

# BATTLE DICE ARENA (BDA) – Rules & How to Play

Hi, and welcome to **Battle Dice Arena (BDA)**!

If you're reading this, we hope you enjoy BDA as much as we do.

At first glance, the game may seem complex, but please give it a chance—we believe you'll find it deeply enjoyable as a strategic board game.

In the future, we plan to turn **BDA into a digital application**, allowing you to enjoy the game even more smoothly. While a board game session may take around **one hour** to complete, the app version will significantly reduce playtime and streamline gameplay.

Before we begin, please note that **BDA is still in active development**. All artwork currently used in the game is **AI-generated**, as our team consists of only **two people**, making it difficult to handle everything at once. If this project continues to grow, we fully intend to **hire professional artists** to redesign and replace all game art.

If you notice anything that feels unbalanced, confusing, or overly powerful, please let us know. We truly appreciate **any feedback** you have—it helps us improve BDA for everyone.

Thank you for playing, and enjoy the arena!

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## Round and Turn

**Turn** – Each player's turn to play.

**Round** – A round is counted when everybody has already played their turn.

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## There are 2 main points in this game

1. **Deck and Hero**
  2. **Map and Gameplay**
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# 1. Deck and Hero

## Hero



Each hero has **6 main stats** in this game:

- **1. CD** (the pink gem / Cool Down represents the time a hero's skill needs to recharge, often shown as a pink gem)
- **2. ATK** (the orange gem – Attack points)
- **3. DEF** (the yellow gem – Defense points)
- **4. SPD** (the green gem – Speed points)
- **5. HP** (the red heart-shaped gem)
- **6. Soul** (the blue gem / Soul represents the cost of each card, so use it wisely and calculate carefully)

Each hero in this game has different base stats and skills. Each hero also has different cooldown times for their skills, so choose carefully.

Every hero also has their own unique card (**Hero Card**). When you choose a hero, don't forget to grab the Hero Card and put it into your deck.

First, you must choose your hero and create a deck that suits your hero. Beware that each hero has a different **Role**, and each **Role** has different benefits, so choose wisely. Also, every hero has different stats, a Hero Card, and skills.

Each player must combine tribe cards to create their own deck. Each deck must contain **35–40 cards**.

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## Role

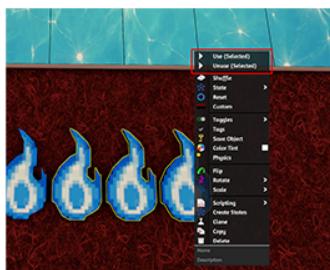
**Tank:** If a Tank hero is on a path, you cannot walk past them. If you continue to move on the same path, you must stop in front of them. You may still choose to attack them and enter the Battle Phase.

**Support:** Support role heroes start with **12 Soul** and can hold **7 cards** in hand.

**Carry:** If the Carry's Speed is higher than the enemy's Speed by **5**, the final damage dealt to the enemy is **x2**. (Speed is calculated using the hero's base Speed plus any card effects used during that round.)

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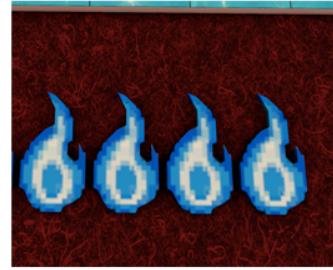
## Soul



Choose Soul To Use



When Used



When Unused

In this game soul is one of the most important thing mechanism the soul are shown with a blue flame on the table when start the game most of the hero have 10 soul except support role that have 12 when you use a card and cost a soul you can press right mouse on soul or you can drag and crop the number of soul you use then right click there will be use and unuse if you place use the soul that you select will shown as dark blue thats the bright one is the amount you have left

Soul will max again when start a new round

## Card



1. **Tribe** – The tribe that the card belongs to.
2. **Tier** – The card's Tier, which also determines its Soul cost.
3. **Types of cards** – The type of the card (In-Turn, Battle, Quick Play, Universal).
4. **Effect description** – The card's effect and any additional rules or conditions.
5. **Card Name** – The name of the card.

There are **3 main card categories** in this game:



- **Tribe Cards** (can be used by heroes in that tribe only)
- **Normal Cards** (every tribe can use this type of card)
- **Hero Cards** (each hero has their own specific card; when you choose your hero, grab that card and put it into your deck. The Hero Card will not count as part of the deck limit—so if you have 40 cards, the Hero Card can be the 41st card.)

