

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!

Round and Turn

Turn – Each player's turn to play.

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

There are 2 main points in this game

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

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**.

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.

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.)

Card



1. Tribe cards
2. Tier cards
3. Types of cards
4. Effect description
5. Card name

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.

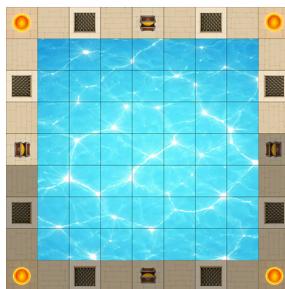
Example: If a player uses a **T4 Silence** card that prevents the enemy from using cards during their turn or in Battle Phase, the enemy can still use **T5** cards.

- **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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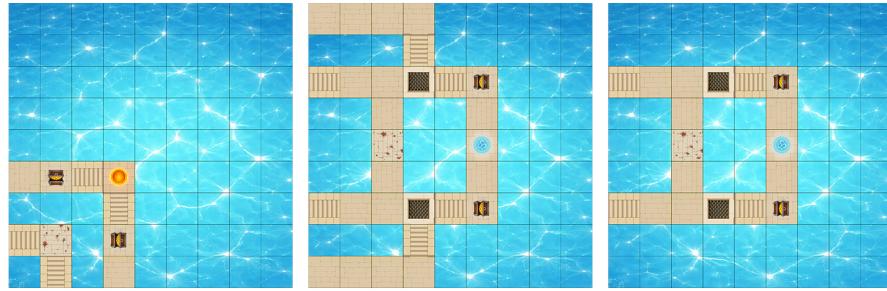
2. Map and Gameplay

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)

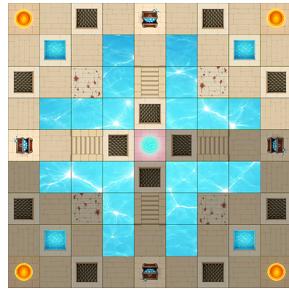


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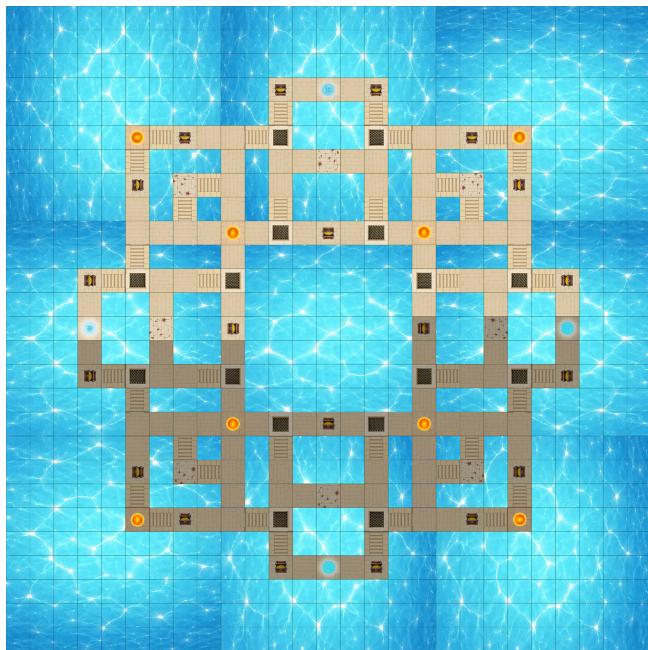
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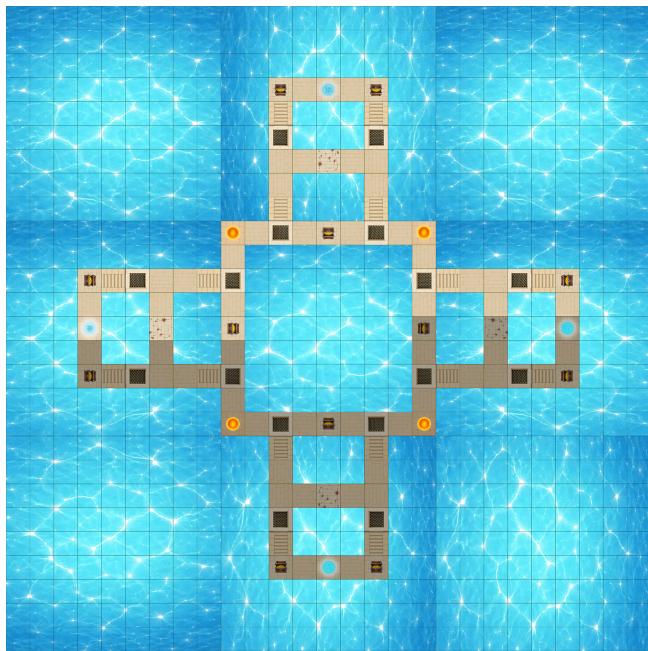
- **Outer Map Zone** (the map will shrink every **5 rounds**. The Outer Map will have numbers on it. Outer Map 1 will shrink first, and Outer Map 2 will follow after 5 rounds.)



