

**UNOFFICIAL
TRANSLATION**

DICE FORGE REBELLION

Greetings mortal!

A new place has been liberated at the Pantheon. You have shown yourself worthy of this honour. But you are not the only one! As you know, we, the gods, have a special way of separating you.

You will compete in the new edition of our legendary tournament. The heavenly islands are waiting for you! We haven't been idle and have created new, unique tests for you.

Have this guide with you. It will give you the necessary knowledge for the upcoming tests. We live an endless, boring life. We hope you will entertain us. May the tournament begin!

OVERVIEW OF THE EXPANSION

Dice Forge: Rebellion is an expansion for Dice Forge. Here you will find all the new rules for the expansion. Otherwise, the rules of the basic game apply unchanged.

Rebellion contains 20 alternate sets of heroic feat cards. You can use it with one of the new modules or just the base game.

Just swap them for other sets. This works the same as with the alternate sets of the basic game. Note the costs and placement rules.

This expansion also includes two modules: The Labyrinth of the Goddess (**Goddess module**) and The Rebellion of the Titans (**Titan Module**).

A module includes certain game materials (such as sets of heroic deed cards) that must be used together. Each module offers new game options for even more varied games.

With the **Goddess module** (4 associated card sets) you will meet a powerful goddess who is ready to challenge the other gods. She gives each of you a golem to guide you through its labyrinth to wondrous treasures. Whoever joins her will be overwhelmed with glory but be careful not to abandon the other gods ...

With the **Titan module** (6 associated card sets) the tournament is disturbed by the return of the old rulers of the heavens. The Titans give you access to their source of power when you turn away from the gods. The time of rebellion has come. Which side are you going to beat?

At the beginning of the game, decide whether and with which module you want to play. Choose the card sets you want to play with, then complete the game setup.

Important! The two expansion modules can not be combined.

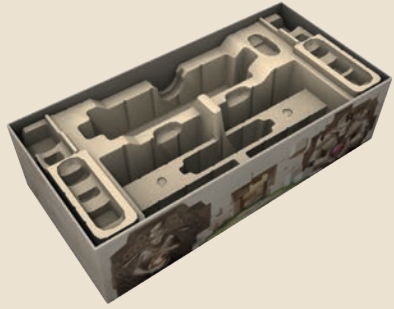
If you want to get to know all new heroic feat cards as quickly as possible, just play both modules in succession. Use each set of cards marked with the symbol of the selected module (♠ or ♣). This is how you get to know 15 new card sets in each game.



CONTENTS



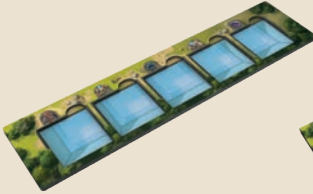
1 Game rules



"The underground"
(1 Game box and insert)



32 Die faces
(20 for the forest +
12 for the starting dice)



"The Forest"
(1 Game board)



1 Cover for the forest
(with a rubber band)



4 Tracks for Shards
of the Ancients



4 Golem-Tokens
(1 per hero colour)



4 Loyalty tokens
(1 per hero colour)

SETUP FOR THE INSERT

Sort the components similarly to the base game. After each game place the components into the insert as follows:

1

First, sort the material of the base game into the game box as before

2

Find the **Goddess** module (4 sets) and the **Titan** module (6 sets) from the heroic feat cards. Then sort the alternative heroic feat cards (20 sets) similarly to the base game, by cost and type. Then sort all the card sets in their designated places.



4 sets for the
Goddess module

6 sets for the
Titan module

3

Sort the die faces displayed on the forest cover into the forest. Place the die faces for the **Goddess** and Titans module in their designated places.





120 Heroic Feat cards (30 Sets of 4):
20 alternative Sets
4 Sets for the **Goddess Module**
6 Sets For the **Titan Module**



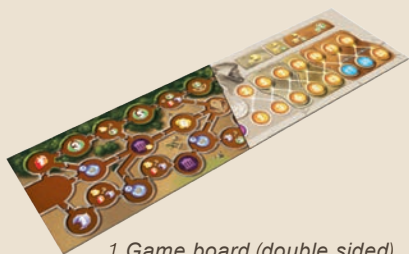
4 Resource marker
(1 per hero colour)



1 Celestial die



1 "Active player" token
(Rebellion offers even more player interaction than the base game. With this marker you will always whose turn it is)



1 Game board (double sided)

1 side for the **Goddess Module**: The Goddess game board
1 side for the **Titan Module**: The Titan game board



3 Treasure tokens
(Double sided)



4 Sceptre tokens



4 Companion tokens



8 Memory tokens
(Double sided, 2 per hero colour)

4

Sort all tokens and the Celestial Die into their designated places

5

Sort the resource markers and Shards of the Ancient tracks into their designated places.

