

Pretty Guardian

Sailor Moon Crystal



Dice Challenge Rules

DYSKAMI
Publishing Company



TOEI ANIMATION
Since 1956

SAILOR MOON CRYSTAL DICE CHALLENGE GAME BASED ON BUTTON MEN BY **JAMES ERNEST AND CHEAPASS GAMES**.
SAILOR MOON CRYSTAL DICE CHALLENGE GAME DESIGN BY **JAMES ERNEST AND MARK MACKINNON**.
GRAPHIC DESIGN BY **JEFF MACKINTOSH**. BUTTON MEN © **JAMES ERNEST AND CHEAPASS GAMES**.
SAILOR MOON CRYSTAL © **Naoko Takeuchi/PNP/KODANSHA/TOEI ANIMATION**. PRODUCED UNDER LICENSE.
VERSION 1.0. FIRST PRINTING – MARCH 2018

www.dyskami.ca info@dyskami.ca

Dedicated to our dear friend, Jeff Mackintosh. We miss you.

Game Components

- 24 Character Cards, each featuring a hero or villain from the Sailor Moon Crystal series. Each player uses one character card during the game.
- 24 polyhedral dice – four coloured sets of six different dice types. The dice colour is for aesthetic variety only and has no bearing on gameplay. Each player uses up to eight dice (of any mixture of colours) as indicated on their chosen character card.
- 55 cardboard die-cut tokens representing special abilities, coins, and victory tokens.
- 2 plastic card holders and 2 custom lanyards for social portable play that is ideal for playing at anime/gaming/fandom conventions or in other large groups.

Players and Game Length

- 2 players for a standard 1-on-1 game; 5-10 minutes
- 3-8 players for group play; 15-60 minutes
- unlimited players for tournament play; 60+ minutes

Additional game sets or extra polyhedral dice may be needed when playing with more than 2 players, depending on the characters chosen and method of play.



Summary of Play – Standard Game

Each player selects one of the 24 included Sailor Moon Crystal series characters to play, either randomly (by drawing from the face-down deck of character cards) or purposefully. You and an opponent use your selected characters to battle each other in several rounds of combat. During the game, both of you are rolling dice and trying to use the numbers rolled to capture your opponent's dice and gain points. The first person to win three rounds wins the game (best 3 out of 5).

Definitions

DIE: One single dice (one “die”, or many “dice”)

SIZE: The number of sides a die has (for example, a 10-sided die has a size of “10”)

TURN: One player making one attack

ROUND: A number of turns that ends in one player capturing the final die of the other player

MATCH: The number of rounds needed for one player to win 3 out of 5 rounds

The Dice

In the Sailor Moon Crystal Dice Challenge, you will be using dice with a different number of faces called “polyhedral dice”. The number of sides of a die is abbreviated as “dX” where X is the number of sides. For example, a d6 has six sides and generates a number between 1 and 6 when rolled; similarly a d20 will show a number between 1 and 20. Sometimes, cardboard coin tokens are used instead of dice to represent a “die” with only one or two sides. For example, a d2 is a token that can be flipped like a coin to produce a result of either 1 or 2. A d1 is a token with only a single value: 1.

Smaller dice with fewer sides typically reflect a character's speed (like the athletic Sailor Venus) or special attacks that do not deliver much damage (like Sailor Mercury's “Mercury Aqua Mist” attack). Larger dice represent a character's great strength (like the powerful Sailor Jupiter) or special attacks that deliver a lot of damage (like Sailor Moon's “Moon Princess Halation”).

Starting Dice vs. Reserve Dice

There are two categories of dice used in this game: the Starting Dice (red dice at the top right of the card) and Reserve Dice (yellow dice in the middle right of the card). You will always play the game with the Starting Dice and will only use some of the Reserve Dice when you lose a game round or under special circumstances (continue reading for more information).



For illustrative purposes only. Actual dice included in this game are in a variety of colours.

