

Prototype Rulebook For Review Only v3.0



SPELLDICE

SORCERY SALOON

Well howdy partner! Looks like you done got yourself in a right magical pickle. You see, you happen to find yourself sitting across the table from some of the roughest, toughest, spell slinging-est hombres this side of the Nether-Nether. And you must have done something powerful wrong, because they're all pointing their spell projecting digits your way!. I hope you woke up on the right side o' clever today, because you're gonna need every bit o' it to get out of this scrape.

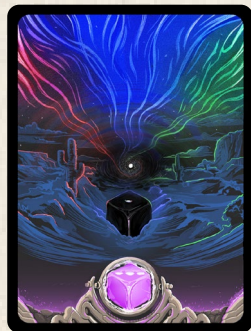
i Vaya con magia, mi amigo!

COMPONENTS

- 1 Rulebook
- 6 Player Shields
- 6 Nether-Nether Cards
- 30 Mana Dice

SETUP

- Give each player: 1 Shield, 1 Reference Card, 1 Nether-Nether Card, 1 Die of each color (Red, Blue, Green, Black, Purple)
- Each player sets their shield in front of them, then places their Red, Blue, and Green dice behind their shield.
- Each Player places their Nether-Nether Card in front of their shield with The Nether-Nether side face up. Place the Purple die to the “3” face on the purple dice icon. Place the black die in The Nether-Nether. Any side of the black die may be facing upwards. You are now ready to play.



SPELLS

Spelldice: Sorcery Saloon is a spell casting game. These are the shots and spells available to you. Study up if you want to survive.

Attack Shots

- **Booster Shot**- Gain one health on a successful attack.
- **Hip Shot**- Force the target player to lower one shot.
- **Hot Shot**- High probability of success
- **Cheap Shot**- Even higher probability of success, but banishes after use.

Defense Spells

- **Spur**- Reroll any die rolled.
- **Dodge**- Decrease any die rolled by 1.
- **Uno Mas**- Increase any dice roll by 1.
- **Underhand**- After any roll, flip the dice to the opposite face. Banish this die after use.

Special Spells

- **Whip**- Reclaim all of your banished dice. Dice in hand are not required to cast this spell. (see p.9)

SPELLS

SHOTS

To shoot, put a color die in your hand and point. In color order, roll shot dice to see if they succeed.

SPELLS

Each turn, choose to perform: 2 Shots, or 2 Spells, or 1 Shot and 1 Spell.

For spells, hold a die in your hand exposed until ready to cast it. To cast the spell, lower the hand.

BOOSTER SHOT



DEAL 1 DAMAGE AND GAIN 1 HEALTH

SPUR



REROLL 1 SHOT ROLL

HIP SHOT



DEAL 1 DAMAGE AND LOWER THEIR SHOTS

DODGE



DECREASE A SHOT ROLL RESULT BY 1

HOT SHOT



DEAL 1 DAMAGE

UNO MAS



INCREASE A SHOT ROLL RESULT BY 1

CHEAP SHOT



DEAL 1 DAMAGE AND BANISH THIS DIE

UNDERHAND



FLIP A SHOT ROLL TO THE OPPOSITE SIDE AND BANISH THIS DIE

HOW TO PLAY

Objective: Be the last wizard with health in the game.

Round Order: Each round is played in four phases.

Pick Dice

Point Fingers

Take Shots

Cast Spells

Playing a Round- The Round Runner

In Spelldice there can be a lot of magic thrown around each turn. To keep everything running smoothly select one player to serve as the round runner for the game.


The round runners job is to guide the group through each step in a round. Here are some key moments the runner should lead:

- Make sure everyone has their hands up before the Point Fingers phase.
- Counting down the Point Fingers phase.- *“3-2-1- Draw!”*
- Walking through the shots resolution.
 - *“Who has Green Shots? Roll ‘em.” “Now who has Blue Shots? Roll ‘em.” ect...*
- *Make sure players keep their spent and unused dice behind their shields.*

HOW TO PLAY

Pick Dice Phase

Players select **zero, one, or two dice** from behind their shield to hide in either one their of closed hands. Players may only hold one die in each hand, maximum. When a player has selected their dice and placed it in their closed hand, they should hold up their closed fists to show the table that they are ready to Point Fingers. When all players are ready move to the Point Fingers phase.

 You may choose 2 Shots, 2 Spells, one of each, or nothing.

