

# First Edition Dualing Dice



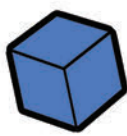
**DUALING DICE** is a strategy dice game for people who like rolling dice.

**COMPONENTS:** 1 game board, 8 scoring cards, 92 goal cards, 10 each of white D4, D6, D8, D10, D12 (50 total white dice), 4 sets of color D4, D6, D8, D10, D12, D20 (24 total color dice)



**D4**

four-sided  
tetrahedron



**D6**

six-sided  
cube



**D8**

eight-sided  
octahedron



**D10**

ten-sided  
deltohedron



**D12**

twelve-sided  
dodecahedron



**D20**

twenty-sided  
icosahedron

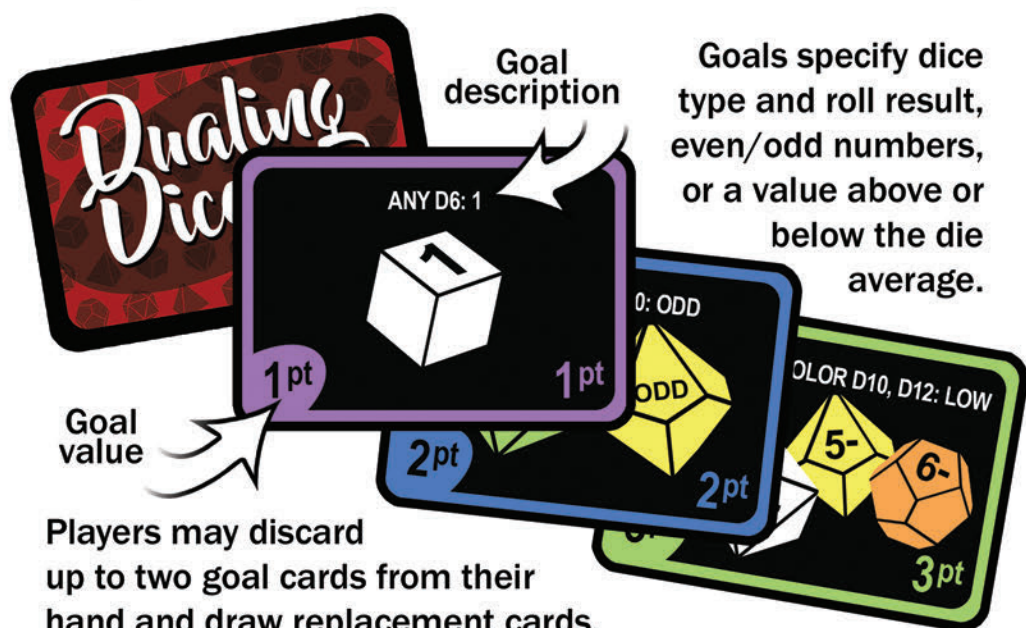
**GAME OBJECTIVE:** Players roll pairs of dice in sets of five rounds to complete the conditions on their goal cards.

**GAME SETUP:** Sort all white dice into like types and place them in distinct community piles where indicated on the game board.

Shuffle the goal cards and place the deck face down where indicated on the game board.  
Each player chooses a set of color dice as their own and takes a scoring card.



**PLAYING A SET:** At the start of a set, each player draws from the card deck until they hold three goal cards. Held goal cards are kept hidden from other players.



Players may discard up to two goal cards from their hand and draw replacement cards. Discarded goal cards are returned to the bottom of the deck.

**PLAYING A ROUND:** Each player chooses one of their available color dice and one white die from any community pile. All players roll their two chosen dice. The player with the highest number on their **color** die goes first in Die Selection.



**TIEBREAKING:** In the case of a tied roll, all tied players must choose **either** their rolled color die or their rolled white die and re-roll it. The player with the highest number on their re-rolled die goes first in Die Selection.

Repeat as necessary.



**DIE SELECTION:** The selecting player may choose *either*

- A) their own rolled color die, *or*
- B) any rolled white die that has not already been saved by another player.

The selecting player saves the selected die to their own scoring card, *being careful to keep the rolled number!*

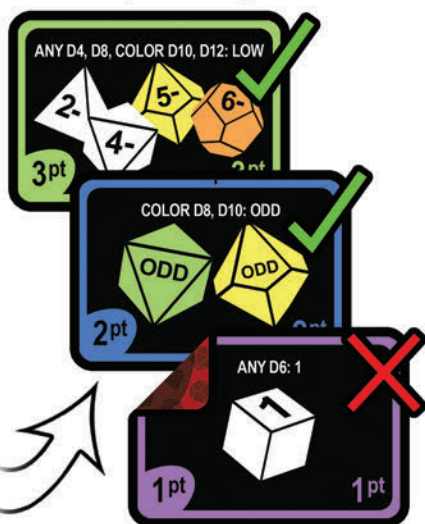
Dice on scoring cards are unavailable for selection or rolling for the remainder of the set.



Die Selection then passes to the next player clockwise.

**ROUND CLEANUP:** After all players have completed Die Selection, return any unsaved white dice to their respective community piles and any unsaved color die to its player.

**SCORING A SET:** Players complete hidden goals based on the dice on their scoring card. Reveal completed goal cards and keep them face up for the remainder of the game.



Once scored, empty scoring cards by returning all white dice to community piles and all color dice to their players.

## WINNING THE GAME:

Continue playing sets until a player reaches 15 or more points on completed goal cards. If there is a tie, the player with the fewest completed goals wins!



# Qualing Dice

*First Edition*

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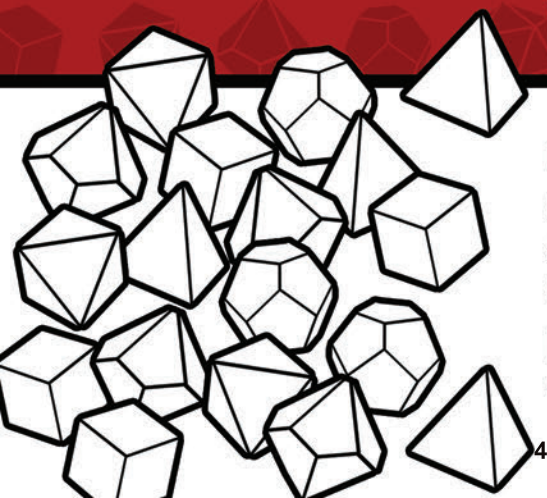
**GAME DESIGN:** Jimmy Sanders

**ART DIRECTION:** Theresa Weibler

**GRAPHIC DESIGN:** Megan Callison, Walter Stephens

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Made in China



**UP TO 8 PLAYERS:** This game contains enough white dice, scoring cards, and goal cards to accommodate up to 8 players using additional sets of color dice (not included).