Playing the Game

You and your opponent should each gather your character's dice into a Starting Dice group and a Reserve Dice group. The different colours of the dice is for visual appeal only and does not have any bearing on gameplay. Then you both roll all of your characters' respective Starting Dice, called a "starting roll". You should each arrange your dice in a neat row so you can read the numbers easily. Whomever rolled the single lowest number will go first. If the lowest dice are tied, compare the next lowest dice, and so on until you determine a starting player. If you and your opponent rolled the exact same numbers on all Starting Dice, you must both roll all the Starting Dice again so someone takes the starting player position. Any dice result is considered a higher number than no dice result; for example, if your Sailor Mars character rolls a 1, 2, 4, and 8 as her starting roll and your opponent's Droids character rolls a 1 and a 2, your opponent is the starting player (since the 1s and 2s cancel each other and Sailor Mars's third die result of 4 is higher than the Droids' result because they do not have a third die to roll). Note that on some d10 dice, a face showing just a "0" should be read as "10" and not a value of zero.

The Game Turn

Let's assume that you rolled the single lowest number and are going first. On your turn, you must make either a Power Attack or a Skill Attack with the dice if you can. These attacks are defined below.

Power Attack

Use one of your dice to "capture" one of your opponent's dice. The value showing on your die must be greater than or equal to the value showing on the die you capture. The sizes (number of sides) of the two dice is irrelevant — only the values shown on the dice matter. For example, if you roll a 2 on your d8, you can make a Power Attack against your opponent's d20 if they had only rolled a 1 or 2. When you capture a die, you take it out of play and place it next to the game area in your victory pile. You must now re-roll the die that you used to capture your opponent's die before ending your turn.

Skill Attack

You can alternatively use two or more of your dice to capture one single die from your opponent. In this different type of attack, the values showing on your dice must add up exactly to the value showing on the die you wish to capture from your opponent. Again, the sizes of the dice are irrelevant — only the values showing on the dice matter. For example, if you roll a 5 on your d8 and a 2 on your d10, you can use a Skill Attack to capture any single die from your opponent that shows a value of 7 (since $5+2=7$). Take the captured die out of play, place it into your victory pile, and re-roll all of the dice you used in the Skill Attack to do the capturing.

Alternating Turns

After you have finished doing either a single Power Attack or a single Skill Attack, your turn is now over. It's time for your opponent to take their game turn, though they now have one less die to use in a Power Attack or Skill Attack (since you just captured one of them). Then you and your opponent take turns going back and forth, capture dice and re-rolling until one player captures their opponent's final die and the round ends immediately.

Passing

You may not pass or forfeit your turn unless you cannot make either a Power Attack or a Skill Attack. In this instance, your opponent takes another turn. When your opponent re-rolls their dice after this new attack, check to see if you can take a turn now that your opponent's dice values may have changed. If not, you must pass again.


End of Game and Scoring

When you capture your opponent's last die, or your opponent captures your last die, the round is over. Your score is calculated as follows: for each die you captured (they are in your victory pile), you receive points equal to the number of sides on the die. For example a captured 12-sided die in your victory pile is worth 12 points. You also receive points for each of your own dice that were not captured by your opponent, if any remain. The points awarded for uncaptured dice equal half the number of sides on the dice. For example, if your 10-sided die was not captured, you receive 5 points. Your opponent calculates their points in the same way. Values shown on the dice are not relevant; only the number of sides score points.

Compare your total number of points (the "score") to your opponent's point total. The person with the higher score wins the round and takes one victory token. If you and your opponent have a tied score, replay the round. Note that only the final point total counts, rather than the determination of which character still has Starting Dice remaining at the end of the round. The first player to win 3 out of 5 rounds — and thus has earned at least three victory tokens — wins the match!