6

Place the module board in the space provided.

7


Place the forest inside the cover and attach the rubber band. Place it next to the game board.




REMINDER OF CONCEPTS FROM THE BASE GAME


Active Player: The player whose turn it is, is called the active player. You can use the new marker for the active player as a reminder.

Timing Conflicts: If it is important in which order the simultaneous effects are executed, they are executed clockwise, starting with the active player.

When you get a Divine blessing : Roll **both** of your dice and place them your board with the dice rolled face upwards. Then take the corresponding effects in any order.

When you get a Lesser blessing : Roll **one** of your dice and place them your board with the dice rolled face upwards. Then take the corresponding effects in any order.

Forge a Dice Face: Select one of your dice and remove any face you want to replace. Press the new die face on the vacant spot and place the removed face next to your tableau. Then place the dice back onto your board with the new side up.

Oust another Hero: As an active player, if you move your hero pawn onto a space that already has another hero, that hero is ousted and you take its place. The owner of the ousted hero puts his pawn back on his starting space and immediately receives a divine blessing  as compensation.

EFFECTS OF THE ALTERNATIVE HEROIC FEAT CARDS

The 20 sets of alternative heroic feat cards from this expansion can be combined as desired with the card sets from the base game. They can also be used with the **Goddess** module or the **Titan** module. When selecting the sets, note the cost and placement rules (see Basic Game).

THE MOON CARDS

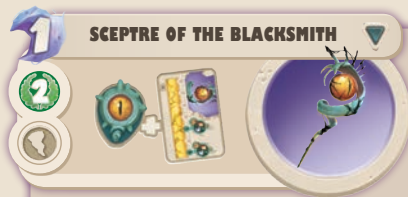


THE TWINS

Passive effect: Every time, when you receive a divine or a lesser blessing or you cast the Celestial Dice, but before you apply the effects:

You may spend 3 gold to re-roll one of your dice or the celestial die. Apply its effect. After that, you also receive 1 moon shard or 1 victory point.

Note: If you have multiple cards "The Twins", you can use them one at a time to re-roll the same die several times. For every card used, spend 3 gold and get 1 moon shards or 1 victory point. However, apply only the last result of the roll.



SCEPTRE OF THE BLACKSMITH

Instant effect: Flip the card over and put it above your game board. Put a sceptre token on space 0 on the card.


From now on, every time you receive gold, you can add it to your supply as usual OR partially or completely add it to the sceptre card. Your sceptre card is considered a second supply. You can spend the gold on your sceptre card as usual.


Once your sceptre token has reached spaces 4 or 5: At any time during any of your turns you can reset the marker to 0 to get and immediately use 1 moon or sun shard.
If your token reaches the sixth space: You can reset it to similarly gain 2 moon or sun shards.

Note: You can only reset the marker during your turn. You can spend the shards that you have received on their own or in combination with shards from your supply. You can not add them to your supply.

1 **THE COMPANION** 




Instant effect: Flip the card over. Take a companion token and place it on the starting space 






Activation effect: Move the Companion Marker one space. Once he reaches the last square,  you can no longer use this reinforcing effect.








As an active player, at any point during your turn, you can take the resources shown on the space where the token is. Then set the card and token aside. They have no effect until the end of the game.

3 **THE WIND** 




Instant Effect: Each player (including you) roll their dice and places them back on their board. The effects are not applied

Choose one type: , , , , . You gain all resources of the chosen type present on all dice

Note:
 - Die faces like , , , ,  show no resources. Therefore you get nothing from them.
 - Die faces such as  and  give you the resources printed on the area with the light background. The resources on the coloured areas can't be obtained via "The Wind".


3 **THE CELESTIAL DIE** 





Instant effect: Roll the Celestial Die and apply the effect of the rolled die face (see p. 18).

4 **THE ANCESTOR** 




Instant effect: You may choose the cheapest die face in the sanctuary, showing a  symbol, and forge it for free.

Afterwards you gain a lesser blessing for the die you just forged

Note: If there are no die faces in the sanctuary showing the  symbol, you can not forge a dice page. You still get a lesser blessing for any of your dice.

4 **THE FOG** 





Instant effect: The player with the least gold in his supply loses 5 victory points. (Only the gold in the hero's supply on the game board counts.) You receive the 5 victory Points that the player has lost.