There are **4 types of cards** in this game:



- **In-Turn** (can be used in your Main Phase only)
- **Battle** (can be used in Battle Phase only)
- **Quick Play** (can be used in your Main Phase or the enemy phase)
  - Example: If an enemy gives you Burn and you have a Quick Play card that can erase abnormal status, you can use it instantly—you don't have to wait for your turn.
- **Universal** (can be used in your Main Phase and Battle Phase)

## Tier of the Card



In this game, each card has its own rarity and cost. The color represents the Tier of each card, and if it is a Tribe Card or Normal Card, it also shows how much Soul you must pay to use it.

**Remember:** Lower-tier cards will have no effect on higher-tier cards.

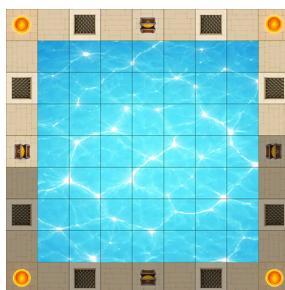
Example: If a player uses a **T4 Silence** card that prevents the enemy from using cards during their turn or in Battle Phase, the enemy can still use **T5** cards.

- **T1** Grey gem – cost **1 Soul**
  - **T2** Blue gem – cost **2 Soul**
  - **T3** Purple gem – cost **3 Soul**
  - **T4** Gold gem – cost **4 Soul**
  - **T5** Red gem – cost **5 Soul**
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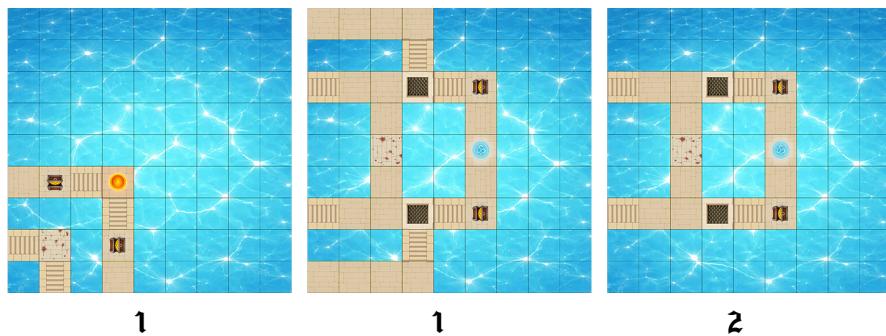
## 2. Map and Gameplay

### Map

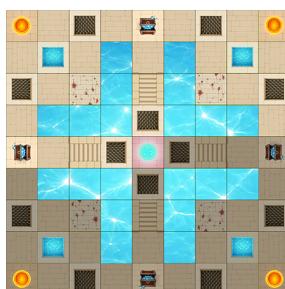
There are **3 types of zones** in this game:



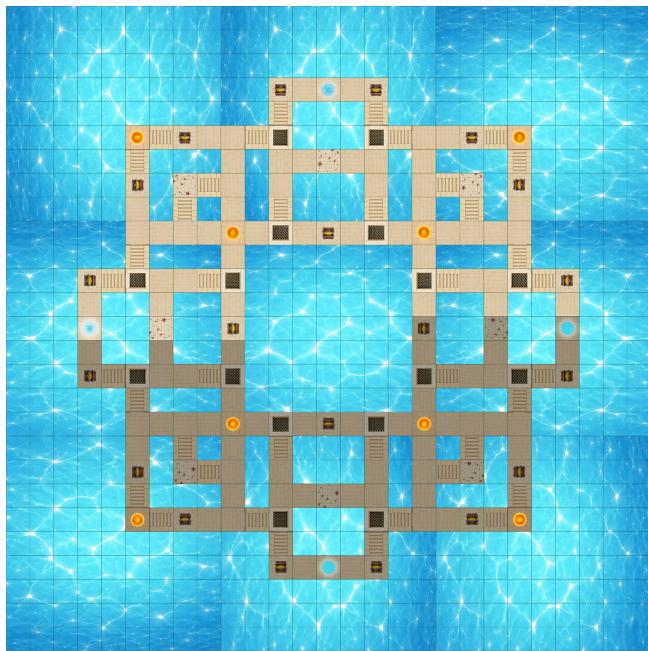
- **Core Map Zone** (the Core Map will not shrink; it will always stay the same)