Scoring Example

Sailor Moon and Queen Wiseman are battling. At the end of their first game round, Sailor Moon has captured both of Wiseman's d12s and one of his d20s and placed them in her victory pile. Wiseman managed to capture all of Sailor Moon's dice (two d8s, d10, and d20) and retain one of his own d20s.



Sailor Moon character card showing Starting Dice (8, 8, 10, 20) and Reserve Dice (6, 10, 12, 20). Planet Power is 1.

Victory Pile: 12, 12, 20

Retained Dice: —

Score 44 (12 + 12 + 20)



Queen Wiseman character card showing Starting Dice (12, 12, 20, 20) and Reserve Dice (8, 8, 10, 20). Death Phantom ability is present.

Victory Pile: 8, 8, 10, 20

Retained Dice: 20

Score 56 (8 + 8 + 10 + 20 + 10)

Wiseman wins the first round 56 vs. 44 and leads the match 1-0

Reserve Dice

Whenever you lose a round to your opponent, you may move any one of your character's Reserve Dice into your Starting Dice group for the next round (the same rule applies to your opponent after they lose a round). When the next round begins, you will now have one extra die to use during play. This reassignment of Reserve Dice to Starting Dice applies to any round and once a Reserve Die is converted to a Starting Die, it remains in play as a Starting Die for every subsequent round until the match is over.

For example, Sailor Moon's Starting Dice in the first round are d8, d8, d10, and d20 (a total of four dice). If Sailor Moon loses the first round, you can choose one of her Reserve Dice (d6, d10, d12, or d20) to add to her Starting Dice. If you select the d20, Sailor Moon's Starting Dice for the second round are now d8, d8, d10, d20, and d20 (a total of five dice). If Sailor Moon is having a bad day and also loses the second round, you can add another die from her remaining Reserve Dice (d6, d10, and d12) to her Starting Dice. If you select the d6 this time, Sailor Moon's Starting Dice for the third round are d6, d8, d8, d10, d20, and d20 (a total of 6 dice).

Transforming a Reserve Die into a Starting Die is not a requirement if you lose; it is always optional. Characters who just won the previous round cannot transform their Reserve Dice. The use of Reserve Dice represents how the characters in the Sailor Moon Crystal series often become more powerful if they are defeated by their opponents in battle. The Pretty Guardians, for example, draw upon their internal energies to "power up" their attacks (like Sailor Jupiter powering up from "Supreme Thunder" to "Sparkling Wide Pressure" to "Jupiter Coconut Cyclone"), while the members of the Black Moon Clan from Planet Nemesis tap into the energy of the Malefic Black Crystal to become more powerful.

Special Abilities

Each of the characters also has a special ability that can be used when appropriate during the match to help ensure victory. These various abilities are represented by icons on the character cards and are described in detail herein. The number of times a special ability can be used during a match is indicated by the number next to the ability icon; if no number is indicated, the character's ability functions continuously. To represent the various abilities, place one or more of the corresponding cardboard tokens in front of the characters during play and put a token aside every time you use the ability.



Planet Power (Extra Turn)

CHARACTERS: Sailor Moon, Sailor Mercury, Sailor Mars, Sailor Jupiter, Sailor Venus

A Pretty Guardian character with this ability can call upon her willpower once in each match only after you have re-rolled your die or dice from a Power or Skill Attack but before your opponent takes their next turn. Through sheer force of will, your character can take another turn immediately before your opponent has time to act (effectively, your opponent misses a turn and you take two in a row).



Masked Defender (Force Different Target Die)

CHARACTERS: Tuxedo Mask

Tuxedo Mask is an expert at using his cane, cape, and cunning skills to defend against attacks. Twice during each match when attacked (but always during different turns), Tuxedo Mask can force his opponent to instead select a different die to target during a Power or Skill Attack before the opponent re-rolls their attack dice, effectively protecting the original target die for that turn. The opponent must then target a different die of their choice instead and perform a Power or Skill Attack on it (the attack type – whether Power or Skill – for the new attack does not need to be the same as the first attack that Tuxedo Mask blocked, nor does the character need to attack with the same attack die or dice as originally planned). If the opponent cannot target a different die for any reason (for example, the alternative dice values are too high or Tuxedo Mask only has the single die remaining in his dice pool), then the opponent must forfeit their turn and pass instead.