Hint
 - The card has no effect if you own the least amount of gold.
 - If the affected player has less than 5 victory points, he loses all he has. You only get as many victory points as he lost.
 - If there is a tie for the least gold, all affected players lose (up to) 5 victory points each. You get all the lost victory points.

6 **THE RIGHT HAND** 




Instant effect: Exchange any amount of gold from your supply (and additional supplies, if any) for 1 victory point each: you will receive 1 victory point for every gold you spend.

6 **THE ETERNAL NIGHT** 

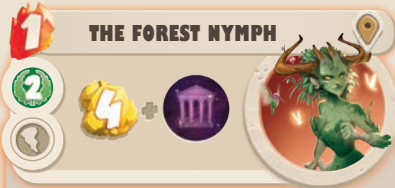
Instant effect: All other players lose 1 Moon and 1 Sun shard from their supply. You get all the shards they lost.

Note: If a player does not have moon and/or sun shards, they cannot lose them, and you won't get them.

THE SUN CARDS



Activation effect: You receive 3 gold and 1 victory point. If you then have 8 or more gold in the supply on your game board (not in other supplies), you receive 2 glory points instead (and no gold).



Instant Effect: You receive 4 Gold. Then you may one die face from the Sanctuary (at the usual gold cost) and forge it immediately.



Activation effect: Upgrade one dice face or get 2 Glory Points.

If you upgrade a dice face, you replace it for free with a die face of one level higher from the sanctuary.



Level 1 dice face



Level 2 dice face



Level 3 dice face



Level 7 dice face
(a die face of this level can not be upgraded)



Level 4 dice face



Level 5 dice face



Level 6 dice face

Choose the face to replace from one of your dice. Then take a die face from a pool of the sanctuary of the next higher level. Forge the new face on the same side as the removed face was.

Note

- If the face you are upgrading doesn't come from the sanctuary, treat it as level 0.
- If the next level pool is empty, take one die face from the next pool. If this also is empty, go to the next level, and so on.

Special case: If you have several copies of the card "The trader", you can choose to upgrade multiple times. In this case, however, you may only upgrade exactly one die face. The number of cards used for this determines the number of levels the face is improved. If you use X "The Trader" cards, you will upgrade one die face by X levels (at once). So you remove a die face and choose one from a pool that is X levels higher.



Activation effect: You may spend 3 gold to use the effect of any die face displayed on any players game board, including yours.



Instant effect: You receive 2 victory points for each different heroic feat card that you have purchased so far (this card included).



4 **THE OMNISCIENT**

8 2







Instant effect: You receive 2 victory points for each of your die faces with the  symbol.

5 **TRIDENT FROM THE DEEPS**

12

Instant effect: Spend all the gold from the supply on your game board (not from other supplies) and forge any die face from the temple (sanctuary or garden) for free.

Note

- Die faces that can be purchased in this game through the effects of Heroic feat cards can not be selected.
- You can use the effect of this card even if you have 0 gold in your supply.

6 **THE ETERNAL FLAME**



10




Instant effect: Immediately take a full new turn as an active player. In step 1 of this turn, only you get a divine blessing. After that turn, continue with your previous turn.

6 **THE LEFT HAND**

8

Instant effect: All players (including you) who stand on an island space are ousted. Each ousted player gain a divine blessing, but you receive all the rewards. Gain the effects of each pair of dice that were just rolled clockwise starting with your own dice.



Note

- If you have the card "Great Bear", its automatic effect will be triggered if at least one other player is ousted. However, if only your own hero is ousted by "The Left Hand", the "Great Bear" card has no effect.
- The effect is triggered only once per "Great Bear" card, regardless of the number of ousted players.

THE MIXED CARDS

5 **THE FIRST TITAN**

20

Instant effect: Take an available heroic feat card with a cost of 1 moon or 1 sun Shard, without your moving your hero pawn. Immediately gain the effect of the chosen card.

Note

- If there are no available cards of the required cost, "The First Titan" has no effect.
- In the **titan module** only: When taking the heroic feat card, the effect of rebellion zone can be triggered if the player is in the zone and the activation conditions are met.

5 **THE GODDESS**

18




Instant effect: Spin both of your dice to a side of choice your, then gain a divine blessing using the chosen faces.



THE LABYRINTH OF THE GODDESS



Mortal ... please read this letter carefully. But make sure the other gods never get their hands on it. It seems that the other gods have ignored me in creating the trials for the heroic tournament. For this new edition, I, Hera, will be in charge. In my labyrinth you will find more treasure than the other gods could ever imagine. And now, mortal, I open a gate for you. The rewards are waiting for you. Be wary. I'll summon a stone golem as your companion. Guide him through my labyrinth to me and I'll make glory rain over you!