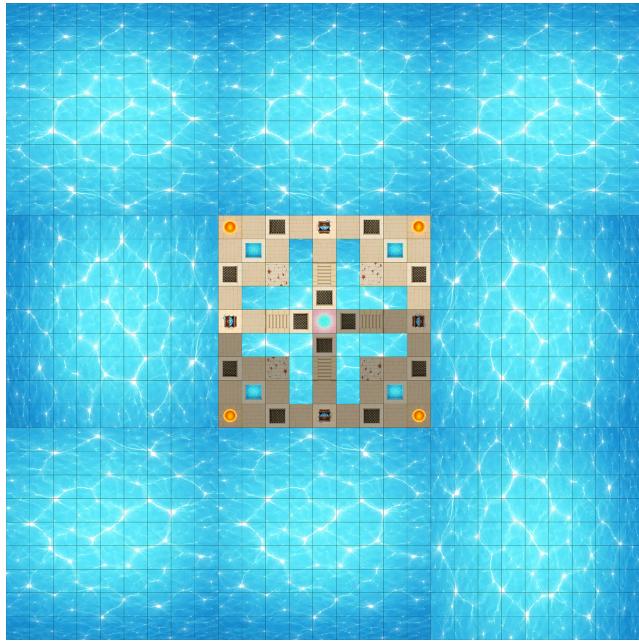
- **Extra Map Zone** (the map will appear after **10 rounds**)



- **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 Monster Pit

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

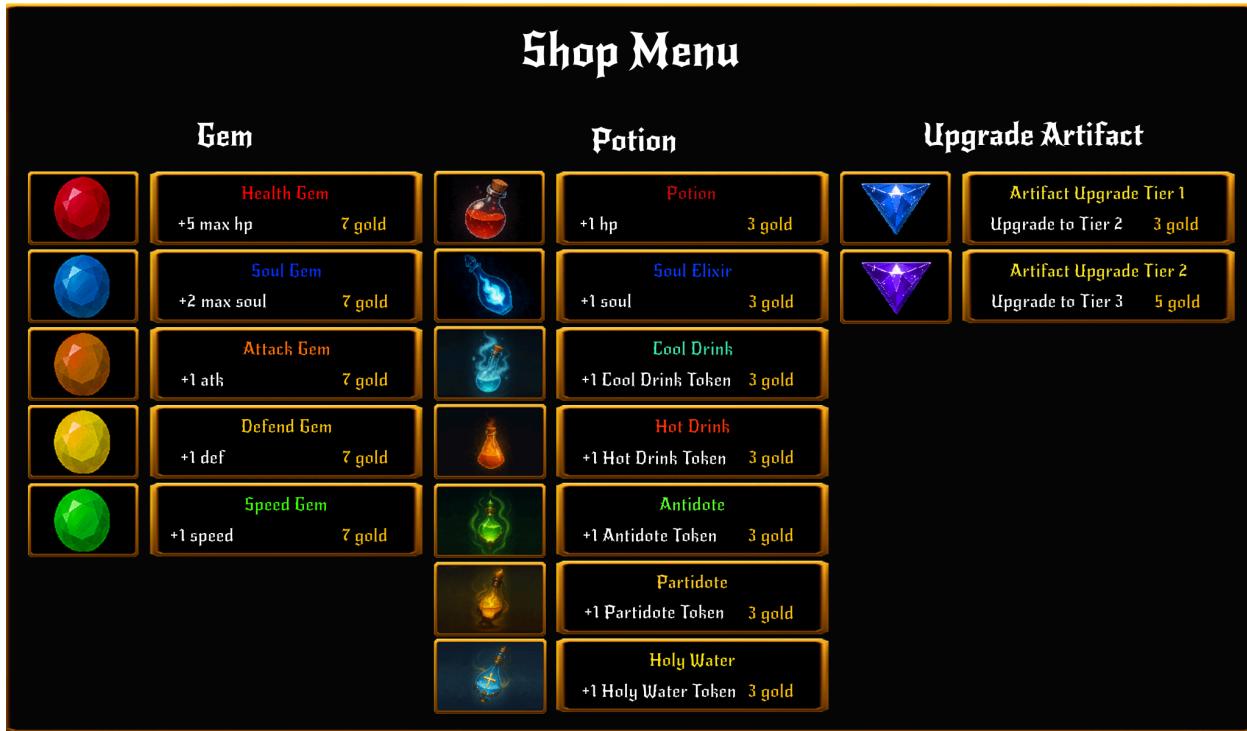
Home

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.

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.

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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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.

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**.

Monster Pit



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**.

Monster Gold Drop (Roll for 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)



Artifact



Front



Back

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

When you land on an Artifact block, you draw 1 card from the Artifact Deck. The artifact permanently increases or decreases your stats based on what the artifact says.

Artifacts can be replaced or destroyed by certain conditions, so beware. If you lose an artifact, your stats return to your hero's base stats.

There is only **1 T5 artifact**, and it drops from the Boss.

Please also note that the Artifact Blocks may contain *Cursed Artifacts*. Not all Artifacts are beneficial—some may have negative or dangerous effects. Keep this in mind when choosing to interact with Artifact Blocks.



All Cursed Artifact Cards

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.

This game can be played as **1v1, 2v2, 3v3, or 4v4**, so there will always be 2 teams in this game. But for the best experience, please try **4v4**. (Reminder: this will be a long board game, but when we develop the application in the future, it will be much faster.)

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**.

Turn Order

At the start of every round, the game rolls dice to decide turn order. The player with the highest Speed goes first.

After everybody has played, it counts as **1 round**, and the pattern starts again to decide who goes first. (This allows everyone to have a chance to go first.)

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

Players must roll **two 6-sided dice (2d6)** to decide movement.

- If you roll doubles (example: 6 and 6), you move **12 blocks**, then you may roll again.
- If you roll doubles for the third time, you lose **1 HP**, and the third movement is cancelled.

Move action can be used at any point during the Main Phase, but you must use it during your own turn.

3. Card Action

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

- In-Turn
- Quick Play

- Universal

4. Hero Skill

If the hero's cooldown is finished, the hero may use their skill during their turn. If used, the cooldown starts again.

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.

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.

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.

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.

Spirit

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.