

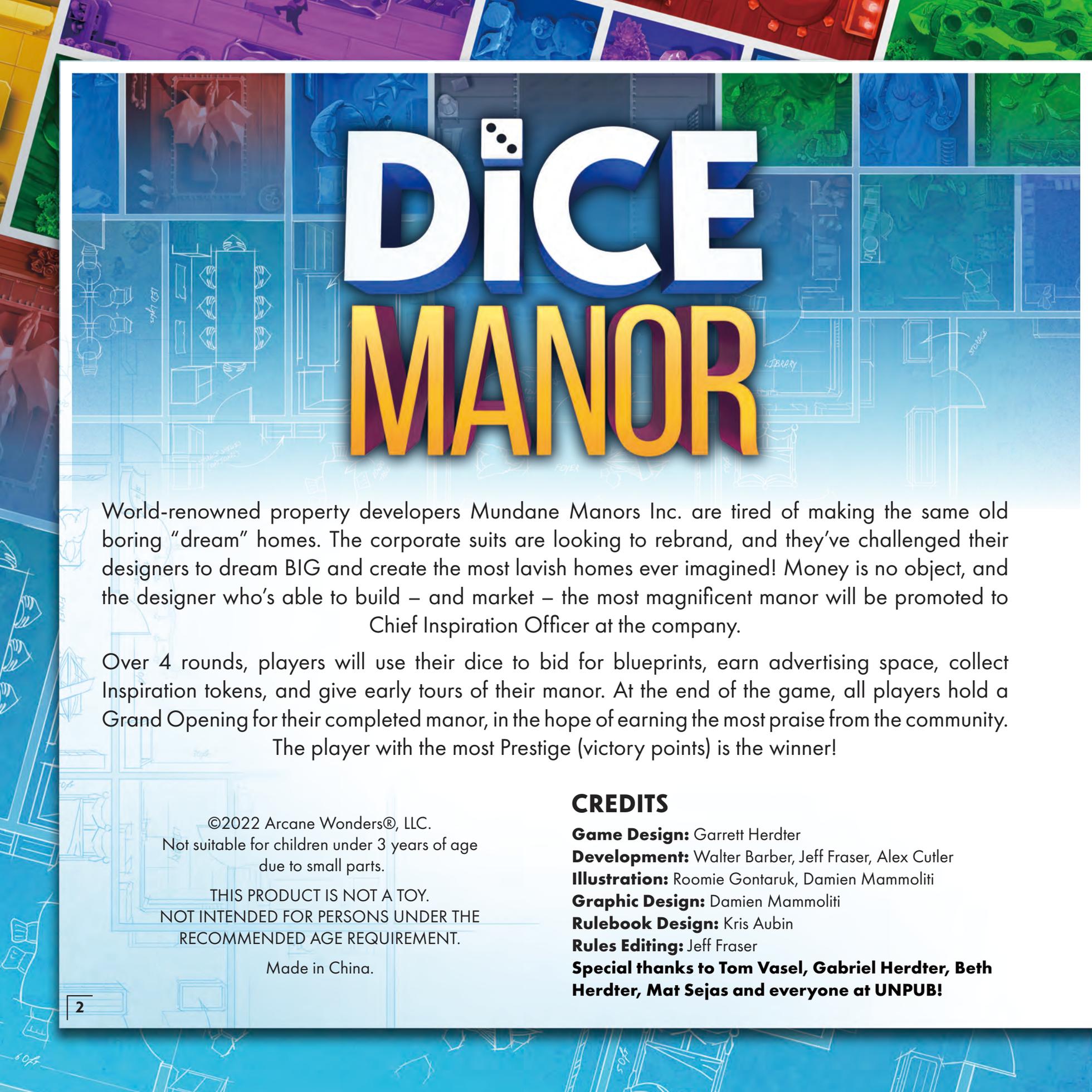


DICE MANOR

Designed by Garrett Herdter

RULEBOOK





DICE MANOR

World-renowned property developers Mundane Manors Inc. are tired of making the same old boring “dream” homes. The corporate suits are looking to rebrand, and they’ve challenged their designers to dream BIG and create the most lavish homes ever imagined! Money is no object, and the designer who’s able to build – and market – the most magnificent manor will be promoted to Chief Inspiration Officer at the company.