THE GODDESS MODULE - SETUP


- 1 Prepare the **foundation**, the **sanctuary** and the **island board** as described in the base game.
- 2 Put the box of this expansion - **the underground** - between the foundation and the island board.



3 Put the four **card sets of the Goddess module** in their designated places around the island game board (the number of cards in each set depends on the number of players, just like in the base game). Every card set is placed matching the costs of the cards with the printed cost on the game board.

4 Fill the empty island spaces with matching card sets of your choice. Each card set must be placed as usual in a space with matching cost.

If this is your first game with this module and you first want to get to know the expansion step by step, add card sets from the base game that you are already familiar with.

If you also want to get to know the new, alternative card sets, take all the sets that are marked with the  symbol.

5 Each player prepares his two dice in the following way:

The lighter die:

5x 

1x 



The darker die:

4x 

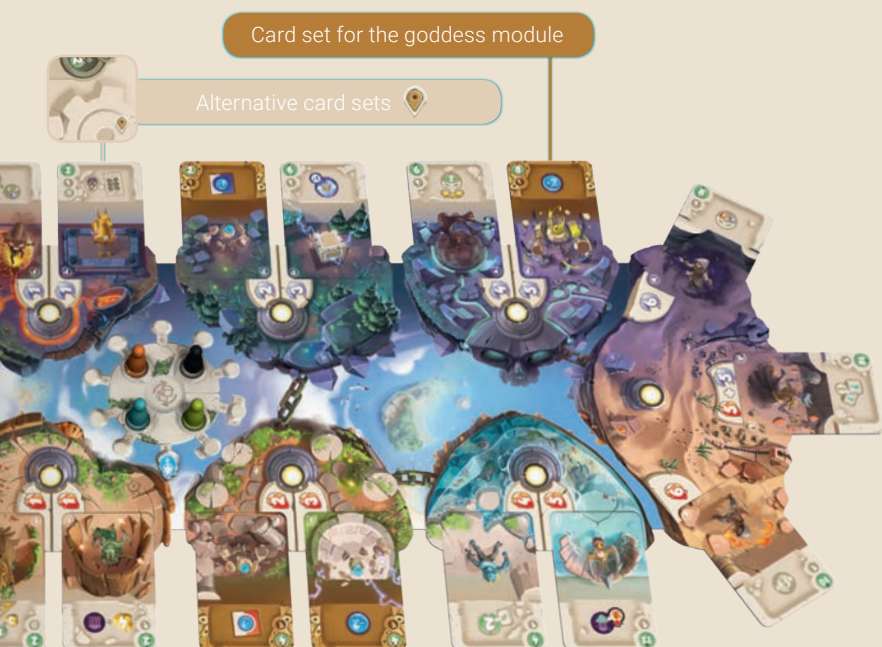
1x 

1x 

6 Take the **forest** out of its cover and place it in its designated space. Set the cover aside.

7 Turn the **module game board** to the goddess side. Place the golem marker of each player on the starting field. Put all the **treasure tokens** next to the underground, each with the larger value upwards.

8 Set up the rest of the game as in the base game



THE GODDESS MODULE - GAMEPLAY


In the **goddess module** you use the corresponding game board. It shows a labyrinth in which you move your Golem marker to find resources and others rewards. Choose the best way to get great rewards and go through the maze for extra glory points! But choose your way wisely, for there is no turning back...

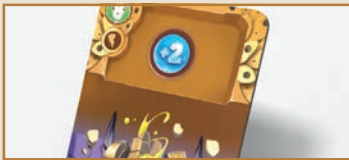
The game rules of the base game apply, with the following changes.

GODDESS GAME BOARD

Your golem marker indicates your progress in the maze. You can move it back and forth with various card and cube effects. There is a reward on (almost) every space of the labyrinth. If you move your golem marker around multiple squares at once, **you will complete the effect of each field before entering the next one.**

When your golem reaches a **crossroads**, you decide which way to go.


Some space of the labyrinth have **treasure chests** . If you are the first player to reach a treasure chest, take one of the treasure tokens of your choice next to the underground. You receive the reward shown on it (the side with the higher value). Then turn it to the other side (so that it shows a lower value) and put the marker on the space where you are. From now on the treasure token is considered as a normal space of the labyrinth until the end of the game.

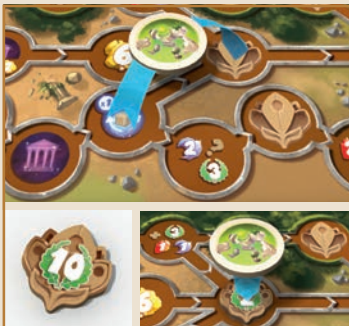



EXAMPLE

Max buys the heroic feat card "The Giant Golem". He applies the instant effect, by moving golem 2 spaces forward.




