

RULES REGEL SPIELREGELN

a tricky dice game
for 2-4 space adventurers 12 and up
with 15 to 30 minutes time
by Roland Goslar and Søren Schaffstein

The cargo bays are empty. The NovoDice trading post in the outer asteroid belt has the best supplies, but the Lion is no typical trader. He doesn't just offer his wares for sale, he prefers to gamble for the adventurers' cargo space.

Those who take the right chances get food, rocket fuel or a strange passenger; if they risk too much, though, they'll have to take the trader's space trash instead and wait for the next game of NovoDice.



NOVO DICE

GAME SETUP

The **NovoDice trader**, along with the 5 **NovoDice dice** and the 4 **extra dice**, are placed into the middle of the playing area.

The **NovoDice warehouse** is filled as follows. In addition to the 35 **trash tiles**,

- 3 **cargo tiles** (with 2 players) or
- 4 **cargo tiles** (with 3 players) or
- 5 **cargo tiles** (with 4 players)

of each cargo tile type are added to it. Finally, each player takes a **player display** showing his 3 empty **cargo bays/areas**.

GAME SETUP FOR 2 PLAYERS

Cargo tiles

With names, cargo and lion symbols. The appropriate number of these tiles are placed onto the corresponding spaces in the warehouse. With 2 players, 3 of each cargo tile type are added.



The **NovoDice warehouse**

Cargo symbols

They are printed on the cargo tiles and the dice.

Trash tiles

Without names or symbols. They can be sorted, although it is not necessary.

4 black extra dice

They are all identical.



Lion symbol

5 white NovoDice dice

There are 2 different types.



The NovoDice game

It is made up of 3 vertical slots, each with 3 spaces for NovoDice dice, resulting in 3 potentially winning horizontal rows.



The **NovoDice trader**

A player display

It shows 3 cargo bays: Areas 1 to 3.



Cargo Bay 1 / Area 1

Cargo and trash tiles can be placed onto 5 spaces.

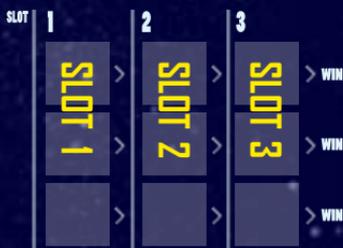
GAME TURN OVERVIEW

The game is played in clockwise direction. The youngest player starts. The active player takes the 5 white NovoDice dice.

He gets **three rolls** with which to fill the **3 slots** of the NovoDice game with:

- horizontal **winning rows of identical cargo symbols** and/or
- as many lions** on any of the **3 slots'** spaces as possible.

With skill and luck, the player is rewarded with cargo tiles, which he places in his 3 cargo bays in the most valuable configurations possible.



ROLL 1 – SLOT 1

The player rolls all **five white dice** at once.

The player may then choose **up to three** of these **dice** and add them to **Slot 1**.

He isn't forced to add any dice if he doesn't want to.

Mone rolls a lion and 4 cargo symbols. She adds the lion and a suitcase to Slot 1.



ROLL 2 – SLOT 2

For **each lion** that the player added to Slot 1 after the first roll, he now gets **one black extra die**.

The player then rolls, at the same time, all remaining white dice along with any black dice he received.

Thereafter, the player may once again choose **up to three dice**, this time adding them to **Slot 2**.

He isn't forced to add any dice if he doesn't want to.

Mone rolls another lion with her black extra die and adds it to Slot 2. The three cargo symbols are of no use to her, since no suitcase was rolled and horizontal winning rows must start at Slot 1.



ROLL 3 – SLOT 3

For each lion that the player added to Slot 2, he now takes an **additional black extra die**.

A player cannot have more than 4 extra dice.

The player then rolls, all at once, all white or black dice not added to a slot after roll 2 as well as any black dice he received after the second roll.

Thereafter, the player may once again choose **up to three dice**, this time adding them to **Slot 3**.

He isn't forced to add any dice if he doesn't want to.



With her third roll, Mone rolls another 2 lions. The suitcase came too late, as she can't add dice to slots other than Slot 3 after her third roll and winning rows cannot have any gaps in them.



CARGO TILES FOR CARGO SYMBOLS

The player claims certain **cargo tiles for winning rows of identical cargo symbols** – that is, horizontal rows that start at Slot 1 and don't have any gaps.



In the trader's warehouse, Mone can see all of the cargo tiles she can still claim.



The symbol(s) required to claim a tile are printed along the upper edge of the tile. A player may also claim a tile that requires fewer cargo symbols than the number of symbols the player has in the appropriate winning horizontal row.

Should the Novo Dice warehouse contain no more tiles that match the symbols in the player's winning rows, then the player receives nothing.



Remember: a winning row must have all identical symbols, must start at Slot 1, and cannot have any gaps in it.



Mone sees the name of the cargo as well as the exact slot and symbol combination required to claim it. For **John Boy**, she needs 3 gears, one in each slot.

With 3 suitcases in a horizontal row, Mone could have chosen whether she wanted to claim **Slimer**, **Spike** or **Mr Smith**. Since Mone only has 1 suitcase in Slot 1, she has to satisfy herself with **Slimer**.



CARGO TILES FOR LIONS

 Should the active player have added **2 or more lions** to any spaces in any slots (including spaces not adjacent to each other), he also receives cargo tiles.