Over 4 rounds, players will use their dice to bid for blueprints, earn advertising space, collect Inspiration tokens, and give early tours of their manor. At the end of the game, all players hold a Grand Opening for their completed manor, in the hope of earning the most praise from the community. The player with the most Prestige (victory points) is the winner!

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Not suitable for children under 3 years of age
due to small parts.

THIS PRODUCT IS NOT A TOY.
NOT INTENDED FOR PERSONS UNDER THE
RECOMMENDED AGE REQUIREMENT.

Made in China.

CREDITS

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Special thanks to Tom Vasel, Gabriel Herdter, Beth Herdter, Mat Sejas and everyone at UNPUB!

COMPONENTS



1 Project board



1 Prestige board



1 First Player marker



32 Inspiration tokens



4 Player Aid cards



4 '100' Prestige tokens



4 Prestige markers



4 Entrance tiles



36 Player dice (9 per player)



4 Advertising markers



1 Round marker

37 ROOM TILES



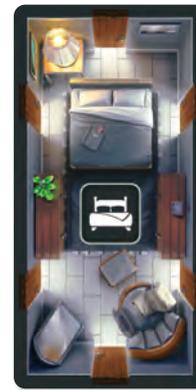
10 Office tiles



10 Bathroom tiles



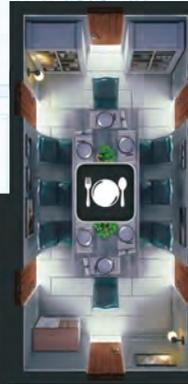
5 Small Bedroom tiles



4 Large Bedroom tiles



4 Dining & Kitchen tiles



4 Library tiles

PLAYER SETUP:

- Each player chooses a color and takes the **9 dice and Entrance tile** of the matching color.
- Each player places the **Advertising marker** (house) of their color at the start of the matching Advertising track on the Project board, and places **2 of their 9 dice** on the last 2 spaces at the end of that track.
- Each player places the **Prestige marker** (cube) of their color in the matching colored slot at the left of the Prestige board.
- Each player takes a **Player Aid card** and places it in front of themselves.
- Each player takes **2 Inspiration tokens**.
- The owner of the game decides who will get the **First Player marker**. If they can't decide, give it to the player who most recently moved into a new home.

11



10



6



9

PHASES PER ROUND

#1 - BID

Players take turns placing dice on the three **Dice Locations**

#2 - COLLECT

Resolve each Location and gain rewards
(flip this card for Manor Bonus details)

#3 - BUILD

Players simultaneously place newly acquired rooms in their Manors

#4 - RESET

Refresh and advance to the next round

DICE LOCATIONS

On your turn, choose a number you rolled at least once and assign all dice of that number to any of the following three Locations:

BLUE PRINTS

Earn new Room Tiles for your Manor

ADVERTISING

Earn Prestige and Bonus Dice

MANOR TOURS

Earn Prestige! Gain an immediate bonus based on the number of dice placed in your Manor that turn *(flip this card for details)*

HOW TO PLAY

OVERVIEW

The game is made up of **4 rounds**. At the end of the 4th round, players hold their final **Grand Opening Tour**. After that, the player with the highest **Prestige score** is the winner!

PLAYING A ROUND

Each round has **4 phases**. Refer to the following sections for details on each phase.

- 1. BID!** Players take turns rolling dice and allocating them to compete for Blueprints, earn Advertising space, collect Inspiration tokens, and gain Prestige from tours of their Manor.
- 2. COLLECT!** Players gather their hard-earned rewards from the Bid Phase.
- 3. BUILD!** Each player adds the room tiles they acquired to their Manor.
- 4. RESET!** Advance the Round marker, refresh the Project board, and prepare for a new round.

PHASE 1: BID!

During this phase, players take turns clockwise around the table, starting with the **First Player**, and continuing until all players have placed all their dice.

On your turn, follow these steps in order:

- 1. ROLL!** Roll all of your **unplaced dice**.
- 2. CHOOSE!** Sort your results by **die number**, then **choose** a number you rolled on at least 1 die.
- 3. PLACE!** Place **all of your dice** with the chosen number. You may divide them up however you like between locations on the **Project board** and your **Manor**.

If you have **no more dice** to place at the start of your turn, your turn is **skipped** until the end of the Bid Phase. The Bid Phase ends once **all players** have placed all their dice.