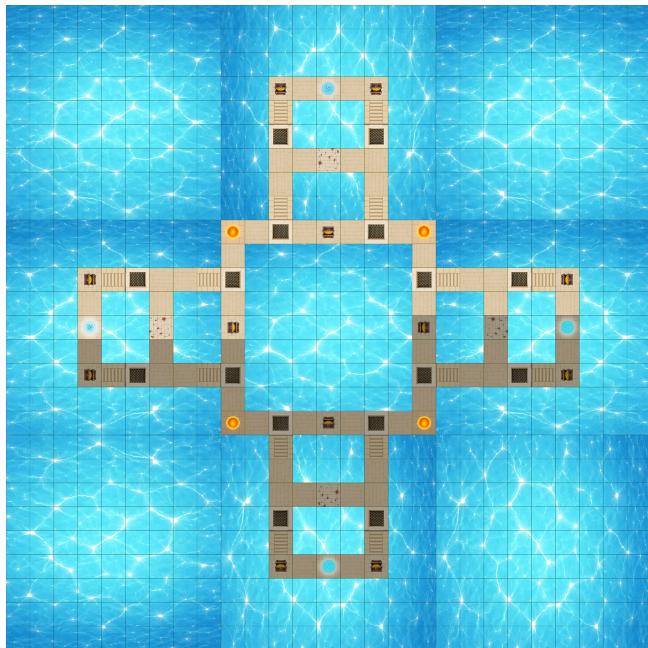
- **Outer Map Zone** (the map will shrink every **5 rounds**. The Outer Map will have numbers on it. Outer Map 1 will shrink first, and Outer Map 2 will follow after 5 rounds.)



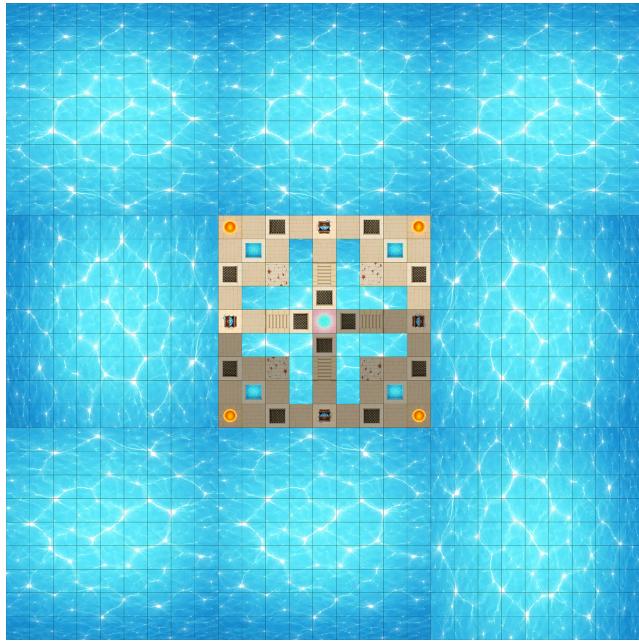
- **Extra Map Zone** (the map will appear after **10 rounds**)



- **Full Map** (round **1 - 5**)



- **Shrink Map** (round **6 - 10**)



- **Last Map** (round 11 or greater)
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## Blocks



Home

Trap

Treasure 1

Treasure 2

Artifact

Pit

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There are **5 types of blocks** in this game, and they are shown on the map.

