



## Dicing with spirits

Dicing with spirits is a two player dice card based team battler, this is beta there will be mistakes.

### Requirements

Each player has 5 six sided dice, 5 spirit profile cards, 5 spirit positioning cards and 3 lesser support spirits cards

### Starting turn

At the start of each player layout their spirit profile cards game and roll to decide who starts defensive and who starts offensive.

Both players do a roll of their 5 dice; this is called the starting roll and occurs every start of turn. A player may have one additional starting roll.

Decide which way dice placement goes left or right (It doesn't really matter)

Players then place down their 5 spirit positioning cards within a straight line opposite of their opponent spirit positioning cards.

### Core turn

Players will select one dice from their dice pool and place it onto their spirit positioning cards one at a time starting from the way that you have decided which way.

When a dice is placed on the spirit positioning card the corresponding action will activate. A spirit can only have one dice per turn. Dice placed with the value of 1 does nothing

Once all available spirits have done there action the turn ends

### Subsequent turns

At the start of the next turn switch the defensive and the offensive, remove all the dice used from the spirits positioning cards back to their dice pool if in the turn a player's spirit had been slain the opposing player is able to select one of their three lesser spirits to be active for the rest of the game then do the starting roll.

Each player can swap 2 of their spirit positioning cards unless in the past turn a spirit in their team was slain that player must retreat

### Retreating

When a player retreats they can move any of their spirit positioning cards into any order and heal all spirits that were at zero health.

### Action order Offensive and defensive

Non-damaging part of an action will occur by the offensive and defensive. The player's non-damaging actions on the offensive will occur first before the defensive. The damage part of both actions will occur at the same time at the end of the. If one of the actions is faster than the other it will ignore the

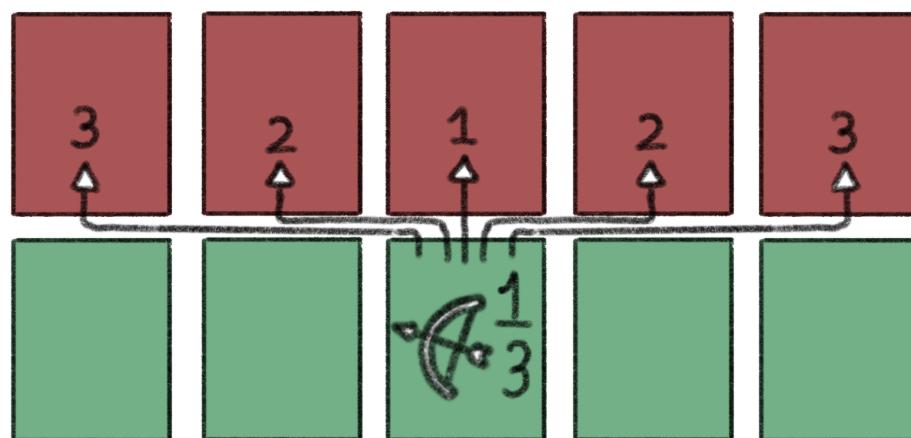
offensive defensive and the action that is faster will occur first (including the damage). The actions that are fast presented with the lightning bolt icon and actions that are slow are presented with the snail shell icon

### Dice interaction

Actions that interact with dice such as “Reroll 2 friendly dice” can only interact with dice that haven't been used within the current turn.

### Attacking actions

Actions will have a small icon of either a sword or bow and arrow that represent an attack. The Sword icon is a melee attack and will deal damage to the opposing spirit, the small number next to the sword represents the amount of the damage. The bow and arrow icon is a range attack. The top small number determines the damage. The bottom small number determines the range of the attack. Look at the diagram below



### Slain spirits

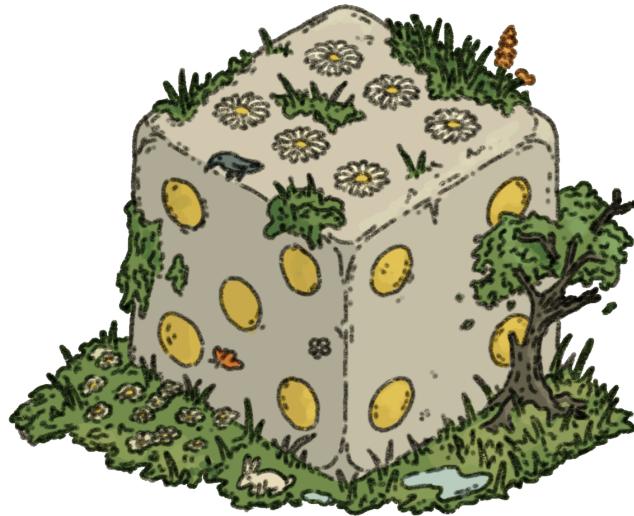
When a spirit's health is reduced to zero health the spirit is now slain and can't interact with or is able to use any of their actions until the player retreats. If the spirit is slain before being able to use an action the player has to skip it in the line if the opposing spirit is still alive that player may still use dice to do an action. To represent the spirit that has been slain, twist the spirit positioning card.

### Winning the game

When a player has retreated 3 times in the game, the next time that player has to retreat they lose the game and the player who hasn't retreated wins the game. If both players have to retreat at the sametime and both have already retreated 3 times in the game, you keep playing until one player retreats and the other player doesn't, this is called overtime.

### Keywords

**Germination**



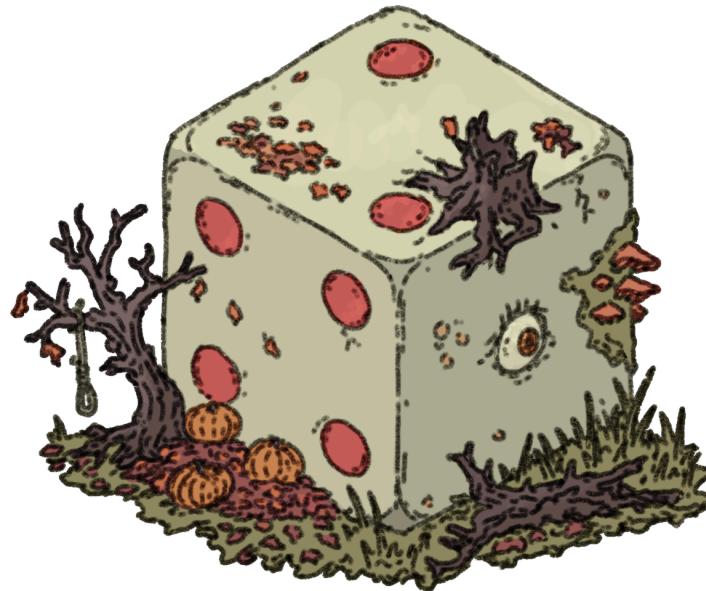
when using a action with the germination keyword you must have number dice with the value of 6 that hasn't been used in the turn to activate the additional effect for action

**Burning**



When using an action with the burning keyword you may reroll one of your highest value friendly dice to activate the additional effect for the action

**Harvest**



When using an action with the Harvest keyword the activated friendly character takes self damage to activate the additional effect for the action.

**Frosted**



When using an action with the Frosted keyword to activate the additional effect for the action you must have used a dice value of 1 during the same turn.

**Team building**

Currently I would recommend using the standard seasonal team, each spirit and lesser spirit sharing the same spirit icon on the card. If you want to build a standard team I would recommend not using duplicates of the same spirit.