Important! Since players may place a different number of dice each turn, some players may end up taking more turns than others (but everyone always gets to place all of their dice).

INSPIRATION TOKENS

After rolling your dice (but before choosing a die number), you may spend any number of **Inspiration tokens** you have collected to **change** the results of your dice. Return each token you spend to the **supply**. Each time you use a token, choose **one** of the following options:



Choose a single die you rolled and increase or reduce its number by 1. You may change a 6 to a 1 or vice versa this way.



Choose **any number** of dice you rolled and reroll them all at once.

IMPORTANT! You may use multiple Inspiration tokens to adjust the same die in a single turn.

On their turn, Orange rolls 7 dice and sorts them by die number. They then choose whether to place two **1**, three **4**, one **5**, OR one **6**.



DIE LOCATIONS

Once you've decided which **die number** to place, you must place **ALL** of your dice with that number. You may **divide up** your dice however you like between different locations.

IMPORTANT! You must place **all** of your dice with the chosen number. For example, if you roll **2 2 2** and choose the die number 2, you **must** place all 3 matching dice – you can split them up however you like, but you can't keep any of them for your next turn.

LOCATION: BLUEPRINT SPACES

Place 1 or more dice under the **Blueprint space** with the **matching die number** to **bid** on the room tile there. The **number** of dice you place is how much you **bid** to acquire that tile.



Teal rolls **3 3 3**. They decide to bid **3 3** on the Small Bedroom tile under Blueprint space #3 (and place their other **3** elsewhere).

If other players already have dice under a Blueprint, place your bid **above** each player who bid **fewer dice** than you, and **below** each player who bid the **same amount of dice or more**.

Note: "Above" means "closest to the Prestige board."

Orange rolls **3 3** and decides to bid **both** on the Small Bedroom. Since they have the same number of dice as Teal, they place their bid underneath Teal's.

If you already have dice under a Blueprint, you may **add to your bid** by placing additional dice with the **matching die number**. If this causes your bid to **exceed** another player's bid on that Blueprint, move your bid **above** theirs. (If you are only able to **match** another player's bid, do **not** move your bid above theirs.)



On a later turn, Orange decides to add another **3** to increase their bid. Because they now have more dice than Teal, they move their bid above Teal's. Teal must now place at least 2 more dice to move back above Orange.



LOCATION: ADVERTISING

Place 1 or more dice under the **Advertising track** to advertise your Manor and gain **Prestige** (as well as potentially earn bonus dice).

Just like on Blueprint spaces, the number of dice you place is how much you bid on the Advertising track. The **first time** you place dice on the Advertising track each round, you may place dice with whichever **die number** you've chosen that turn. However, once you have dice on the Advertising track, you may only **add to your bid** with dice that have the **same number**.

There are 3 spaces under the Advertising track. The "1st" and "2nd" space can each only contain 1 player's dice, but the final space can contain any number of players' dice. If you are the first player to bid on Advertising during the round, place your dice on the "1st" space.



Beige places an opening bid of 2 on the Advertising track, claiming the 1st space.

If other players have already bid on Advertising, place your bid **ahead** of each player who bid **fewer dice** than you, and **behind** each player who bid the **same amount of dice or more**. If you place **ahead** of any player(s), move their bid(s) to the right (no further than the final space). If you are **below** the player in the "2nd" space, place your bid in the final space, even if another player has dice there.



Black decides to place 3 3 on Advertising, bumping Beige to 2nd.

If you later **add to your bid** by placing additional matching dice, move your bid **ahead** of each bid with **fewer dice** than yours.



Beige increases their bid by 2 2, retaking the 1st space and bumping Black down.

Note: The **number of dice** you place matters most. For example, 1 1 1 is a higher bid than 6 6.

However, if players are tied for the same number of dice, the higher value bid moves ahead. For example, 6 6 6 is a higher bid than 1 1 1.

If you are only able to match another player's bid with the same number of dice of the same value, do not move your bid above theirs.

LOCATION: MANOR TOURS

Place 1 or more dice along a path in your under-construction **Manor** to conduct an early tour and gain **Prestige**.

Each room has 1 or 2 **die slots** that can hold a **single die** with the **matching number**. To run a tour, place your dice along a path of **connected** rooms (rooms that share a door) that each have an available die slot that matches the die number you've chosen to place.

