

Vangelis Bagiartakis

Dice City Crossroads™



Rulebook



INTRODUCTION



The gold continues to add wealth to your city, wealth that can be used to invest in the arts, music and new buildings.

The citizens of Rolldovia are finding new ways to get around your city, and in turn making it a more thriving community, with taverns and guilds sprouting up everywhere to support their needs.

*Which way will your city turn next? It is fair to say you have reached a **Crossroads**...*

But which is the right way to once more roll, build, and win?



COMPONENTS

Crossroads includes 4 new locations of each type, plus the Gold Mine, a Commodity location introduced in the **All That Glitters** expansion.



A Commodity location is denoted by a 



There are 48 location cards, and 12 Commodity location cards. This expansion also comes with 12 gold tokens for use during the game, and additional victory point (VP) and Deactivation tokens.



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 / to build locations.

However, there are three key differences:

- **Cards that affect** Resource () locations or Harvest locations do not affect Gold Mines.
- **Gold** cannot be used to pay a cost when a cost asks for a resource to be paid. 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

If you are playing with just the **Crossroads** expansion and the base game, add a number of gold tokens to the supply based on the number of players, 10 for a 2-player game, 12 in a 3-player or 4-player game.

Dice City + Crossroads

2 players

10



3-4 players

12



Dice City + All expansions

2 players

12



3 players

15



4 players

16



If you are playing with the base game and all of the expansions, add 12 tokens for a 2-player game, 15 for a 3-player game, and 16 for a 4-player game.

Dice Step

Deactivation Clarification – The Courthouse (see page 10) can deactivate a location that has already been deactivated by its own text. The base set rulebook states that you can use a die to reactivate a deactivated location. This is a clarification that reactivating a location means removing a single deactivation token from it, not removing all tokens. So to fully reactivate a location with two tokens on it would require two dice.

Columns

You will see a number of locations in this set refer to columns. Columns are the vertical lines on the city board that all share the same dice number. The use of columns does not affect adjacency. “Adjacent” locations are still **only** the locations to the left or right of the primary location, not those above or below on the same column.



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

All the locations from **Crossroads** can be integrated with your other Dice City location cards. There are 3 different ways:

Quick Play

Shuffle the locations of the base set and the expansion(s) together and simply play as normal. When you remove a die to refresh locations in the display, you may refresh any number of locations from 4 to 8.

Random

Separate the locations of the base set and the expansion(s) 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.



In addition to this we have added some **suggested set ups** that showcase different aspects of the game using all of the expansions released so far:

“Power and Learning”**“Tricks and Treats”****“Wealth and Wonders”**

Mint
Merchant Guild
Master Builder
Warehouse
Trade Post

Bazaar
Market Place
Storehouse
Goldsmith
Harbor

Bazaar
Goldsmith
Warehouse
Bank
Crafts Guild

Barracks
Training Camp
Armory
Conscription Hall
Military Academy

Blacksmith
Catapult
Watchtower
Prison
Garrison

Barracks
Training Camp
Mercenaries
Garrison
Palace Guards

Cathedral
Festival Hall
Grand Statue
Gardens
University

Festival Hall
Manor
Library
Palace
Lighthouse

Great Wall
Manor
Monument
Palace
Conservatory

Cemetery
Stables
Town Hall
Central Square
Main Street

Well
Hospital
Courthouse
Tavern
Treasury

Church
Well
Governor's House
Tavern
Treasury

For those players that want to use all of the available cards we suggest the “Epic” set up.

Choose two of each card from **Crossroads**, and one of each card from **Dice City** base set, and **All that Glitters**. Use this as your location deck.

Conservatory

One of my locations has a  token on it from the Conservatory. If I use a Town Hall or a Main Street to use its ability, do I get the token?



Yes, you do. The token is given when the ability is used. Since the Town Hall and the Main Street allow you to use the ability of that location, you also take the token.



One of my locations has a  token on it from the Conservatory. A die lands on it but I use another die to move it to an adjacent location. Do I get the token?

No, you don't. You have to use the ability of the card that has the  token in order to get it.

One of my cultural locations that doesn't provide VP with its ability has a  token. If I activate a Library (from All That Glitters) first, when I use that location to gain the  token, will I get 3 additional VP?



No. The Library only works when you use a location's ability to gain VP. This point come from the token.

If I place a  token on an ONGOING location, what happens?

In order to get that VP token you will have to land on that location and discard your die to “perform its ability”. Due to the abilities being ongoing there won’t be any additional effects - you will just get that VP token.

Courthouse

Can I select one location and use it twice?

No, you have to select 2 different locations.



In what order do I use the abilities of the 2 locations I choose?

In any order you like. However, you have to use one after the other. You can’t use the ability of the first location, perform another action with another die, and then use the ability of the second location.

What happens if I choose a location that gets deactivated as part of its ability?

When using the location’s ability you put a deactivation token on it. Then, as per the Courthouse requirements, you deactivate the location again, placing another deactivation token on it.

Can I choose a deactivated location with the Courthouse?

No. You may only choose active locations.

Treasury

Can I choose one of the 8 locations that are available in the display?

No, you have to choose a location from the deck.



Can I place the location I get on a space with a die on it, reactivate it with another die and then use its ability, all in the same turn?

Yes, you can.



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