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# Home

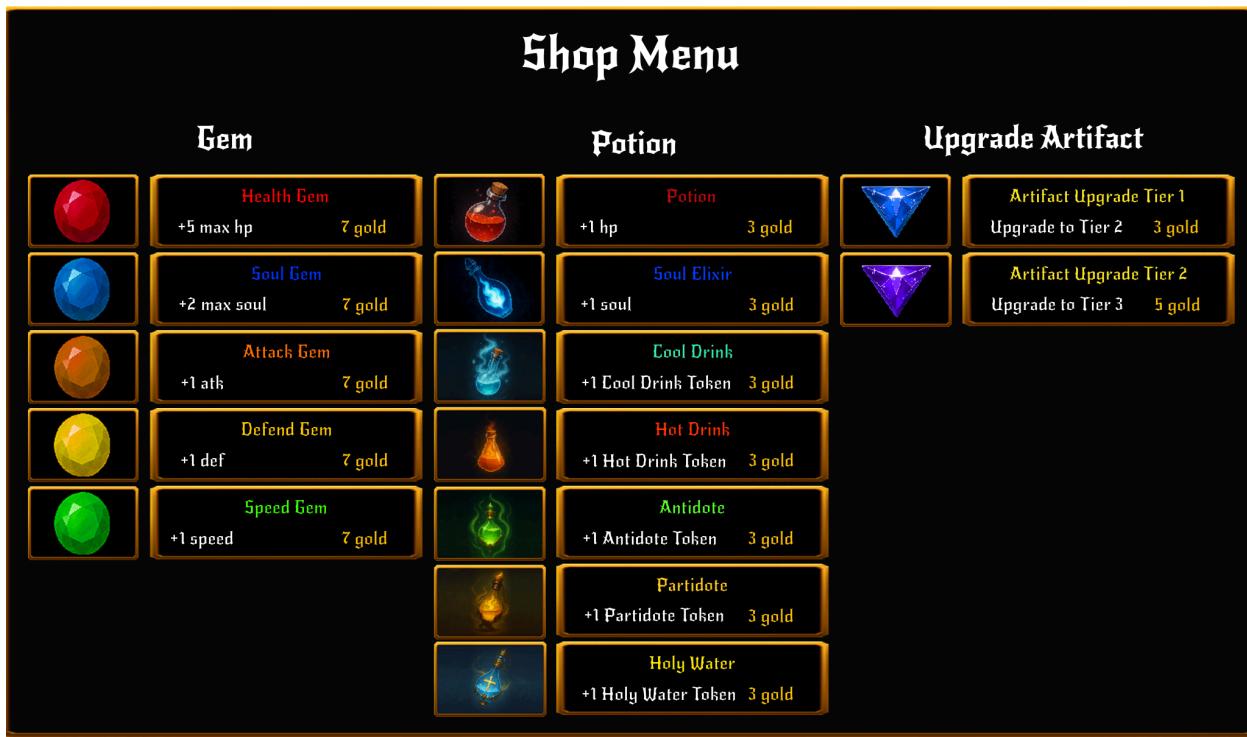
Home is where you spawn. You can choose where you want to spawn based on which side you are on. There are 2 sides: **Team A** and **Team B**.

Home is also where you can use your Gold to buy an item in the shop.

When you land on a Home block, if your HP or Soul is not full, you gain **+1 HP and +1 Soul**. Beware: you cannot heal above your base HP and Soul stats.

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# Shop



In the shop, there are many items to buy depending on what you need. Each item has a different price. There are **3 types of items** in the shop:

## Gem



Empty Slot



1 Gem



Full Gem



Gem Changed

- You can buy only **3 gems** to put in your gem slots.
- If you buy a 4th gem, you must replace one of your current gems with the new one.

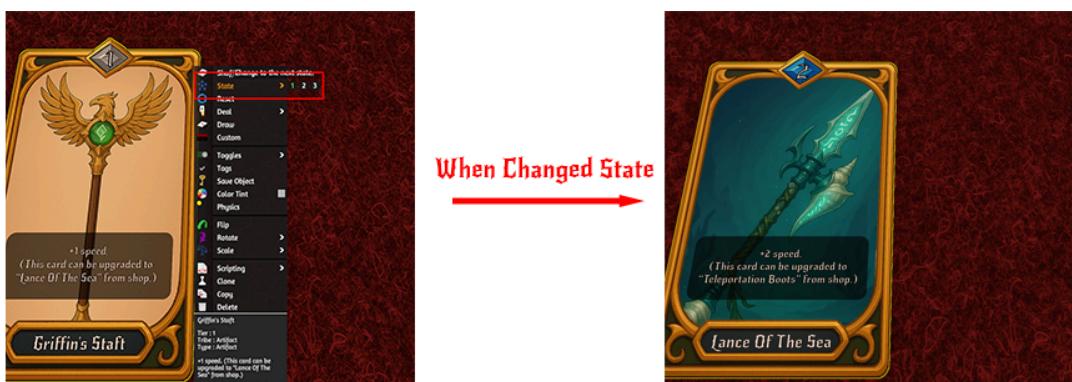
## Potion

- You gain potion tokens.
- If you get any status effect that matches the token, you can use the token to cleanse that status.