He moves his golem first one space and applies that effect: He rolls the Celestial Die and gets as a  result. Max adds 12 gold to his supply.








Then he moves his Golem to the next space. The Golem is on a crossroads. Max decides to move him to the treasury chest. Since he is the first player to reach this treasure chest, he chooses a treasure token and receives the reward:  then he turns the treasure token over and puts in the space under his golem

When your Golem reaches the **goddess space** (the last field of the Labyrinth), you immediately gain 15 victory points. Your golem stays on that space until the end of the game. **You may not move your golem anymore, neither forwards nor backwards.** Card and die effects that moves your golem, have, from now on, no effect.

The one who reaches the goddess space first receive an additional reward:  (see "Effects of the labyrinth spaces" on the right).

EFFECTS ON THE LABYRINTH SPACES

-  You gain 1 moon shard.
-  You gain 1 sun shard.
-  You gain 6 gold.
-  You gain 3 victory points, 1 sun shard, and 1 moon shard.
-  You gain 3 or 5 victory points.
-  No effect.
-  All players except you lose 2 victory points. You receive all victory points lost in this way.
-  Roll the celestial die as many times as indicated and apply its effect after every roll (see p. 18).

EFFECTS ON THE LABYRINTH SPACES



You may take one die face from the sanctuary and forge immediately. Pay the specified amount of gold.



The same as the one on the left, but you get a 2 gold discount.



You gain one reward of your choice.



You can spend 6 gold to gain 6 victory points



You can spend 2 moon shards to gain 8 victory points



You gain 1 victory point for each die face you have forged so far (= number of die faces placed next to your game board).

TREASURE CHEST/TOKENS



Treasure chest
(see the example to the left)



You gain 4 or 1 moon shards



You gain 4 or 1 sun shards



You gain 10 or 2 victory points

THE GODDES SPACE



You gain 15 victory points



First to arrive: Place your two dice with any sides up on your game board. Gain a divine blessing for your chosen die faces.

GOLEM DIE FACES

The Moon Golem and the Sun Golem will give you golem die faces that you can use to advance your golem marker in the maze:



Move your Golem Token one space forward and apply the effect of the space. You can never move backwards with a Golem die page.

Bonus effect: If you, during a divine blessing roll both and you may immediately roll the celestial die. Apply its effect either before or after the effects of your dice.

Note: This also applies if you have already reached the goddess space and can no longer move your Golem.

THE MOON CARDS

2

THE MOON GOLEM

Instant effect: Take one die face and immediately to one of your dice

5

THE GIANT GOLEM

Instant effect: Move your Golem token two spaces forward and apply the effects one after the other.

THE SUN CARDS

2

THE SUN GOLEM

Instant effect: Take one die face and immediately to one of your dice

3

THE TIME GOLEM

Instant effect: Move your Golem token two spaces backwards and apply the effects one after the other.

Note: If you come to a crossroad when going back, you may choose a different route the next time you go forward.



THE REBELLION OF THE TITANS



Freedom! Finally. We Titans have long missed the light. The time of revenge has come. Your so-called gods have locked us up to take over our Pantheon. Just where they offer you a place today. Such irony. Soon we will recover what is rightfully ours. Let's start with this little tournament - it'll be fun! We'll do a little bit of ... mayhem!

If you want to have a seat at the pantheon, we will help you. Our ancient source of energy is more powerful than these simple sun and moon shards, and it will help you accomplish incredible feats. That will upset these so-called gods - gorgeous!

Go, mortal, and taste the limitless power. Stop listening to these gods with their empty promises. We want to show you how generous titans really can be.

Your loyalty is the price of a place in our house. Make your decision wisely.

THE TITAN MODULE - SETUP

- 1 Prepare the **foundation**, the **sanctuary** and the **island board** as described in the base game.
- 2 Put the box of this expansion - **the underground** - between the foundation and the island board.



3 Put the **six card sets of the Titan module** in their designated places around the island game board (the number of cards in each set depends on the number of players, just like in the base game). Every card set is placed matching the costs of the cards with the printed cost on the game board.

4 Fill the empty island spaces with matching card sets of your choice. Each card set must be placed as usual in a space with matching cost.

If this is your first game with this module and you first want to get to know the expansion step by step, add card sets from the base game that you are already familiar with.

If you also want to get to know the new, alternative card sets, take all the sets that are marked with the ▼ symbol.