Command Centre (Re-Roll Dice Before Attack)

CHARACTERS: Luna and Artemis

Luna and Artemis have the ability to access the computer in the Guardians' Command Centre twice during each match. The computer can only be used on the cats' turn before they perform a Power or Skill Attack, allowing them to learn more about their opponent and change their combat strategy. This knowledge allows Luna and Artemis to re-roll any number of dice once before making an attack. You can even re-roll again a set of one or more dice that you have just re-rolled, but the subsequent re-roll will use up the second and final available time to access the computer. Luna and Artemis can then perform a Power or Skill Attack using any dice of their choice; they are not required to use the dice that the Command Centre ability allowed them to re-roll.

Dark Kingdom (Re-Roll Attack Dice)



CHARACTERS: Jadeite, Zoisite, Nephrite, Kunzite

The four generals of the Dark Kingdom can use their mystical powers to make a second alternate re-roll with any single die that was used in a Power or Skill Attack. After you have re-rolled all of the dice used in an attack as you normally would, you may decide that you do not like the new value showing on one die (for example, a roll of 2 on a d20) and wish to re-roll it. Each general can use the Dark Kingdom ability three times in each match. Any single attack die can be re-rolled, but each die must be re-rolled before your opponent takes their turn. You can even re-roll a die that you have just re-rolled, but it will use up one more of your three available times.

Crystal Ball (Re-Roll Starting Dice)



CHARACTERS: Queen Beryl

Queen Beryl can use her connection with Queen Metalia to force herself or an opponent to re-roll their entire starting roll at the beginning of any round after the player has seen both starting rolls. This ability can be used twice during the entire match and only for the starting rolls (or starting re-rolls). The chosen player must roll all of the Starting Dice over again.

Legendary Silver Crystal (Add Temporary Reserve Dice)



CHARACTERS: Princess Serenity, Queen Serenity, Sailor Chibi Moon

Characters with this icon have the ability to use the Legendary Silver Crystal briefly to gain additional strength once during each match. The Crystal can only be used on her turn before the character performs a Power or Skill Attack, allowing her to transform any single remaining Reserve Die into a new Starting Die immediately. The chosen die must be rolled when it is first brought into play and then placed with the remaining Starting Dice. At the end of the round, the temporary die is transformed back into a Reserve Die, returned to her Reserve Dice pool for future use, and is treated as normal.

King's Hologram (Recover Lost Die)



CHARACTERS: King Endymion

King Endymion can make a hologram of himself once in each match to fool his opponents in combat. The hologram can only be used on the King's turn before he performs a Power or Skill Attack, allowing him to take back one die captured in combat by his opponent this round and return it to his Starting Dice group. The chosen die must be rolled when it is returned to the game and then can be used as normal like all other remaining Starting Dice. At the end of the round, the opponent does not gain the points associated with capturing this die the first time but will gain points if it is recaptured after King Endymion reclaims it.



Crystal Tokyo (Bring in Two Reserve Dice)

CHARACTERS: Neo Queen Serenity

Neo Queen Serenity's mastery of the Legendary Silver Crystal's great power allows her to grow in strength tremendously should she lose a round. Instead of transforming just one Reserve Die into a Starting Die after a loss, she can transform 1 or 2 dice (player's choice).