The number of lion(s) required to claim a tile are printed along the **left-hand edge of the tile**. A player may also claim a tile that requires fewer lions than the number of lions the player added to the 3 slots.

A player may split up his lion total in order to claim multiple cargo tiles.

With **8 lions**, a player may claim **any two cargo tiles** (e.g. 2 **John Boys**), and

with **9 lions**, a player may even claim **any three cargo tiles**.

Along the left-hand edge of each cargo tile, Mone sees how many lions she needs in order to claim it. For **John Boy**, Mone needs 7 lions.



Mone needs the same number of lions for all cargo tiles with the same base value - that is, the same numbers in their lower right-hand corners.



For her 4 lions, Mone can choose from: **Slimer**, **Spike**, **Space Pack**, **Oxytonator**, **Novo Cola** and **Lady Dice**. Should she choose a **Slimer**, she could also claim a second **Slimer**. However, she chooses to claim a **Novo Cola** instead.



TRASH TILES

 If the player could not claim a cargo tile using either cargo symbols or lions, then he **must take exactly one trash tile** from the trader's warehouse.

On her next turn, Mone misses with her rolls. She chooses to take an old tire.



PLACING TILES

All cargo and trash tiles claimed by a player must be placed onto free spaces of his choice in his **3 cargo bays** (Areas 1-3).

Once placed in a **cargo bay**, a tile may **only be moved around the interior of that bay**. It may **never be moved to a different cargo bay**.



Mone sees three cargo bays on her display: Areas 1-3. Each bay consists of exactly 5 free spaces, onto which Mone may place tiles.



Mone chooses to place **Slimer**, **Novo Cola** and the old tire into different cargo bays, since she is hoping to fill Cargo Bay 1 with nothing but suitcase tiles.



TILE VALUES

Each tile has a **base value**, shown as a **number** in its lower right-hand corner.

Trash is always worth nothing.

A cargo tile's value is usually its base value. It can **increase greatly**, however, if the player manages to place either

- **many cargo tiles with the same cargo symbols**, or
- **many cargo tiles with different cargo symbols**

into a cargo bay.



Mone is happy: Her **John Boy** is worth 20 points.

Mone's **John Boy** will only be really valuable, however, in combination with the correct other cargo tiles in the same cargo bay.

Mone must be careful, therefore, where she places **John Boy**, since she can never combine tiles from different cargo bays.



COMBINATION VALUES

For combinations of the **same cargo symbols** in a cargo bay (Area 1, 2 or 3):

- The values of 3 cargo tiles with identical cargo symbols are doubled (■=■=■ $\times 2$).
- The values of 4 cargo tiles with identical cargo symbols are tripled (■=■=■=■ $\times 3$).
- The values of 5 cargo tiles with identical cargo symbols are quadrupled (■=■=■=■=■ $\times 4$).

For combinations of **different cargo symbols** in a cargo bay (Area 1, 2 or 3):

- The values of 4 cargo tiles with 4 different cargo symbols are doubled (■≠■≠■≠■ $\times 2$).
- The values of 5 cargo tiles with 5 different cargo symbols are tripled (■≠■≠■≠■≠■ $\times 3$).

Mone can combine six cargo symbols. Lions have no effect.



It doesn't matter to Mone if her tiles look identical or if they have the same number of cargo symbols: only if they have the same type of cargo symbol (suitcase, bandage, lightning, knife and fork, pawn or gear) or not.



TURN END

Once a player has placed all of the tiles he just claimed into his cargo bays, he passes the dice to his left-hand neighbour. It is now that player's turn.

Mone has 5 tiles with 4 different cargo symbols in Cargo Bay 1. She can combine 4 tiles, thus doubling their values.

Since she has two tiles with a knife and fork symbol, Mone can choose which of the two values she would like to double. Naturally, she chooses **Novo Food**.

So, Cargo Bay 1 has a total value of 28 points.
Cargo Bay 1: $2 \times (0 + 2 + 1 + 10) + 2 = 28$.

All of her other tiles are currently only worth their base values. Her current total is 53 points.



GAME END

As soon as **one player has filled up all 15 spaces** in his 3 cargo bays with tiles, the end of the game is triggered. All other players get exactly one more turn.

Should a player claim more tiles in his last turn than he has room for in his cargo bays, then that player may exchange previously-placed tiles with the extra ones.

WINNING THE GAME

The winner is the player who, at the end of the game, has the highest total value of tiles and tile combinations in his 3 cargo bays.

In the event of a tie, then the game ends in a tie.

Mone has 12 cargo tiles at the end of the game. She can combine 4 tiles with different symbols on them in both Cargo Bays 1 and 2. In Cargo Bay 3, she combines 3 tiles with identical symbols.

Her final total is 98 points, resulting as follows:

$$\begin{aligned}\text{Cargo Bay 1: } & 2 \times (0 + 2 + 1 + 10) + 2 = 28 \\ \text{Cargo Bay 2: } & 2 \times (2 + 1 + 5 + 20) = 56 \\ \text{Cargo Bay 3: } & 2 \times (1 + 1 + 5) = 14 \\ \text{total: } & = 98\end{aligned}$$



GAME COMPONENTS

- 5 white NovoDice dice
- 4 black extra dice
- 1 NovoDice trader with NovoDice game
- 1 NovoDice warehouse printed over 2 boards
- 4 player displays
- 65 cargo tiles
- 35 trash tiles
- 1 set of rules in German and English



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