Dice Mutants: Evolution Battle
2-6 Players | 30 Minutes

The Dice Mutants have emerged and are starting to evolve. Control your Dice Mutant's evolution while in the midst of an ongoing battle. The fighting is constant, but the evolution is under your control--somewhat. In Dice Mutants: Evolution Battle, each player will control one Dice Mutant. Each round, the Dice Mutants will compete over the evolution dice that will improve their character. The evolution will make the Dice Mutants better at attack, defense, speed, mutation, and guile. The Dice Mutants are also battling to the death. The last Dice Mutant alive wins.

COMPONENTS NEEDED
- Pencils and six-sided dice (3 per player)
- Print out the Menu Cards & Order Tokens (DiceMutantsEvo_Components.pdf)
- Print out several Battle Sheets (1 per player) (DiceMutantsEvo_BattleSheets.pdf)

BATTLE SHEET
You will write on the battle sheet to keep track of your progress in the battle.

The main areas are the attack, defense, life, speed, mutation, and guile sections. The attack and defense sections consist of boxes that will be used to develop better attack or defense strength. The life section is simply an area for marking off life points as they are lost. The speed, mutation, and guile boxes give you room to keep track of the speed, mutation, and guile points of your Dice Mutant.

SETUP
You need three standard six sided dice for each player. For example in a three player game you need 9 dice. Each player needs their own battle sheet. Randomly give each player one of the order tokens. These will change hands several times during play. The game takes place over several rounds.

EACH ROUND
Here are the steps of each round;
- Roll evolution dice
- Claim evolution dice (Guile points spent during this step)
- Assign evolution dice
- Spend mutation points
- Determine damage

ROLL EVOLUTION DICE
First, the evolution dice are rolled. For each Dice Mutant in the game, 3D6 are rolled. It doesn't matter who rolls the dice.

CLAIM EVOLUTION DICE
After all the evolution dice are rolled, each player takes turn taking one of the dice from the pool as their own. This is **claiming** a die and making it **claimed** by the player that took it. This is done in order of the order token of each Dice Mutant. The Dice Mutant with the "1" goes first, "2" goes next, and so on. After each Dice Mutant has claimed a die, then start over again with "1" claiming another die. Players continue claiming dice until each player has three dice. When players use guile to take dice out of turn, you just continue on with the normal order. Once a player has claimed three dice, they cannot claim another one, even with guile. Every player will **always** end this step with three dice.

ASSIGN EVOLUTION DICE
After each player has their three dice, everyone gets to assign these dice, evolving their Dice Mutant. In the order of the order tokens, players take turns assigning their evolution dice. On your turn, you assign all three of your dice. You only get to assign each dice once, and you can combine two or three dice to assign together. You will assign them in Attack, Defense, Speed, Mutation, or Guile. Each of these is explained below.

SPEND MUTATION POINTS
Again in order token order, players each get one turn to optionally spend mutation points on the mutation menu.
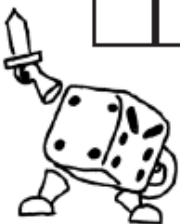
DETERMINE DAMAGE
The last thing you do each round is that each player's Dice Mutant attacks each other Dice Mutant. This is done by comparing the attack and defense strengths of each Dice Mutant, and then marking off life points for damage. Each Dice Mutants' attack and defense strengths start at 1. Attack minus defense equals damage. Anything less than or

equal to zero is no damage. Then you mark damage off of the life section, by crossing out that many boxes. When a Dice Mutant has no more life, it is out of the game. Remove three dice from the game when a Dice Mutant dies. A Dice Mutant starts with only 45 Life Points, but may increase up to 60 with mutation. Last Dice Mutant left alive wins.After every Dice Mutant has attacked every other Dice Mutant start a new round by rolling all the evolution dice (three dice per player still in the game).

ASSIGNING DICE TO ATTACK & DEFENSE
To explain how to spend your evolution dice to improve your attack and defense, first you must understand the attack and defense grids. The grids are slightly different, but the function the same. Here is the attack grid:

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18

(The letters A T T A C K run vertically down the left side, with a dice character illustration holding a sword.)

As you can see, there is a different number of boxes under each number. There are no boxes under the number 1. That is because your Dice Mutant starts with an Attack of 1. In order to improve your attack you have to check off each box under the number. So in order to get an attack of 2 you need to check off the two boxes underneath the 2. For an attack of 10 you'll need to check off all four boxes under the 10. You check off a box in the grid by assigning evolution dice to make the number you're checking a box under. So to check off one of the boxes under the 5, you will need to assign an evolution die that rolled a 5. Or you can use two evolution dice that add up to 5, such as a 2 and a 3. If your dice were 2,3 & 5 you could check off two 5 boxes. You can also combine all three dice to add up to whatever number you want to check off a box underneath of. When you get the last box under a number checked, circle the number to show that that is your new attack or defense strength.

