

DICE THRONE

LONGBOW



Deal 3 dmg



Deal 5 dmg



Deal 7 dmg

DEMISING SHOT



Inflict *Targeted*.

Then deal 4 dmg.

ENTANGLING SHOT

SMALL STRAIGHT

Inflict *Entangle*.
Deal 7 dmg.

ECLIPSE



Inflict *Blind*, *Entangle*,
& *Targeted*.

Then deal 7 dmg.

COVERED SHOT



Gain *Evasive*.
Deal 7 dmg.

EXPLODING ARROW



Roll 5d6:

Deal 3 + 2x + 1x dmg.

Additionally,
opponent loses 1x CP.

Inflict *Blind*.

BLINDING SHOT

LARGE STRAIGHT

Inflict *Blind*.
Gain *Evasive*.
Deal 8 dmg.

MISSED ME

DEFENSIVE ROLL 5d6

On ,
prevent ½ dmg
(rounded up).

For every ,
deal 1 dmg.

LUNAR ECLIPSE!

ULTIMATE ABILITY

Gain *Evasive*. Inflict *Blind*, *Entangle*, & *Targeted*.
Then deal 13 dmg.



Dice may be altered to prevent an Ultimate.

Otherwise, no action of any kind may be performed by any opponent until the ability fully completes.

MOON ELF

"Look deep into the moon, for victory lies there."

★ 0CP

TAKE THAT!
ROLL PHASE ACTION

Play only after attacking an opponent.

Roll 1🎲.

On 🎲, add 2 dmg.

On 🦶, inflict *Entangle*.

On ♠️, inflict *Blind*.

MOON ELF

↑ 2CP

BLINDING SHOT II
LARGE STRAIGHT

Inflict *Blind*.
Gain *Evasive*.
Deal 10 dmg.

LUNAR BLESSING

Gain 3x *Evasive*.
Inflict *Entangle*.

MOON ELF

↑ 2CP

ECLIPSE II

Inflict *Blind*, *Entangle*,
& *Targeted*.

Then deal 9 dmg.

MOON SHADOW

Gain *Evasive*.
Inflict *Blind*, *Entangle*,
& *Targeted*.

MOON ELF

↑ 2CP

EXPLODING ARROW II

Roll 5🎲:

Deal 3 + 3x🎲 + 1x🦶 dmg.

Additionally,
opponent loses 2x♠️ CP.

Inflict *Blind*.

MOON ELF

↑ 2CP

Longbow II

Deal 4 dmg

Deal 6 dmg

Deal 8 dmg

On 4-of-a-kind (#'s),
inflict *Entangle*.

MOON ELF

★ 4CP

MOON MAGIC!
MAIN PHASE ACTION

Gain *Evasive*.

Inflict *Blind*, *Entangle*,
& *Targeted* on
target opponent.

MOON ELF

↑ 2CP

COVERED SHOT II

Gain *Evasive*.
Deal 9 dmg.

EVASIVE ACTION

Target player gains *Evasive*.
Deal 2 undefendable dmg.

MOON ELF

↑ 2CP

DEMISING SHOT II

Inflict *Targeted*.
Then deal 6 dmg.

FOCUS

Inflict *Targeted*
& *Entangle*.

MOON ELF

↑ 2CP

ENTANGLING SHOT II
SMALL STRAIGHT

Inflict *Entangle*.
Deal 9 dmg.

MOON ELF

↑ 3CP

EXPLODING ARROW III

Roll 5🎲:

Deal 3 + 3x🎲 + 2x🦶 dmg.

Additionally,
opponent loses 2x♠️ CP.

Inflict *Blind* and
Entangle.

MOON ELF

★ 1CP 

VOLLEY!

ROLL PHASE ACTION


Play only after attacking an opponent.

Roll 5d6.

Add 1x🎲 to the total dmg.

Inflict *Entangle*.

MOON ELF


★ 1CP 

EVADe!

INSTANT ACTION

Target player gains *Evasive*.

MOON ELF

★ 1CP 

TRY, TRY AGAIN!

ROLL PHASE ACTION

You or target teammate may re-roll up to two dice (can be the same die twice in a row or two different dice).

MOON ELF


★ 2CP 

TRIPLE UP!

INSTANT ACTION

Draw 3 cards.

MOON ELF


★ 2CP 

TRANSFERENCE!

MAIN PHASE ACTION

Transfer one status effect from target player to any other target player.

MOON ELF

↑ 3CP 

Longbow III

🎲🎲🎲 Deal 5 dmg

🎲🎲🎲🎲 Deal 7 dmg

🎲🎲🎲🎲🎲 Deal 9 dmg

On 3-of-a-kind (#'s), inflict *Entangle*.

MOON ELF

↑ 3CP 

MISSED ME II

DEFENSIVE ROLL 5d6

On 🎲🎲, prevent ½ dmg (rounded up).

Deal 1x🎲 dmg.

MOON ELF

★ 0CP 


VEGAS BABY!