***Alternative:** Players may keep their hands under the table and create their hand signs in advance. When the countdown reaches “Fire” they pull their hands out to cast.*

For more accessibility options see p.11

HOW TO PLAY

Point Spells Phase

The round runner leads a countdown like this “**3...2...1... FIRE**”. On “Fire” all players change their hands to correct hand sign and point at any players they are attacking. Once a sign is made it may not be changed. Players will need to keep their hands locked in position until the combat is resolved in the next phase.

Shots are represented by players pointing at their target. Spells are represented by the player holding the dice in front of themselves for all to see. Whip is an extended pinky finger.

How to resolve

Players roll their attack shots to see if the attack is successful. Shots are rolled in the following order.

- 1. All Green Dice Shots**
- 2. All Blue Dice Shots**
- 3. All Red Dice Shots**
- 4. All Black Dice Shots**
- 5. All Purple Dice Shots**

If multiple players have used the same colored attack, they resolve them at the same time. They are not required to wait for other players.

HOW TO PLAY

Attack Shots

When an attack is being resolved, the attacking player will roll the die in their attack hand to determine if the attack is successful. The privacy shield shows the faces on which the shots succeed.

If the roll succeeds- The attacker **immediately** deals the defender 1 damage, and performs any special effects. The defender reduces their purple health die 1 value.

If the roll fails- No damage is done, the attack effect does not happen.

Example: Amber rolls a “5” with her green die- “The Booster Shot”. The attack succeeds! The targeted player loses 1 health and Amber gains one health from the shots effect.



Simultaneous Attacks

If a player is attacked by multiple attackers, the attack that rolled higher resolves first. If there is a tie in the rolls the defender will decide which to resolve first.



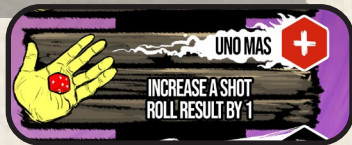
Rolling 1's

If any die ever shows a “1” on it's face it is immediately banished to The Nether-Nether. This happens whether the “1” is rolled naturally or the value of the die has been reduced to “1” through a spell effect.

HOW TO PLAY

Reactive Spells

Dice color determines the spell chosen. Dice are not rolled for spells.



To cast a spell: say the name of the spell, show the die, execute the effect, and return the die behind your shield. Spells may be cast after **ANY** roll. It may be your own roll, a player targeting you, or **another combat around the table.**

Whip

- As the game progresses dice will be banished to The Nether-Nether.
- “Whip” will reclaim **ALL** of the dice on a players Nether-Nether card.
- Whip is an empty handed spell, it **DOES NOT** require a dice to cast.



Player Elimination

If a players health is reduced to zero, they are **immediately** eliminated. They then flip their Nether-Nether card to the DeadShot side.

HOW TO PLAY

The DeadShot

After a player is eliminated they are not entirely out of the game. They may still cast a single Dead Shot each round. Since they have no health, they may not be targeted by other players with shots. The Deadshot uses the **purple dice**. It's success requirement is tracked with the black die on the Deadshot tracker. **The first time a Deadshot is used it must roll at least a "6" to succeed.** If the Shot is a miss, reduce the requirement by 1 for the next round.

Deadshot fires last, after black dice shots. Players using Deadshot load and shoot like normal, but they only use one hand. **Deadshots may be effected by spells!**

If a Deadshot hits:

- Flip the card to the Nether Nether side and sets the purple health die to "1".
- Place Blue, Green, and Red dice behind the shield and banish the Black die.

If a Deadshot misses:

- Decrease the black die by "1". Next round will be slightly easier.



LAST CHANCE!

You may only resurrect one time per game!

HOW TO PLAY

Winning at the *Sorcery Saloon*

If there is ever only one player left in the game they win!

If all remaining players are eliminated at the same time, the player that **cast highest value attack** this turn wins the game!

If there is still a tie, the final players each roll one die, one time. The highest roll wins. Keep rolling until there is a winner.



ALTERNATIVES

Durdle Games strives to make games accessible to as many people as possible. Below are a few ways to reduce or remove entirely the dexterity elements from *Spelldice: Sorcery Saloon*.

“Keep those hands where I can’t see them!”

If players have difficulty creating the hand signs for their spells quickly, they may instead hold their hands under the table and set their hand signs in advance. Once “Fire” is called, they raise their hands and make their shots and spells.

“Look Ma’ No Hands!”- Hands Free Version

To create a pointing free version of the game, please visit www.durdlegames.com for a free print-n-play “No hands” card. This card allows the player to set their attack and defense dice behind their player shield. Once “Fire” is called they raise their shield to reveal their selections. Everything else in the game remains the same.

CREDITS

Thanks for playing our game!

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