ASSIGNING DICE TO SPEED, MUTATE, AND GUILE
Assigning evolution dice on speed, mutation, and guile is easy. To assign to your speed, mutation, or guile you simply take the number that is on the evolution die and add it to your previous total. Simply scribble over the old total and write down the new total. Guile is spent on the guile menu during the dice claiming, and mutate is spent on the mutation menu during that part of a round. When you add to your speed, you can trade order tokens with anyone who now has less speed than you. The new order takes effect after everyone is done assigning their dice.

SPENDING MUTATE POINTS ON THE MUTATION MENU
After everyone assigns their evolution dice, then each player may spend mutate points on the mutation menu. Choose something from the menu, decrease your mutate points by the cost of the item and then do what it says. If you don't have enough mutate points for the item on the menu, than you cannot purchase it. Once you acquire the sword mutation or shield mutation, you can't get them a second time. These items can only be purchased once by each Dice Mutant in a game.

- Guile Gland - Cost: 10 Mutate Points
  Roll 3D6 and add the total of the roll to your Guile Points
- Extra Leg - Cost: 20 Mutate Points
  Roll 3D6 and add the total of the roll to your Speed Points
- Scales - Cost: 25 Mutate Points
  Increase Max Life by 5, May not go above 60 Max
  A Dice Mutant's life starts at 45. When you add 5 more circle life points (46,47,48,49,50) to show your life has increased. These may now be marked off when taking damage. The most you can increase your life to is 60, so you can only purchase Scales three times.
- Spikes - Cost: 30 Mutate Points
  Deal 3 unblockable damage to an opponent
  No matter what the defense value of the target Dice Mutant, it takes 3 damage
- Sword - Once Per Game - Cost: 30 Mutate Points
  Permanent +2 Attack
  Check off the box next to the sword that is next to the Attack Grid. Whatever your highest Attack strength is, add 2 to it when determining damage. So an attack strength of 18 is treated like a 20 when determining damage.
  You can only purchase sword once per game.
- Shield - Once Per Game - Cost: 40 Mutate Points
  Permanent +1 Defense
  Check off the box next to the shield that is next to the Defense Grid. Whatever your highest Defense strength is, add 1 to it when determining damage. So a defense strength of 9 is treated like a 10 when determining damage.
  You can only purchase shield once per game.
- Rage - Cost: 60 Mutate Points
  This turn only, you attack twice
  When you determine damage at the end of this round, you determine the damage you deal to each other Battle Dice twice.

SPENDING GUILE POINTS ON THE GUILE MENU

During the 'Claim evolution dice' step, you can spend your guile points on the guile menu. The guile menu messes with the Evolution Dice. Choose an item on the menu, decrease your guile points by the cost of the item, and do what the item says. If you do not have enough guile points for the item, then you cannot purchase the item. If more than one player wants to use guile at the same time, then resolve the guile in the order that players declared that they wanted to use guile. If you are unable to determine the order that players decided to use guile, use the order tokens.

- Luck - Cost: 10 Guile Points
  Reroll one of your claimed dice
  Take an evolution die you have already claimed and roll it. It now stays at whatever value you rolled, you cannot go back to the value is was when you claimed it

- Initiative - Cost: 15 Guile Points
  Cut in line to claim a die
  Normally, the order in which the evolution dice are claimed is determined by the order tokens. When you purchase this, you get to take the next die even if it is not your turn. Then order resumes where it left of. It is possible to take two or even three dice in a row using initiative. If someone else then decides to use guile to take initiative, then they take the next die, and **then** you go after that and then claim order resumes where you disturbed it at.

- Force- Cost: 25 Guile Points
  Reroll one of an opponent's claimed dice
  Take an evolution die an opponent has claimed and roll it. That player has to keep the value you rolled, instead of the value it was when they claimed it.

- Quickness - Cost: 30 Guile Points
  Cut in line to claim a die, this may not be cut in front of
  Just like cutting in line above, however, other players cannot cut in line to get in front of you, not even with Quickness of their own.

- Focus - Cost: 30 Guile Points
  Choose the value of one of your claimed dice
  Take one of your already claimed dice and change its value to the value of your choice.

- Extreme Focus - Cost: 60 Guile Points
  Choose the value of all three of your claimed dice
  Use this after you have claimed three dice and change the values to whatever three values you want.
  You can only use Extreme Focus once per game.

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