## Upgrade



- Some artifacts can be upgraded (read the description).
- Usually, the diamond icon on the top will be different from the normal version.



When you upgrade a card, you can update its state by **right-clicking the card**. Select “**State**” from the menu, and a number will appear.

Set the card’s state to **match the level you have upgraded to**. This number represents the card’s current upgrade level.

**Reminder:**

Always make sure the state number correctly matches your upgrade level to avoid confusion during play.

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**Gem List**

- ATK Gem
- DEF Gem
- SPD Gem
- Soul Gem
- Health Gem

**Potion List**

- Health Potion
- Soul Elixir
- Cold Drink
- Hot Drink
- Antidote
- Paratidote
- Holy Water

**Upgrade List**

- Artifact Upgrade Tier 1
  - Artifact Upgrade Tier 2
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## Treasure Block

When you land on a Treasure block 1, you draw **1 card** and gain **1 Gold**. After **Turn 11**, when you land on a Treasure block 2, draw **2 cards** and gain **2 Gold**.

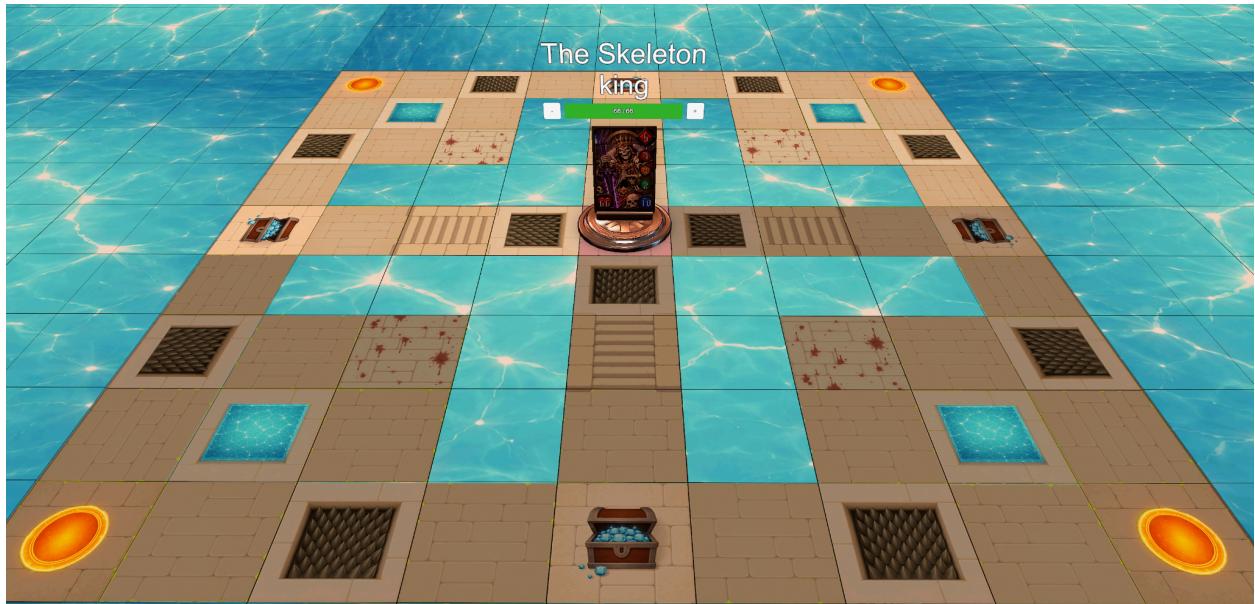
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## Monster Pit



All Monsters

There are monsters in the Monster Pit. Monsters always start at **Level 1**, and when a monster dies, every **2 rounds** it comes back stronger as **Level 2**, and so on until **Level 4**.



There is only **1 Level 5 monster** on the map, which is the Boss, and it spawns at the start of **Round 11**.

**A Level 5 Boss Monster spawns in the center of the map and cannot be passed through.**

## Monster Gold Drop (Roll for Gold)

When a monster is defeated, the player who defeats it gains **Gold** based on a die roll.

Roll **1 die** and gain Gold equal to the result.