5 Each player prepares his two dice in the following way:

The lighter die:

5x 

1x 



The darker die:

4x 

1x 

1x 

6 Each player takes a **supply board for shards of the ancient** and places it below their game board. Then everyone places a **resource marker** in the 0 space



Resource marker

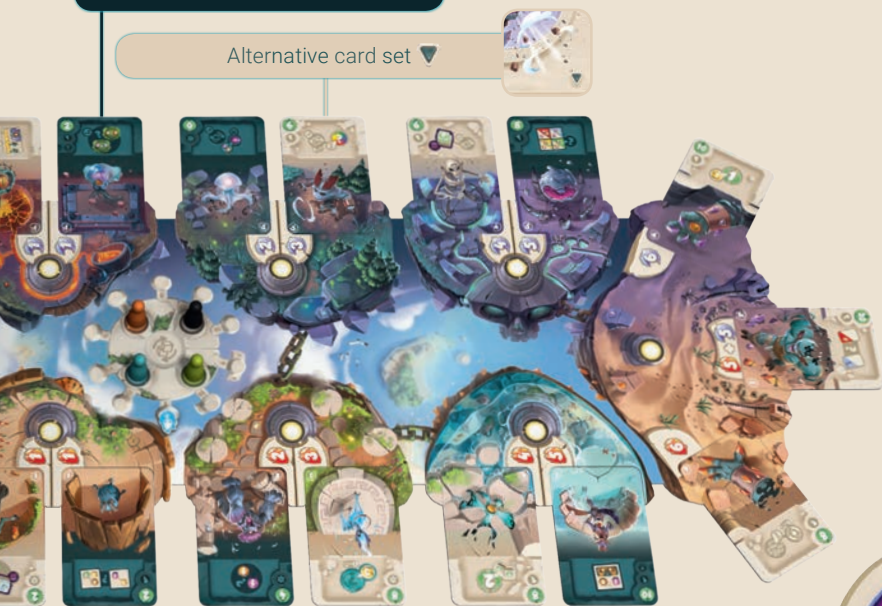
7 Take the **forest** out of its cover and place it in its designated space. Set the cover aside.

8 Turn the module game board to the **titan side**. Place the **loyalty marker** of each player on the starting field.

9 Set up the rest of the game as in the base game.

Card set for the titan module

Alternative card set ▼ 



THE TITAN MODULE - GAMEPLAY

In the **titan module** you are either loyal to the gods or support the Titans' rebellion. You can also try to satisfy both sides. Just be careful not to lose everything.

Using various card effects and dice effects, you move your loyalty marker on the Titan board, sometimes in the direction of the gods, sometimes in the direction of the rebellion. The Titans give you access to a unique resource that will give you fame and make your heroic feat cards easier to get. The gods, on the other hand, increase the profits of your divine blessings.

Choose your site wisely, however, because at the end of the game you will be rewarded or punished, depending on your loyalty.

The rules of the basic game apply, with the following changes.

THE TITAN MODULE - GAME BOARD

Each player has a loyalty token on with which he moves on the titan board. The position of the marker indicates whether he is loyal to the gods or supports the titan rebellion.

MOVING ON THE TITAN BOARD

The titan board is split into two sections: loyalty to the gods on the right, the titans rebellion on the left. As the game progresses, the loyalty tokens will move back and forth between the two sides as players receive loyalty 🟡 and shards of the ancients 🟣

Loyalty 🟡

Loyalty stands for your loyalty to the gods. It is not a resource and can not be stored in stock.

If you receive loyalty, you must move your loyalty token to the right by as many spaces as you have received.

Shards of the ancients 🟣

The shards of the ancients stand for your loyalty to the Titans. At the same time, these splits are a new resource with its own supply bar (which works the same way as the other supplies on a hero's game board).

Shards of the ancients can be either as moon shards 🌙 or as sun shards 🌞 when buying heroic feat cards and/or other actions.

If you receive one or more shards of the ancients,

- Add this amount to your supply of shards of the ancients and
- You must move your loyalty token to the left by as many spaces as the amount of shards of the ancients you gained (even if your supply is full).

Main path and special paths

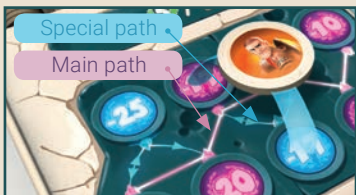
When a player moves his loyalty token in one direction, he usually follows the main path. There are, however, also special routes (marked in blue) on the titan board. If a player reaches a crossroads with a special path with his token, the following rules apply:

- If the arrow of the special path follows the direction of the movement of the loyalty token, then this token must follow the special path.
- If the arrow of the special path doesn't follow the direction of the movement of the loyalty token, then this token must follow the main path.