The **first time** you run a tour each round, you **must** start at your **Entrance tile**. If you run additional tours later in the same round, you may start each of them from any room that is **connected** to at least 1 other room where you previously placed a **die**.

Teal rolls 4 4 4 4 and decides to place 3 of them in their Manor to run a tour.



On a later turn, Teal rolls 3 3 and decides to place 1 of them in their Manor, next to one of the 4 they placed last time.



Teal gains 5 Prestige at the end of their first tour. On their second tour, they gain 1 Inspiration token.

MANOR TOUR REWARDS

After you place dice in your Manor, immediately gain a **reward** based on the **number of dice** you placed.



# OF DICE	REWARD
1	1 Inspiration Token
2	2 Prestige
3	5 Prestige
4	9 Prestige
5	11 Prestige
6	13 Prestige
7	15 Prestige
8	17 Prestige
9	19 Prestige

Note: You can **split** your tour in different directions in your Manor, as long as each die placed is connected to a room with a previously placed die. The reward for each path is scored separately.

Example: 5 dice placed along a single path in your Manor will earn a reward of 11 Prestige. If you instead placed 3 dice in one direction and 2 dice in a different direction, the total reward is 7 Prestige.

PLACING ON SPECIAL TILES

Entrance: Your Entrance tile can hold a die of **any number**. Your first tour each round must start here.



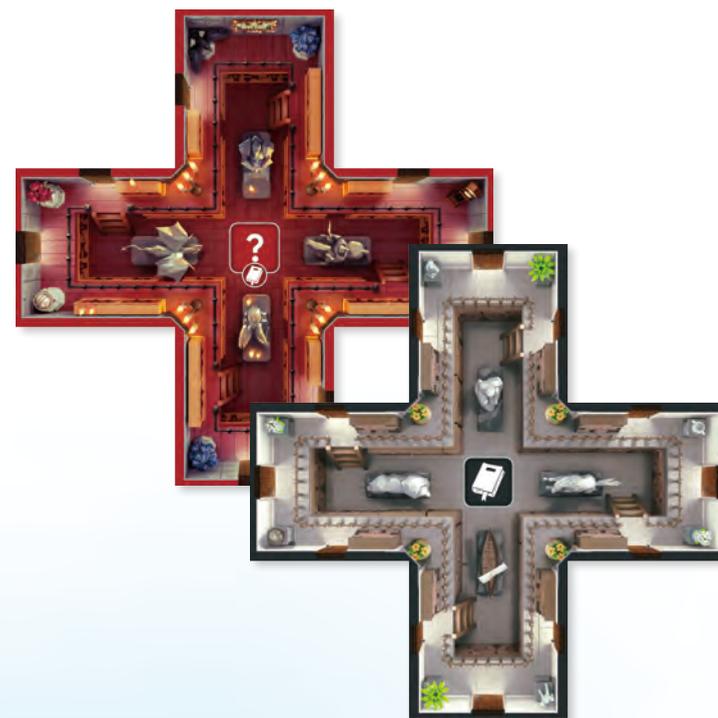
Bedrooms: Small and Large Bedrooms have dice slots with a "/". These can hold 1 die with **either** number.



Dining Rooms: Dining Room tiles have **2 separate rooms**, each with its own die slot. These are treated the same as 2 separate tiles during tours.



Libraries: Like Entrance tiles, a Library can hold a die of **any number**. Use this to extend your tours and score more Prestige.



PHASE 2: COLLECT!

Resolve each location where dice were placed, in the following order:

1. BLUEPRINTS

Resolve the bid on each Blueprint space one at a time, from the lowest Blueprint number to the highest. Follow these steps to resolve each space:

1. The player with the **highest bid** on this Blueprint (their bid is **above** all other players) takes the **room tile** and places it in front of themselves (but does not add it to their Manor yet). They then take back **all dice** they bid.
2. **All other players** who bid at least 1 die on this space gain **1 Inspiration token** and take back **all dice** they bid.

If any Blueprint space has **no bids** on it, **discard** the room tile under it by placing it at the bottom of the matching-numbered stack.