MAIN PHASE ACTION

Roll 1d6:

Gain half the value as CP (rounded up).

MOON ELF


★ 3CP 

TWICE AS WILD!

ROLL PHASE ACTION

Any two dice become *wild* (you may change the die outcome to a different outcome).

MOON ELF


★ 2CP 

WHAT STATUS EFFECTS?

MAIN PHASE ACTION

Remove all status effects from target player.

MOON ELF


★ 2CP 

SO WILD!

ROLL PHASE ACTION

Any one die becomes *wild* (you may change the die outcome to a different outcome).

MOON ELF

★ 1CP 

SIX-IT!

ROLL PHASE ACTION

Change the outcome of any one of your dice to a 6.

MOON ELF

★ 0CP 

BETTER D!

ROLL PHASE ACTION

Target player may re-roll one or more dice during their *Defensive Roll Phase*.

MOON ELF


★ 1CP 

DOUBLE UP!

INSTANT ACTION

Draw 2 Cards.

MOON ELF

★ 1CP 

GET THAT OUTTA HERE!

MAIN PHASE ACTION

Remove one status effect from target player.

MOON ELF

★ 1CP 


TIP IT!

INSTANT ACTION

Increase or decrease the value of any one die by 1.

(A 1 cannot be decreased and a 6 cannot be increased).

MOON ELF


★ 1CP 

SAMESIES!

ROLL PHASE ACTION

Change the outcome of one of your dice to be identical to the outcome of one of your other dice (that was rolled within the same phase).

MOON ELF


★ 2CP 

BUH, BYE!

INSTANT ACTION

Remove one status effect from target player.

MOON ELF

★ 0CP 

GETTING PAID!

INSTANT ACTION

Gain 2 CP.

MOON ELF

★ 1CP 

HELPING HAND!

ROLL PHASE ACTION

Select one of your opponent's dice and force them to re-roll it.

MOON ELF

CARD TYPES

Roll Phase Action cards may be played on any player's **Roll Phase** (also during **Targeting Roll Phase**).

Main Phase Action cards & **Ability Upgrade** cards may only be played during your own **Main Phase**.

Instant Action cards may be played at anytime and resolve immediately.

TURN ORDER

1. Upkeep Phase

Resolve applicable status effects
2. Income Phase

Gain 1 CP & draw 1 card
- M

3. Main Phase (1)

Play Ability Upgrades

Play Main Phase Actions Cards

Sell cards (gain 1 CP per card)
- R

4. Offensive Roll Phase

Play Roll Phase Action cards
- R

5. Targeting Roll Phase

If more than 2 players, determine target
- R

6. Defensive Roll Phase

Play Roll Phase Action cards
- M

7. Main Phase (2)

Identical to Main Phase (1)
8. Discard Phase

Sell all cards beyond 6

★

1CP

R

NOT THIS TIME!

ROLL PHASE ACTION

Prevent 6 dmg from target player.

MOON ELF

★

1CP

R

ONE MORE TIME!

ROLL PHASE ACTION

Take one additional re-roll of up to 5 dice during your Offensive Roll Phase.

MOON ELF



BLIND

Negative Status Effect

Does not stack

The next time a player afflicted with this token concludes their *Offensive Roll Phase*, the player must first roll 1d6. If the result of the die is 1-2, their *Offensive Roll Phase* has no effect of any kind (otherwise, it proceeds normally). Either way, remove this token at the conclusion of the *Roll Phase*.



ENTANGLE

Negative Status Effect

Does not stack

A player afflicted with this token gets 1 fewer roll attempts during their next *Offensive Roll Phase*. At the conclusion of the *Roll Phase*, remove this token.



EVASIVE

Positive Status Effect

Stack limit: 3

When a player with *Evasive* receives damage, they may choose to spend this token. If spent, roll 1d6. If the outcome is 1-2, no damage is received (although other associated effects may still apply). Multiple *Evasive* tokens may be spent in an attempt to prevent the same source of damage.



TARGETED

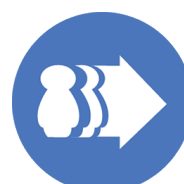
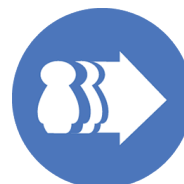
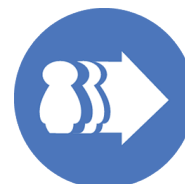
Negative Status Effect

Does not stack

When a player afflicted with this token is damaged as a result of an opponent's *Offensive Roll Phase*, add +2 to the damage total. *Persistent*.

The Moon Elf's damage may not match hit for hit with many opponents. However, her ability to repeatedly dodge attacks while simultaneously using the power of the moon to blind and entangle her foes, makes her a frustratingly dangerous opponent to face.

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- Use your own standard 6-sided dice to play
- Then use this dice key to evaluate the outcome of your dice

(Note: this interaction is much smoother with our manufactured dice, so we're excited for you to get your hands on the final product!)