may use the bonus at any time. Each bonus may only be applied to a single dice result and may be used only once. Cross it off once you use it.

EVERY time a dice result is paired with your Home Card clan, you may choose that result IN ADDITION TO any other dice you choose that turn. If you have no more spaces to fill, you instead gain a **recruit** every time you claim a result from your matching home card meeple.

FINAL SCORING

The game ends when the last meeple is drawn from the bag in Round 6.

Total together all ZONE scores + all recruits + all unused Home Card bonuses. Mark this score in the score star at the bottom of your Home Card.