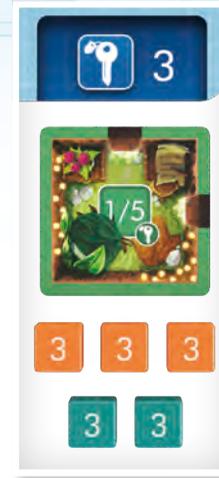
IMPORTANT! The player whose bid is **highest** (closest to the board) always takes the tile, even if a player below them has the same number of dice. (This means that ties go to the player who bid the most dice **first**.)

2. ADVERTISING

Bids on the Advertising track are resolved in 2 steps:

1. **Advance Markers:** Players move their **Advertising markers** forward based on their **ranking** in the bid.
 - The player in the **1st** space moves their marker **2 spaces** and gains the **Prestige** on **BOTH** spaces.
 - The player in the **2nd** space moves their marker **1 space** and gains the **Prestige** on that space.
 - Players in the **final** space each gain **1 Inspiration token**, but do not advance their markers.
2. **Move Dice:** Each player moves their closest **bonus die** 1 space towards their Advertising marker for **each die** they bid, then takes back all dice they bid.

IMPORTANT! You **always** get to move your bonus dice 1 space per die you bid on Advertising, **even if you did not rank 1st or 2nd**. Moving a **bonus die** does not gain you any **Prestige**.



During the Collect Phase, Orange claims this Small Bedroom and takes their 3 dice back. Teal gains 1 Inspiration token and takes their dice back.

CLAIMING A BONUS DIE

There are **2 bonus dice** at the end of your Advertising track. While your Advertising marker moves up the track to gain you Prestige, your bonus dice move down the track (one at a time) to eventually meet your Advertising marker. This is how you unlock extra dice.

If at **any time** during the Collect Phase your **bonus die** is in the **same space** as your **Advertising marker**, you get to **immediately** claim that die and add it to the dice you'll roll for the following round.

Once you've claimed your **1st** bonus die, you can start moving your **2nd** bonus die. If you claim your 1st bonus die, and you have leftover movement from your Advertising bid, you can use the remaining movement to start moving your 2nd die.

Once you've claimed **both** dice, you no longer move dice during the Collect Phase (but can still advance your Advertising marker to gain Prestige).

NOTE: Your 2nd bonus die is 1 space further away than your 1st bonus die. When moving your 2nd bonus die, it must cross the space that held your first bonus die. Advertising markers treat these spaces as normal when moving and collecting Prestige.



At the start of the Collect Phase of round 2, the Advertising tracks look like this.



(A) Beige has the highest bid, so their Advertising marker advances 2 spaces. They gain a total of 9 Prestige (4 + 5), and claim their 1st bonus die.

(B) Black is 2nd, so they advance 1 space and gain 3 Prestige.

(C) Orange and Teal are on the final bid space, so they do not move their markers, but they each gain 1 Inspiration token.



Next, all players move their bonus dice 1 space per die they bid. Black now claims their 1st bonus die as well.

3. MANOR TOURS

Each player gains **1 Prestige per die** in their Manor, then takes back **all dice** in their Manor.

COLLECT PHASE

During the Collect phase, gain 1 Prestige for each die in your Manor
(3 Prestige per die during the Grand Opening)

1 /  **ROUNDS 1 - 4**

3 /  **GRAND OPENING**



Teal gains 4 Prestige.

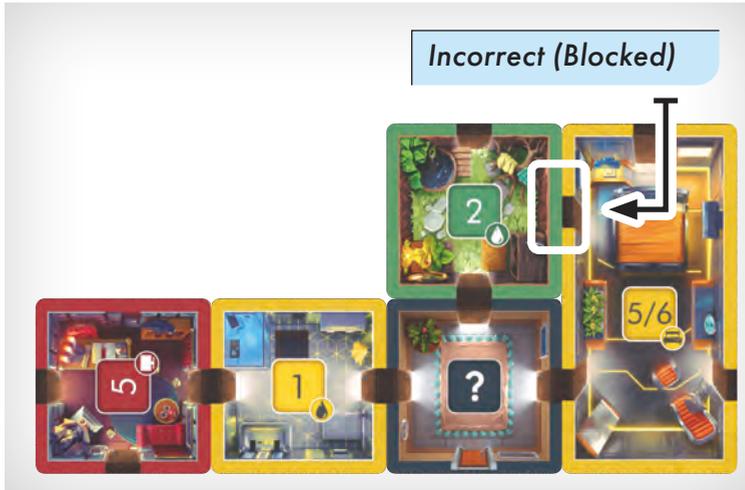
PHASE 3: BUILD!