Example: Roll **1** → gain **1 Gold**

Example: Roll **6** → gain **6 Gold**

- **T1** – Roll 1 dice
- **T2** – Roll 2 dice
- **T3** – Roll 3 dice
- **T4** – Roll 4 dice
- **T5 (Boss Map)** – Roll 5 dice ( And drop legendary Artifact)

**T5 (Boss Map)** – Roll 5 dice ( And drop legendary Artifact)



On the board, there are Monster Gold and Monster Roll buttons.

You may press these buttons to roll the dice to determine rewards or effects.

- Rolling for Gold grants you Gold equal to the number rolled.
- Rolling for Monster Stats is used to determine or accumulate the monster's ATK, DEF, or SPD, depending on the effect.

- **Legendary Artifact Rule**

When a **Boss** is defeated, the player who delivers the final blow gains the **Legendary Artifact**.

- If that player is already holding an Artifact, it is **replaced** by the Legendary Artifact.
- The Legendary Artifact **cannot be removed, destroyed, or replaced** by any effect.
- If the owner **dies**, the Legendary Artifact is **transferred to the player who defeats them**.
- Each time the Legendary Artifact changes ownership, **all of its stats increase by +1**.
- This stat increase can occur multiple times, up to a **maximum stat value of 8**.



# Trap



Front



Back

1. Tier cards (No Soul cost for Trap cards.)
2. Effect description
3. Card name

When you land on a Trap block, you draw 1 trap from the Trap Deck and show it to everyone.

**Note:** Some cards in the Trap Deck are **Bonus Cards**, and they can change the tide of the game.



All Bonus Cards

When you draw a Bonus Card, keep it in your hand instead of discarding it.

**Bonus Cards cost 0 Soul to use**

# Artifact



1. Tier cards (No Soul cost for Artifact cards.)
2. Effect description
3. Card name

When you land on an **Artifact Block**, draw **1 card from the Artifact Deck**.

Artifacts **permanently increase or decrease your stats** based on the effect written on the card.

Each hero may hold **only 1 Artifact at a time**.

If you draw a new Artifact while already holding one, you may **choose to keep your current Artifact or replace it with the new one**.

Artifacts **can be replaced or destroyed** by certain cards or conditions.

If you lose an Artifact, **your stats immediately return to your hero's base stats**.

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## Legendary Artifact (Tier 5)

- There is **only one Tier 5 Artifact** in the game.
  - It **can only be obtained by defeating the Boss**.
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## Cursed Artifacts

Artifact Blocks may also contain **Cursed Artifacts**.

Not all Artifacts are beneficial—some may have **negative or dangerous effects**.

- A **Cursed Artifact** immediately replaces any **Tier 4 or lower Artifact** you are holding.
- Certain cards can **destroy a Cursed Artifact**.
- Drawing a **new Tier 4 Artifact** may also **replace a Cursed Artifact**

Be cautious when interacting with Artifact Blocks.



All Cursed Artifact Cards

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# Play

Now that we have learned the basics and finished building your deck, it's time to play. Choose **one hero** from the game.

**Important:** Choose a hero that matches your tribe deck; otherwise, it will not work.

(Example: If you choose a Human tribe hero, you cannot use cards from other tribes such as Orc, Beast, or Elf.)

**Note:** There are special ways to use cards from other tribes.

(Example: A teammate may use a card that gives you a card from their hand, or you may land on a Trap that swaps cards between players.)

Take the **Hero Card**, put it into your deck, and shuffle. (Hero personal card is located under the hero character card)

At the start of the **first round**, all players draw **2 cards** from their deck into their hand.

At the start of the game, all players begin with **10 Soul**, except **Support** roles, who begin with **12 Soul**.



## Hero Registration System

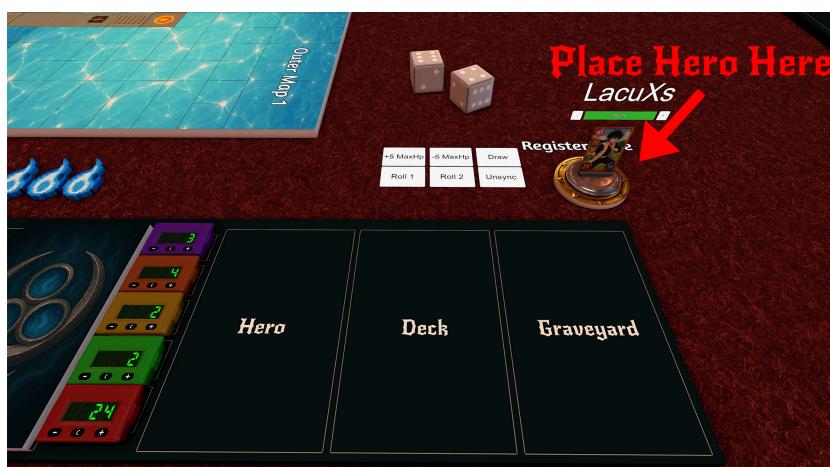
We have created a **Hero Registration System** to help set up your game quickly.