Malefic Black Crystal (Remove a Die)

CHARACTERS: Saphir, Rubeus, Esmeraude, Prince Dimande, and Black Lady

Twice during a match, if one of the Black Moon Clan (including Black Lady) loses a round, the character can use the power of the Malefic Black Crystal to remove one of the opponent's current Starting Dice from the game (including Reserve Dice previously converted to Starting Dice) and return it to the unused pool of dice in the game box before the next round. Using this ability means that the character cannot also transform their own Reserve Dice into a Starting Die at this time. Note that this ability cannot be used if your opponent only has one Starting Die remaining for any reason.



Death Phantom (Bring in Opponent's Reserve Dice)

CHARACTERS: Wiseman

If Wiseman loses a round, he can use the rejuvenation power of the Planet Nemesis to steal one of his opponent's remaining Reserve Dice (if any) for the remainder of the match. Consequently, while Wiseman does not have any of his own Reserve Dice, he may still add an extra die to his Starting Dice at the beginning of each round after he loses. Once a Reserve Die has been stolen in this way, Wiseman's opponent cannot access that die for the remainder of the match and instead must select from their remaining Reserve Dice pool after losing a round.



Droid Dice (Bring in Droid Dice in Skill Attack)

CHARACTERS: Droids

Instead of standard Reserve Dice, Droids have a special type of additional dice called Droid Dice. These special Droid Dice represent the large pool of Black Moon Clan Droids that are ready to assist the ones currently on the battlefield (which are the Starting Coins/Tokens of d1 and d2). The Droid Dice are not part of the initial Starting Dice and can only be brought into play as part of a Skill Attack. Once in play, the dice remain part of the Droids' Starting Dice until the end of the round. At the beginning of a new round or match, the Droids always revert back to their original Starting Dice (d1 and d2) and Droid Dice (d4, d6, d8, d10, d12).

To bring a Droid Die into play, you must include it at its maximum value as part of a Skill Attack. Only one Droid Die may be brought into play each turn. For example, assume your opponent has rolled a 7 on one die and your current in-play Starting Coins/Tokens show a 1 and a 2. You could make a Skill Attack against the 7 using the d1 and d2 by bringing in a d4 ($1+2+4=7$) or using only the d1 by bringing in a d6 ($1+6=7$). When bringing in a Droid Die, your Skill Attack must always include at least one die that you already have in play; you can't perform a Skill Attack only using the value of a Droid Die by itself. Once a Droid Die is brought into play, it functions as a regular Starting Die and must be re-rolled after using it in attacks. Similar to the use of regular Reserve Dice, bringing in a Droid Die in any specific round is always optional.





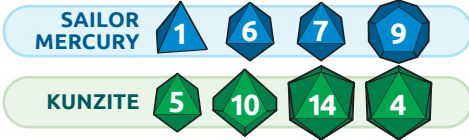
Example of Play

The following is an example of play between Karen (playing Sailor Mercury) and James (playing Kunzite).



ROUND 1

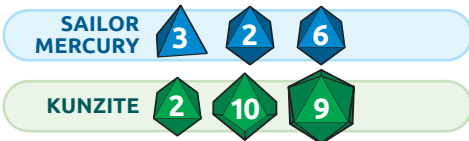
To start the game, the players roll their Starting Dice with the results below:



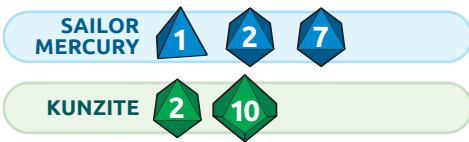
Sailor Mercury rolls the lowest number and thus goes first. Karen knows it's important for Sailor Mercury to capture big dice whenever possible and so she does a Skill Attack against Kunzite's 14, using 1, 6, 7. Karen removes Kunzite's captured d20 from play and places it in her victory pile. She re-rolls the 1, 6, 7 used in the attack and the dice become 3, 2, 6. Now it's Kunzite's turn.