In this phase, all players simultaneously decide how to add the new **room tiles** they acquired to their Manor.

If you acquired **multiple** new tiles during the round, you may place them in **any order**. Each time you place a new tile, you must respect the following **building restrictions**:

- You **may** rotate a room however you like when placing it.
- You **must** place each room **door to door** with at least one other room.
- You **may not** place a room such that a **door and a wall** meet one another.
- You **may not** place a room directly adjacent to the **front door** at the bottom of your **Entrance tile**. This space must be kept empty so guests can enter and exit.

Note: The **color** of a room **only** matters for **end-game bonuses** (see pg. 14.)



Incorrect (Blocked)

PHASE 4: RESET!

- 1. Advance Round Marker:** Advance the Round marker 1 space on the Round track.
- 2. Pass First Player:** Pass the First Player marker to the next player clockwise.
- 3. Refresh Blueprints:** Refill each Blueprint space with a new room tile. (Remember to **discard** any leftover tiles first.)

GRAND OPENING TOUR

When the Round marker advances to the **star** at the end of the track, immediately move on to the **Grand Opening Tour**.

During the Grand Opening Tour, players will roll and place dice as they would during a normal round, except they all play simultaneously and can only use dice to tour their Manors. They will also gain extra Prestige for each die in their Manor at the end of the round. During the Grand Opening Tour, all players follow the steps below **simultaneously**; however, players still learning the game may choose to take individual Grand Opening Tours one at a time instead.

- 1. Roll:** Roll all of your **unplaced dice** (and use Inspiration tokens if desired).
- 2. Choose:** Sort your results by **die number**, then **choose** a number you rolled at least once. (You may use Inspiration tokens, just like in earlier rounds.)
- 3. Place:** Place **ALL dice** with the chosen die number **in your Manor**, following all rules for Manor Tours (see pg.9). Immediately earn the rewards for each tour you run. If there are **not enough slots** for you to place **all** your dice with the chosen number, place each die you **can't** place in the empty space next to your Entrance tile as an **Unhappy Guest**. Unhappy Guests do not count for immediate rewards, and may not be rolled or placed for the rest of your Grand Opening Tour.
- 4. Repeat:** If you have any **unplaced dice** remaining, repeat from step 1.
- 5. Scoring Bonus:** Once you have no dice left, gain an additional **3 Prestige per die** in your Manor. Do **not** score any Prestige for **Unhappy Guests**.

IMPORTANT! After you roll (and optionally use Inspiration tokens), if **none** of your dice match any rooms in your Manor, you **must** still choose a die number and place all dice with that number as **Unhappy Guests**.

END OF THE GAME

After the Grand Opening Tour, each player scores **additional Prestige** for the following end-game bonuses:

- **Color Majority**
- **Manor Diversity**
- **Leftover Inspiration**
- **Largest Manor**

COLOR MAJORITY

Each player counts the number of rooms they have of each color. For each color, the player who has the **most** rooms of that color gains **12 Prestige**. The player with the **second most** rooms of that color gains **6 Prestige**.



If 2 or more players are **tied** for **first**, they each gain **8 Prestige** and no second place bonus is awarded. If 2 or more players are tied for **second**, they each gain **4 Prestige**.

MAGIC ROOMS (PURPLE)

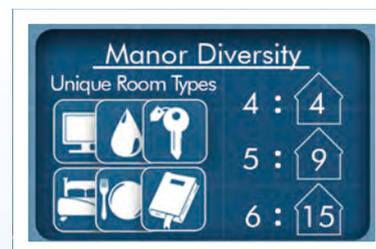
Each Magic Room in your Manor counts as 1 room of **each different color room connected to it**.

This Magic Room counts as 1 red room and 1 green room when scoring Color Majority.



