



OVERVIEW

House of Dice is a roll and write game for 2-6 players in which players build a house from components like door, windows, balcony, roof, chimney and fence. The game requires 3 standard d6 dice to play, a pen and play sheet for each player and a bonus sheet.

GAMEPLAY

The game is played over 24 rounds for 2,3,4 and 6 players and 25 rounds for 5 players. Each round the following steps are taken:

- 1) The active player rolls 3 dice.
- 2) Each player secretly draws a part of a house on their play sheet according to the following rules:
 - a. One of the dice indicates what component of the house is built (fence, door, window, balcony, roof, chimney)
 - b. Second die indicates in which column the part is built
 - c. Third die indicates the cost of the part being built. The cost is 2 for values 5 and 6, 1 for values 3 and 4 and 0 for values 1 and 2.
 - d. Each player decides which dice are a component die, column die and cost die and secretly draws a component on their sheet.
 - e. The dice icons on the left side of the building area indicate what can be built in particular row. Fence (1) can be built only in the bottom row, the row above can only contain dorrs (2) and windows (3) ect.
 - f. Obviously, chimney can be built only above the roof, nothing else than a chimney can be built above the roof.
 - g. Instead of building a part of the house player may also choose to invest in furniture. In that case player allocates one of the dices to the furniture track (cross out number of spaces equal to the dice value), another to the cost track and skips the third die.
- 3) Additionally, the active player may claim one of the bonuses from the Bonus Sheet. Some bonuses give instant reward (dice reroll or modifications, reduced cost ect) while other bonuses give additional points at the end of the game. During the game each player may claim maximum 3 bonuses. To claim a bonus player crosses out the circle next to the bonus claimed on the Bonus Sheet and also crosses out a circle on the Bonus Track on their play sheet.
- 4) Once the parts have been drawn, players mark off the cost of what they built on the Cost Track and mark the end of a turn on the Turn Track. Note: turn track has room for 24 spaces, so in the game involving 5 players play one round more.
- 5) Dice are passed to another player and next turn begins.

COST

The maximum cost of the house is set at 24. This is the budget for each player and the cost of the house can not exceed this budget. If a player cant build a part of the house because they would exceed the maximum cost, player needs to pass and cant build anything that round.

SCORING

Fence: 1 point for each fence plus 1 point for each adjacent pair (↔ icon).

Door: 2 points for first doors, 0 points for other doors.

Garage: 0 points if garage doors are on one space, 3points if garage doors are on 2 adjacent spaces.

Windows: 1 point for each window.

Balcony: 1 point for each balcony plus 2 points for each adjacent pair.

Roof: 2 points for each roof and -1 point for each missing.

Chimney: 2 points for first chimney, 1 point for next.

Furniture: 1 point if top row is filled, 3 points if top and middle rows are filled, 6 points if all rows are filled.

END OF THE GAME

The game ends after 24 rounds (25 for 5 players). Players count up their scores taking into account bonuses claimed during the game and the player with highest score is the winner. If there is a tie, player with the lowest cost wins the tie.

After the game players are encouraged to add a few additional lines to their houses to make them look a bit more natural and to get a nicer overall picture. Players can then discuss their designs and vote for the 2nd winner of the game – the player with best looking house.

EXAMPLE OF THE COMPLETED PLAYING SHEET WITH POINTS INDICATED

House of Dice

Legend:

- Fence: 1 Point +1 ↔
- Door: 2 Point
- Garage: 0 Point +3 ↔
- Window: 1 Point
- Balcony: 1 Point +2 ↔
- Roof: 2 points -1 for missing
- Chimney: 2 points first 1 point next

Bonuses: 3 (Furniture +1), 3 (Furniture +2), 3 (Furniture +3)

Total Score: 39

Turns (/ = 1, X = 2)

Cost (3,4 = /, 5,6 = X)

BONUS SHEET

BONUS:

2-3 players

4-6 players

Reroll all dice



Modify one die value by 1



Cost reduced to 0 this turn



Draw additional part (use the dice already rolled)



+3 points for most windows



+3 points for most balconies



+5 points for full roof (6 parts)



+5 points for full fence (6 parts)



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