When you choose your hero, place your **Hero Token** on the **BDA symbol** on the table. The system will **automatically assign your hero's stats**.

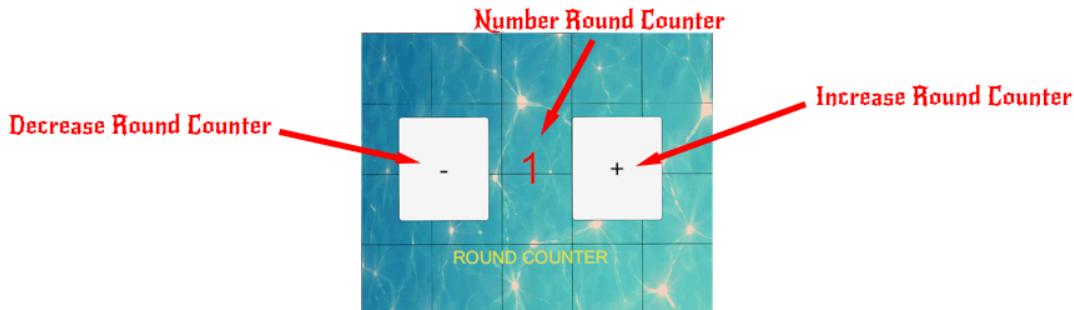
### Important:

Please always **double-check your hero's stats** after registration. The system is still in development, and in some cases, the assigned stats may not perfectly match the values shown on the Hero Card.

If you notice any discrepancies, **use the stats printed on the Hero Card as the correct values**.



## Turn Order



At the start of every **round**, the game **rolls dice to determine turn order**.  
The player with the **highest Speed (SPD)** takes the first turn.

The system will always **display the turn order**. You can press **Enter** to view the **chat box**, which shows the current player order.

- When it is a player's turn, that counts as **one turn**.
- When the player finishes, their **turn ends**.

After **all players have taken their turns**, the round ends.  
**A new round then begins**, and turn order is determined again.

This system allows **everyone a fair chance to act first** across multiple rounds.

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# Main Phase

At the start of your turn, draw **1 card** from your deck into your hand.

There are **4 main actions** you can do in the Main Phase:

## 1. Draw Card

Every round, you can draw **1 extra card** to your hand. Each player cannot hold more than **6 cards** in hand. If your hand is above 6 after you end your turn, discard 1 card from your hand. (If you are in the Support role, you can hold **7 cards**.)

## 2. Move Action

### Move Phase

- The **Move action** can be used **at any point during your Main Phase**, but only **during your own turn**.
- You must perform a **Move action every turn**, unless a card effect or an abnormal status **prevents you from moving**.
- You may move **in any direction you choose**.

#### Map Shrink Warning:

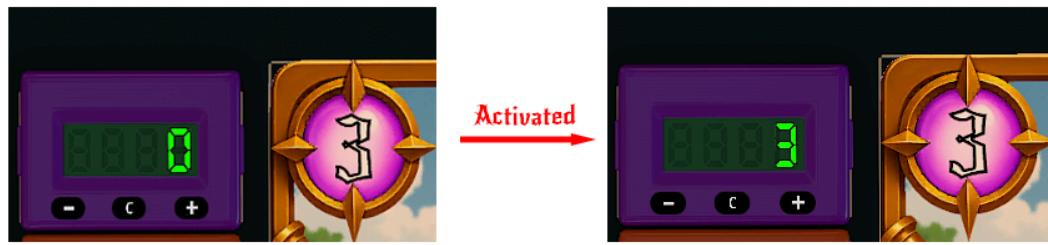
Be mindful of the current round. If the map has shrunk and you end your movement **outside the active map area**, your hero **may die**.