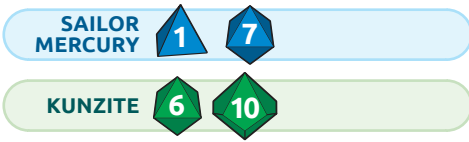
James knows his 10 is safe from attack but his d20 showing a 4 is vulnerable so he wants to use it so he can re-roll it. He believes that doing a Skill Attack with his 5, 4 against Sailor Mercury's 9 is his best bet so he removes the 9 from play and places it in his victory pile. He re-rolls a 2 on his d8 but only a 1 on his d20, which could be disastrous for him. James uses one of Kunzite's three Dark Kingdom tokens to re-roll the d20, this time getting a 9. This re-roll still makes the d20 vulnerable but James decides not to use a second Dark Kingdom token at this time. Now it's Sailor Mercury's turn again.



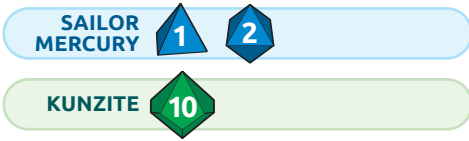
Sailor Mercury does a Skill Attack against 9 using 3, 6 and captures another d20. She re-rolls the 3, 6 into a 1, 7.



Kunzite does a Power Attack against Sailor Mercury's 2 using his own 2 and re-rolls his die into a 6.



Sailor Mercury does a Power Attack, using her 7 against Kunzite's 6. She re-rolls a 2.



With few options left, Kunzite uses his 10 in a Power Attack against Sailor Mercury's 2. He re-rolls a 4. Since Sailor Mercury's solitary 1 can't attack Kunzite's 4, she passes. Kunzite ends the round with another Power Attack against Sailor Mercury's 1.

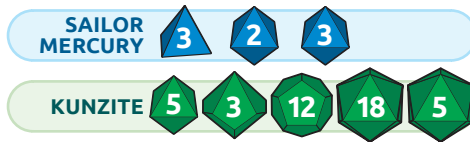
Sailor Mercury ends the round with a d8, d20, and d20 in her victory pile for a score of 48. Kunzite managed to keep his own d10 from capture (worth 5 points) and his victory pile has a d4, d8, d8, and d12 for 32 more points. Although Kunzite was the last character standing at the end of the round, Sailor Mercury wins the round with 48 points vs. Kunzite's 37 points.

ROUND 2

Since Kunzite lost the previous round, he has the option of converting one of his Reserve Dice (d8, d10, d12, d12) to a Starting Die. James believes that power is more important than speed when battling Sailor Mercury, and converts a d12 to Kunzite's Starting Dice.



Since Kunzite rolls so low with his d20 he goes first. Kunzite desperately needs to re-roll his 1 to avoid its capture and so performs a Skill Attack against Sailor Mercury's 4 using his 1, 3. When his re-roll results in a 6, 3 – leaving his d20 vulnerable to a 3, 3 Skill Attack from Sailor Mercury – James uses the second of Kunzite's two remaining Dark Kingdom tokens to re-roll the 6. The result is a comfortably safe 18. Now it's Sailor Mercury's turn.



Sailor Mercury goes after the 5 with a Skill Attack using 2, 3 and re-rolls a 5, 6.



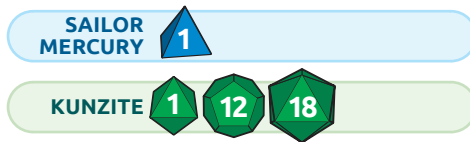
Kunzite uses his 5 in a Power Attack against Sailor Mercury's 5 and re-rolls a 7.



Using her 3, Sailor Mercury performs a Power Attack against Kunzite's 3 and re-rolls a 1.



Sensing an end to the combat, Kunzite uses his 7 in a Power Attack against Sailor Mercury's 6 but re-rolls a 1 – the combat continues.



Sailor Mercury's only option is a Power Attack against Kunzite's 1. She re-rolls a 3 but it doesn't matter because Kunzite easily captures it with his remaining dice and ends the second round.

