

Vangelis Bagiartakis

**Dice
City**
All That Glitters™



Rulebook



INTRODUCTION



The nobles of Rolldovia have struck a rich vein of gold, and now it is time to put it to good use!

The competition to be the new capital has now taken on a new twist, with not just new architecture, but the power to inspire through great craftsmanship or simply extravagant displays of wealth.

But beware, there is a limited supply.

*It is time to show off **All that Glitters...***

It is time to once again roll, build, and win!

COMPONENTS

All that Glitters includes 3 new locations of each type, plus a new location available throughout the game, the Gold Mine, a Commodity location.



A Commodity location is denoted by a 



There are 36 location cards, and 12 Commodity location cards. This expansion also comes with 12 gold tokens for use during the game.



NEW RULES

Gold Mines bring a new currency in the game; gold. Gold is a commodity. It can be traded at any time during your turn for any resource of your choice. It is effectively a wildcard for resources, although it is not a resource itself.

Gold generally follows the same rules as resources.

- It is set up as a separate pile at the start of the game.
- You may keep it in your stock, but lose any excess above one at the end of your turn.
- Other players may raid it during the Attack Step. However, it requires an army strength of 3 to do so.
- It is generally used to pay costs on locations or to build locations.

However there are three key differences:

- **Gold Mines** are not affected by cards that affect Resource locations or Harvest locations. 
- **Gold** cannot be used to pay a cost when a cost asks for a resource to be paid, for example, on a location such as Marketplace (although you could immediately trade it in for a resource of your choice). It also does not count as a resource for any card that references resources.
- There is a limited supply of **gold tokens**. When used, these tokens are not returned to the supply, but put back in your box. Once all gold tokens have been used the game end is triggered.

SET UP

Gold Mines

In addition to separating the Lumber Mill, Quarry, Mine, and Regular Army cards into four individual stacks, add a fifth stack for all the Gold Mine cards. These will be available throughout the game.

Gold Tokens

Add a number of gold tokens to the supply based on the number of players, 10 for a 2-player game 12 in a three- or four-player game.

Adding your locations from this expansion to your games of **Dice City**

All the other locations from **All that Glitters** can be integrated with your base set in 3 different ways:

Quick Play

Shuffle the locations of both the base set and the expansion together and simply play as normal. When you discard a die to refresh buildings, you may refresh any number of buildings from 4 to 8.

Random

Separate the locations of both the base set and the expansion by type (civic , cultural , economic , military ). Shuffle the cards of each type together and take 15 at random. Shuffle those 60 cards together to form the Location Deck to be used during the game.

Full Set

Choose 5 random different locations of each type, add all 3 copies of them in the Location Deck, and then shuffle the deck.



For a more balanced game, we recommend the 'Full Set' or 'Random' set ups.

Armory

Can I pay with two different types of resources?

Yes, you can.



Gold Mine

Is a Gold Mine a Harvest location?

No, it is not a Harvest location.

It is not even a Resource location.



Hospital

If I have multiple Hospitals does each one create its own once per turn ability, or is it once per turn total?

Each Hospital creates its own once per turn ability. So if you had two Hospitals you could pay two resources to reactivate multiple locations, or a single location twice.



Library

Does Library get me victory points with the Monument ability?

No, Library only works when you use a die to activate the ability on the location, so it does not work with an ongoing ability like Monument, or a when-built effect like Grand Statue, for example.



Marketplace

Can I pay 1 gold to get 3 gold from the Marketplace?

No. You can turn the gold into a resource of your choice to pay the Marketplace cost, but you cannot pay with the gold, as the marketplace only works with resources.



Master Builder

If I use a Master Builder, can I put a Harvest Location on a space with a die on it and use it immediately?

Yes, you can.



Warehouse

Do multiple Warehouses stack their effects?

Yes, if you have two Warehouses, you can hold up to three of each resource in stock. Note that they will not affect gold though, as gold is a commodity.



Monument

If I build the Monument next to a Traveller, and then I land on that Traveller, I get 1 VP and re-roll. If I then land on the location on the other side of the Monument do I get another VP?

No, you don't. The VP is awarded the first time you use the ability of any of the adjacent locations, not once for each.



I have a Warehouse and 2 resources of each type in my Stock. If my opponent attacks my Warehouse during his or her turn and deactivates it, do I lose the extra resources?

No, you don't lose them immediately. Your stock limit will be checked again at the end of your next turn. If at that point Warehouse is still deactivated, then you will be able to keep just a single resource of each type.

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