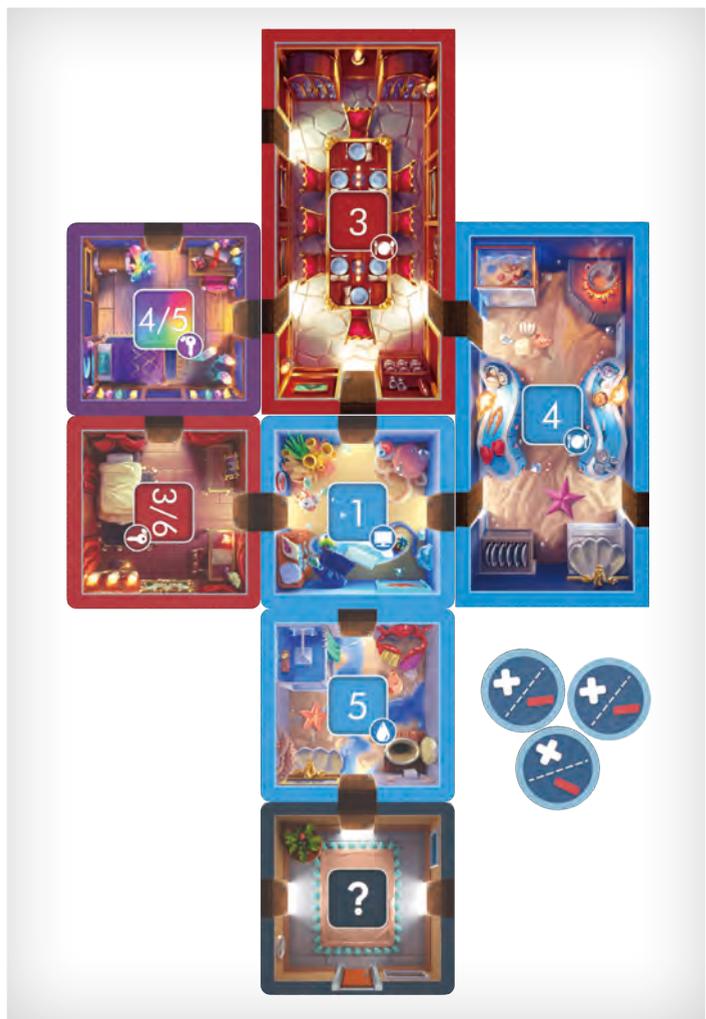
MANOR DIVERSITY

All players gain bonus Prestige based on the **number of different room types** in their Manor. Each Room's type is shown in the **bottom corner** of the die slot (and on the back) of the tile. Do not include Entrance tiles towards Manor Diversity.



LEFTOVER INSPIRATION

Each player gains **1 Prestige** for every **2 leftover Inspiration** tokens they have (rounded down).



At the end of the game, Beige does not have the most total rooms, but they do have the most blue rooms of any player at the table, earning them 12 Prestige. With their Magic room counting as an extra red, they ended with the second most red rooms, earning 6 additional Prestige.

Beige earns another 4 Prestige for having 4 different room types in their Manor and 1 Prestige for her leftover Inspiration tokens. This gives them a total of 23 Prestige from end-game bonuses.

LARGEST MANOR

Each player counts the **total number of rooms** in their Manor (excluding their Entrance tile). The player with the **most** rooms gains **12 Prestige**. The player with the **second most** rooms gains **6 Prestige**.

Largest Manor

12 6

If 2 or more players are tied for **first**, they each gain **8 Prestige** and no second place bonus is awarded. If 2 or more players are tied for **second**, they each gain **4 Prestige**.

WINNING THE GAME

After scoring the Grand Opening Tour and end-game bonuses, the player with the **most Prestige** is declared the winner!

Note: If a player would exceed 100 on the Prestige board, they receive a 100 Prestige Token and continue moving their marker forward from 1 on the track.

TIEBREAKERS

In the case of a tie, the tied player with the **most rooms** in their Manor is the winner. If there is still a tie, the player with the **fewest Unhappy Guests** during the Grand Opening is the winner. If there is still a tie, the tied players share victory.

OPTIONAL RULES

ROLLING AT THE END OF YOUR TURN

Groups who are familiar with the game and wish to play faster may choose to roll their remaining dice at the **end** of each turn, rather than at the start of each turn. This allows players to think about where to place their dice while their opponents are acting.

The group should decide beforehand whether players must **hide** their rolls behind a hand or piece of paper, or allow all rolls to be **public information** (which adds to the complexity of the game). If the group chooses to hide rolls, each player should lay down their hand or paper once they have no dice remaining to signify they are finished.

