

KING DICE VILLAIN GUIDE



King Dice's Objective

Defeat Cuphead & Mugman.

King Dice's objective is simple—use the Cupheads to collect the Devil's due, then turn on them as soon as they're finished! Then, once enough Power has been placed on them, he must defeat the Cupheads to prove that he's the Devil's right-hand man!

This Dice is Loaded!

King Dice does not use Power, or have any Gain Power actions in his Realm. Instead, he has Roll Dice actions. When this action is performed, roll the number of dice the icon shows.



When King Dice plays a card, instead of paying its Cost in Power, he must spend a die whose value is equal to or higher than the card's icon. Rolled dice do not carry over to his next turn.

Collecting Souls

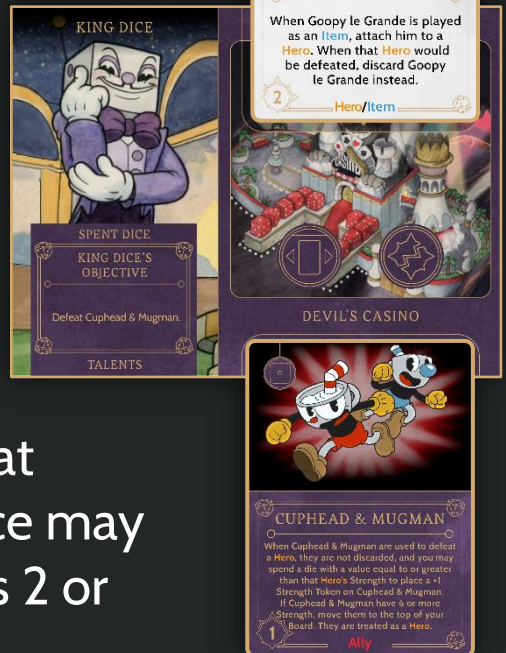
Before turning his sights on the Cupheads, King Dice's goal is to collect the other debtors' contracts. His primary tool for accomplishing this is none other than the brothers, Cuphead & Mugman.

When King Dice defeats a Hero using Cuphead & Mugman, he may spend a die whose value is equal to that Hero's Strength or higher to place a +1 Strength Token on them.

Each of these tokens permanently increase Cuphead & Mugman's Strength by 1.

You will need to do so a total of five times to progress to the next stage of the game.

Example: When Cuphead & Mugman defeat Goopy le Grande, King Dice may spend a die whose value is 2 or higher.



Dealing With the Cupheads

Once they've accumulated 5 Strength tokens, Cuphead & Mugman become a Hero, and it's time to finish them off for good!

At that point, the pair will have a grand total of 6 Strength, requiring many Allies to defeat.



Tools of the Trade

King Dice's Talents are special cards that alter the actions he has available at each location. When played, they are placed below the portrait on his Board.



Value Plays



All Bets are Off! is a fantastic utility card; not only does it help defeat Heroes more quickly, but it also finds Cuphead & Mugman.

Just Can't Lose helps King Dice control the value of the dice he rolls and load them in his favor.

Note: Just Can't Lose has a Cost of 0, meaning you do not spend a die to play it.



Forward March can defeat any Hero giving King Dice trouble, and powers up the Cupheads to boot!

The Debtors

King Dice's Fate deck is unique in that it is entirely made up of Heroes to be defeated!



As a result, several of these Heroes have secondary types, such as Item or Effect. They may be played as either card type. Some of these Effects may change King Dice's rolls, while others can rescue their fellow debtors!

Note: Both King Dice and his opponent may choose to play a card as either type. King Dice may choose to use these Abilities to his advantage.