



City Domination

Ages: 10+

Time: 20-30 min.

Any number of Players

PREMISE

You represent one of the six supernatural clans vying to rule Bigbad City. You will be choosing various dice results over six rounds and applying them to each of the different clan sections on your player sheet. But beware! Not all clan scores will be positive by the end of the game. Some clans will flourish by gaining new members and rising in dominance at multiple key city locations, while others will stagnate as members die and their hold in the city wanes.

SETUP

- Each player needs their own **home sheet**
- Set out the **public arena sheet** (or just clear space for the dice and meeples)
- Mix all the **meeples** in the **draw bag** (or shuffle the clan deck if not using meeples)
- Set out all **five polyhedral dice** (d4, d6, d8, d10 and d12)
- Set the **round marker** on Round 1

GAMEPLAY

The game takes place over 6 rounds. Every time the meeple bag (or clan deck) empties out, move the round marker up once and replace all discarded meeples into the bag.

*Remember during rounds 2, 4 and 6 to first draw **1 meeple** and send it to the **graveyard** before continuing to fill up the arena.*

1. **Roll all five dice** and place them in their respective size slots on the arena sheet
2. **Draw 5 meeples** from the bag, 1 at a time, and place each next to a rolled die)
3. Each player **simultaneously chooses dice results** from the arena to apply to their home sheet. Dice next to a meeple of a **player's home clan are free choices**. Otherwise they are limited to how many dice results to choose according to the round limit: **three** dice in rounds 1-2, **two** dice in rounds 3-4 and only **one** die in rounds 5-6
4. When a dice choice **matches the size icon** of where you place the result, you will also mark off **1 Recruit** bubble for that clan
5. **Repeat steps 1-4** - refilling the meeple bag when emptied and killing a meeple (on even rounds) until round 6 has been completed. Then tabulate scores.

It is likely - in later rounds of the game - you will have filled up all your Home Clan dice result boxes. When this happens and one of your clan meeples is drawn, you may either:

Fill in a Recruit bubble
OR

Circle a used bonus to be usable once more this game

SCORING

Each clan section on your home sheet scores differently. The clans that have a dead meeple in the graveyard will be **negative** (possibly double negative - never kill off all three meeples of the same clan) and all other clan scores will be positive.

Each filled dot for **Clan Recruits** = **2 points** for that clan.
Recruits in negative clans will be tallied as **membership deaths** for that clan.

Each **unused dice bonus** on your home clan section = **1 point**.

If you are playing an officially sanctioned game, make sure to submit your results via YouTube/Patreon/HumanFlavor.com.



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. THE EXTRA CHOICE DOES NOT COUNT AGAINST YOUR ROUND LIMIT.



d4
4 SIDES



d6
6 SIDES



d8
8 SIDES



d10
10 SIDES



d12
12 SIDES

CLAN MEEPLES



Print 3 copies of this page

Cards are sized for 2.5"x3.5" sleeves





OR print out this page for mini cards that fit on the public arena board below.

You can also order a full set of jumbo clan meeples from cheekydingo.com.

Human Flavor Roll n'write