Sailor Mercury only earned 38 points this round, with Kunzite's d8, d10, and d20 in her victory pile. Not only did Kunzite retain a d12 and d20 (for 16 points), he also has 32 points of dice in his victory pile (d4, d8, d8, d12) for a total of 48 points. Kunzite wins round 2 to tie the match 1-1.

ROUND 3

Since Sailor Mercury lost the second round, Karen gets to convert a Reserve Die this time. From Sailor Mercury's d4, d6, d10, d10 reserve, Karen adds some power with a d10.



With both character's lowest 2s cancelling each other out, Kunzite goes first since his second 2 is lower than Sailor Mercury's 6. He performs a Skill Attack against Sailor Mercury's 11 using his 2, 2 (his d20 and d10) and 7. When re-rolling, his 2 from his d10 and his 7 both produce 3s, but his 2 from his d20 re-rolls to a 2 again. Refusing to accept this result, James uses Kunzite's third and final Dark Kingdom token to re-roll the 2 and gets a 6 instead.



Sailor Mercury uses 2, 9 to capture Kunzite's 11 with a Skill Attack, re-rolling a 4 and 4. Seeing an opportunity too good to pass up, Karen uses Sailor Mercury's single Planet Power special ability to immediately take another turn before Kunzite can react and re-roll his low d20. Sailor Mercury performs a Power Attack with one her 6s against Kunzite's 6, re-rolling a 3 – and now both of his d20s are captured.



Kunzite's Power Attack uses his 3 to capture Sailor Mercury's 3. He re-rolls a 4.



Sailor Mercury does a Power Attack using her 4 against Kunzite's 4 and re-rolls a 2.



Sailor Mercury hopes to retain his d10 by using its 3 instead of his 2 in a Power Attack against Sailor Mercury's 2. Unfortunately, it re-rolls a 10.



Sailor Mercury performs a Skill Attack with both dice against Kunzite's 10, re-rolling a 3 and 5. Since Kunzite's 2 can't perform any attacks, James passes and Sailor Mercury captures his final 2 with a Power Attack.

The third round was disastrous for Kunzite, who only earned 24 points from his victory pile (d4, d8, d12). Sailor Mercury earned 9 points for retaining both her d8 and d10, as well as 70 more points for capturing Kunzite's five dice (d20, d20, d12, d10, d8) for a total of 79 points. Sailor Mercury leads the series 2-1 as they proceed to the fourth and possibly fifth round of the match.

Gameplay Expansions

The previous rules outline gameplay that involves two players each controlling a single character, which is the standard method of play. With only slight modifications to the game flow, you can also play the Sailor Moon Crystal Dice Challenge game with 4 or more players and each player assuming the roles of one or more characters.

Single Combat Teams

IDEAL FOR: 4, 6, or 8 characters (with 2, 3, or 4 players on each side)

Team play under the Single Combat rules works best with an even number of players, with each player selecting a single character to play and dividing into two teams. For an odd number of players, one player will need to control two characters since there should be an equal number of characters on each team. Alternatively, two players can fight with teams (as opposed to the normal 1-on-1 matches), with each player assuming the roles of 2, 3, or 4 characters each.

After characters are selected and teams determined, each team simultaneously nominates one character to start the battle. The two chosen characters fight a single round of combat as outlined in the standard rules. The winner of the round (the character with the higher point total) gains one victory token for their team. Each team then selects a new character of their choice to battle in the next round.

The new character representing the team that lost the battle in the previous round – rather than the character that actually lost the fight – additionally may convert one of their own Reserve Dice to a new Starting Die as normal for that character for the remainder of the match. If this character returns to fight in a later round immediately after a teammate has lost again, the character not only retains the first converted Reserve Die in their Starting Dice pool (since once a Reserve Die is converted it remains in the Starting Dice pool until the match is over) but now may convert a second Reserve Die to a Starting Die due to the team's recent loss. If instead this character returns to the fight in a later round immediately after a teammate had won the round, though, no additional Reserve Dice are converted (only the first converted Reserve Die is retained) because Reserve Dice are only converted by the team that just lost the combat round.