EXAMPLE

Alex receives a divine blessing 🎲🎲. He adds 1 victory point and 1 gold to his supply. Then he moves his loyalty token on the titan board 1 space right to the gods because of the 1 loyalty 🟡 he just received.



Because his marker is in a space with a special path whose arrow is in the direction of his movement, he has to take the special path.

EFFECTS ON THE TITAN BOARD

The position of your loyalty token on the titan board has two effects: one during the game and one at the end of the game.

Effects in the game

Depending on where your loyalty token is on the board, you can benefit from certain automatic effects. The titan board is divided in 6 zones. Each zone, apart from the starting zone, has its own automatic effects that you can use as long as your loyalty token is in that zone and you meet the required conditions. All zones are described in the two blue boxes on this and the next page.

Effects at the end of the game

Add to your final score the number of victory points printed on the space where your loyalty token is:

- If your marker is in the right area (gods ☀️), you gain victory points.
- If your marker is in the left area (rebellion 🌀), you lose victory points.

ZONE - LOYALTY TO THE GODS

Effects granted to you by the gods depend on the results of your die rolls when you receive a divine or a lesser blessing



Automatic effect:

For each of your dice, when you gain gold during a divine or lesser blessing, gain 1 additional gold.



Automatic effect:

For each of your dice, when you gain gold during a divine or lesser blessing, gain 1 additional gold and 1 victory point.



Automatic effect:

For each of your dice, when you gain victory points during a divine or lesser blessing, gain 1 additional victory point.

Note

- When you convert resources into victory points (using a Guardian or Cyclops die face), this does not trigger the automatic effect.
- You can not use gold that you get through any of these zone effects to use the effect of a "Cyclops" card



EXAMPLE

Max receives a divine blessing and get the die faces 1 and 6. Max applies the effects of the first. From the first die 1. He adds his 1 victory point to his supply and moves his loyalty token one space to the right.

He does not benefit from the 6 effect, because his loyalty token is not in the corresponding zone.

After that, Max applies the effects of the second die 6: He gains 1 gold, 1 victory point, 1 sun shard and 1 moon shard.

Additionally he gets 1 gold and 2 victory points, since his token now is in the zone to the far right and he fulfills the conditions of the 25 and 20 effects.



ZONE - REBELLION OF THE TITANS

Effects granted to you by the titans depend on your heroic feat cards.



Automatic effect:

When you are the first out of all players to buy a copy of a heroic feat card, you gain 3 victory points.



Automatic effect:

When you buy your first copy of a heroic feat card, that someone else already has, you gain 2 victory points.



Automatic effect:

When you are the first out of all players to buy a copy of a heroic feat card, you gain 5 victory points.



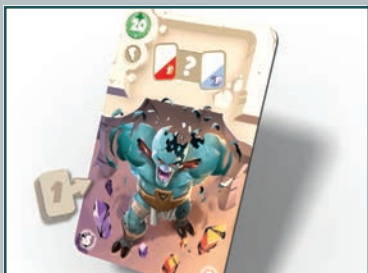
Automatic effect:

When you buy your first copy of a heroic feat card, that someone else already has, you gain 3 victory points.



EXAMPLE

Alex gets a divine blessing and rolls 1 and 2. He receives 1 shard of the ancient and 2 sun shards. Therefore, he moves his loyalty token one space to the left (toward the rebellion). He is now in a new zone and benefits from the effect.



He buys the heroic feat card "The First Titan". Since he was the first player to buy a copy this heroic feat card, he receives 5 victory points.



Then, thanks to the effect of the first titan, he chooses the "The Stubborn" card. He gets 3 glory points because this is his first copy of the card, but not the first one bought. He then immediately applies the effects of the card and forges the face on one of his dice.



Every time you gain blessing, check all the effects of the zone your marker is in!

THE MOON CARDS



Instant effect: Take the two memory tokens of the same colour as on the card from the box. Choose for each token one side (2 + 1 or 2 + 1) and put them with the chosen side up on two different islands of your choice.

Automatic effect: As soon as you buy a heroic feat card from an Island that has a memory marker matching the colour of your "The Memory" card, you will receive the reward of the token and then discard the token.

Note: You can place a memory token on an island even though there already is a marker of another colour present.



Activation effect: You receive a lesser blessing. If you receive or through the blessing, move all other players' loyalty tokens one step to the left (towards the rebellion).



Instant Effect: Select an available chaos dice face from the corresponding forest pools and forge it immediately.