## 3. Card Action

**You can use cards from your hand if the card is:**

- In-Turn
- Quick Play
- Battle
- Universal

## 4. Hero Skill



Cooldown finished. Hero skill is ready.

Please Manually Reset Your  
Cooldown After Using A Skill.

1. When a skill with 0 cooldown is used, the cooldown will not reset immediately within the same turn.
  2. When all players have completed their turns and a new round begins, the cooldowns of all skills used in the previous round are immediately reset.
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# Battle Phase

When you move, every time you pass a Monster Pit or another hero, you may choose to stop and land on them. If you do, you cancel your other actions and enter the Battle Phase. You must do the block effect first before entering the Battle Phase.

Example: If the enemy is on a Trap block, you must draw the trap before entering Battle Phase.

If you are the one who initiates the battle, you will always attack first.

The Battle Phase begins. Each player can use their own cards to gain an advantage. You can use as many cards as you want if you have enough Soul. (Each card costs Soul, and Soul will not fully recover until the end of the round, so calculate it well.)

Cards used will increase your stats.

Example: If you use a **+3 ATK** card, your ATK increases by 3. If your base ATK is 4, then  $4 + 3 = 7 \text{ ATK}$ .

When you finish choosing cards, roll **1 six-sided die**.

Final ATK outcome = **base stat + card effects + die**.

After you get the final outcome, it becomes Player B's turn or the monster's turn.

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## Defender's Options (Player B / Monster)

On Player B's turn, the defender can choose between using **Defense** or **Speed** to counter the attacker.

The defender uses cards and then rolls the die to increase their DEF or SPD outcome.

### 1. DEF Mode

Attack points are reduced by Defense points to decide damage.

Example: If Player B has 6 DEF and Player A has 10 ATK, Player B loses 4 HP.

If DEF and ATK are equal, or DEF is higher than ATK, Player B will always lose **1 HP**.

### 2. SPD Mode

If the SPD outcome is equal to or higher than the ATK outcome, you take no damage.

If SPD is lower than ATK, Player B loses HP based on Player B's base DEF.

Example: If ATK is 10 and Player B's base DEF is 1, Player B loses 9 HP instead of 10.

## Carry Reminder

If the **Carry** class has **5 or more SPD** than the enemy, the final damage will be **x2**.

Example: If Player B would lose 9 HP, they lose **18 HP** instead.

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After the Battle Phase ends, the player who has lower HP may choose to relocate **1–6 blocks** from where they are standing. Remember: when you relocate and land on any block, you get **no effect** from that block.

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# Spirit



When Hero Died  
And Chaged State



When Hero Died  
And Chaged State



When you die in this game, you can still help your team win. When you die, you become a Spirit.

- If you land on a Treasure block, you may choose one teammate to draw a card instead (this includes Artifact and Trap).
- If you land on a Monster Pit, you may choose to reduce one monster stat by 1 (ATK, DEF, or SPD).
- If you land on a Home block, you may choose one teammate to gain **+1 HP and +1 Soul** if that player's HP is not full.

# Stats

In this game, there are many different types of status effects.

In general, they are divided into two categories:

- Abnormal Status Effects (Abnormal Stats)
- Positive Status Effects

Each status effect applies specific rules and effects, as described on the cards or abilities that create them.

Status							
Abnormal Status				Positive Status			
	<b>Burn-Token</b> Burn stat -1 hp now and -1 hp on start of the next turn		<b>Silence-Token</b> Can not use card for 1 turn. (Unstackable)		<b>Safe Zone-Token</b> Can not do anything to target from any source (battle or card effect).		
	<b>Freeze-Token</b> -1 hp now and on start of the next turn can not do any action. (Unstackable)				<b>Taunt-Token</b> If an enemy is within 1 block of you, pull that enemy to your block and immediately enter the Battle Phase. (Unstackable)		
	<b>Poison-Token</b> -1 hp now and on start of the next turn discard 1 card on your hand, if no card on hand -1 hp.				<b>Blessing-Token</b> Ignore abnormal stat.		
	<b>Root-Token</b> Can not use dice to move for 1 turn. (Unstackable)						
	<b>Paralyze-Token</b> Can roll only one die. (Unstackable)						
	<b>Decay-Token</b> Can not heal. (Unstackable)						
	<b>Stun-Token</b> Can not do any action for 1 turn. (Unstackable)						