THE SUN CARDS



Instant effect: Select an available "The Stubborn" die face from the forest (/) and forge it immediately.



Activation effect: You gain 1 either loyalty or 1 shard of the ancients.



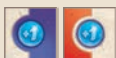
Instant effect: Take the dice face of the colour depicted on the card from the forest. Choose another player who must immediately forge this face onto one of his dice. This face cannot be removed during the game.

The face itself is explained in "Die faces of the expansion" on page 18.

Automatic effect: Each time a player roll the die face that corresponds to your card: Apply the effects on both of the owner's dice as if you had received a divine blessing using those dice.

DIE FACES OF THE EXPANSION

THE GODDESS MODULE



Move your golem forward one space in the labyrinth and apply the effect of the space.

Bonus effect



= Roll the celestial die (as describe at page 11)

(or vice-versa)

THE TITAN MODULE

SIMPLE DIE FACES



You gain 1 victory point and 1 loyalty



You gain 1 shard of the ancient



You gain 3 gold and 1 shard of the ancient



You gain 2 gold, 1 victory point and 1 loyalty

MIRROR OF MISFORTUNE



The "mirror of misfortune" is available in four colours, one per heroic feat card, each with a die face in a matching colour. The die face have two effects and affects both the owner of the die face and the owner of the card.

Effect of the owner of the die face: You gain 1 loyalty or 1 shard of the ancient

Effect for owner of the card: You receives the automatic effect of the card (see page 17). You gain the effects of both of the dice, as if you would receive a divine blessing.

Special case



= The owner of the two die faces chooses twice if they want 1 Loyalty or 1 shard of the ancients. The respective card owners receives the automatic effect of the card. If it is the same player he gets the effect twice.








= The owner of the dice triples the chosen resource: 3 Loyalty or 3 shards of the ancients. The owner of the card gets the automatic effect of his card and triples his own reward as well.

CHAOS



There are four different chaos die faces. Each page shows one reward A (on a coloured background) and reward B (on a light background). What you get depends on your other die:

- You will receive reward A (coloured background) if your other die grants a resource that matches the colour of your die face :

Blue:  Red:  Yellow:  Green: 

- Otherwise, you will receive reward B (light background).

Die faces



Reward A: You receive 2 shards of the ancient and 3 victory points.

Reward B: You receive 2 shards of the ancient



Reward A: You receive 2 loyalty and 3 victory points.

Reward B: You receive 2 loyalty

THE CELESTIAL DIE



You gain 12 gold



You gain 5 victory points



Upgrade one of your dice faces by two levels at once. (Details on upgrading on page 6 for the card "The trader".)



Turn one of your dice to one side of your choice and apply its effect.



You receive 3 Glory Points and one of the other rewards of your choice: 3 Gold, 1 moon shard, or 1 sun shard.



Copy the effect of a die just rolled or your own.
Note: In contrast to the dice face "Mirror of the abyss" from the base game, you can also copy the effect of your own dice.

NOTES FROM THE DESIGNER

Publishing a game is always a challenge for a game designer. But it's also the perfect opportunity to thank you - the players around the world. You share the same passion as we do, the passion for playing. I wish you many more wonderful games full of emotions and unexpected twists.

– Régis Bonnessée

CREDITS

Designer: Régis Bonnessée

Publisher: Régis Bonnessée

Project leader: Léa Moinet, Valentin Gaudicheau

Development: Alexandre Garcia, Arthur Décamp, Lucas Forlacroix, Nicolas Sato, Valentin Gaudicheau

Artistic Director: Jérémy Couturier

Illustrations: Biboun

Layout: Thomas Dutertre

Graphic design: Clément Dautremay, Mélanie André

How to play: Léa Moinet, Valentin Gaudicheau

Marketing: Mathieu Aubert

Communication: Maximilien Da Cunha, Paul Neveur

Production Manager: Alexandra Soporan

Administration: Amélie Rouillet, Pascale Belot

Test players: Adrien Baudet, Alexis Chapeau, Alice Peyrard, Andre Vanouche, Anthonin Michelet, MIPEUL Association, Brice Chardin, Charles Triboulot, Christophe Dufaux, Emmanuel Biré, Hélène Grisoni, Julie Vignaud, Mathieu Carlouet, Maud Boileux, Olivier Noc, Paul Ferret, Pierre Laporte, Quentin Faure, Stéphane Sarrazin

Inofficial translation from german and french: Oxyria



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Dixit



3-6
8+
30'



MYSTERIUM



10+
2-7
42'



SHADOWS AMSTERDAM



10+
2-8
30'