The pairings of single combats between characters continues over several rounds until one team has enough victory tokens to win the match. For 2-on-2 battles, the first team to earn 4 victory tokens wins the match (best 4 out of 7); for 3-on-3 battles, the winning team needs 5 victory tokens (best 5 out of 9); for 4-on-4 battles, the winning team needs 6 victory tokens (best 6 out of 11). To ensure fairness to all participants, it is recommended that all players/characters on each team fight at least one round of combat during each match.

Under single combat team rules, each character can use their special ability as appropriate but only when they are actively engaged in combat with an opponent (and not when waiting on the sidelines).

SPECIAL CHARACTER NOTES: Droids always begin each combat round with only their two starting coins/tokens of d1 and d2 and never retain any converted Droid Dice, regardless of whether their team has recently won or lost a round (and consequently, are not the ideal teammate to begin a round after a loss if you want to gain Reserve Dice). Neo Queen Serenity may convert 1 or 2 Reserve Dice as normal whenever she enters combat after a teammate has just lost a round. When Wiseman starts combat after his teammate loses a round, he permanently steals a Reserve Die from the new opponent he is battling rather than the outgoing opponent. Similarly, characters from the Black Moon Clan may remove a Starting Die from the new opponent only when starting a round after a loss (instead of converting a Reserve Die).



IDEAL FOR: 4, 6, or 8 characters (with 2, 3, or 4 players on each side)

For tag-team dice challenges, every character must have their full complement of Starting Dice and Reserve Dice before the battle begins (for most characters, that's 8 dice total). Consequently, tag-teams can only be played if players combine multiple game sets or add their own extra polyhedral dice. Like single combat team play, tag-team combats work best with an even number of players so they can divide themselves into two equal teams.

At the beginning of the match, players roll the Starting Dice for each character. The one character with the lowest dice rolls from each team are moved into the centre of the play area and will begin the match battling each other. All characters with higher dice rolls keep their Starting Dice values to use when they eventually enter the combat later in the round.

The combat progresses as with normal gameplay, with each side taking turns performing Power Attacks or Skill Attacks to capture the opponent's dice. On a character's turn, instead of performing an attack (or if the character is unable to attack) the character can optionally withdraw from combat and trade places with any other teammate of the player's choice waiting on the sidelines (called "tagging in" a teammate). The character withdrawing to the sidelines retains their dice number and values in case they return to combat later in the round. The new arriving character – who enters combat with the number of dice and corresponding dice face values established earlier – does not get to perform an attack that round; in effect, the team tagging in a teammate lose the opportunity to attack for one round as they trade places. Combat continues between the new character and the opponent who was already in the battle area.

If a character's final die is ever captured by an opponent and is thus defeated, they are removed from combat – after the opponent has re-rolled the attack dice as normal – and a teammate of the defeated player's choice is immediately tagged in (with the dice and values previously established). Unlike a voluntary withdrawal described earlier, though, the character stepping in for a defeated opponent does not miss a turn and performs a Power or Skill Attack immediately upon entering combat.

Under tag-team combat rules, the special abilities of all characters on a team are combined and available for any teammate to use when actively engaged in combat with an opponent (up to the maximum number of times they can be used as normally indicated). For example, if Sailor Venus, Tuxedo Mask, and Princess Serenity are on one team and Sailor Venus is currently battling Wiseman, she can use her Planet Power ability (to take another turn once a match), Tuxedo Mask's Defender ability (to protect one target die from attack twice each match), or Princess Serenity's Legendary Silver Crystal ability (to bring in a temporary Reserve Die once each match) during her battle as she sees fit.

Combat continues over multiple turns – with many repeated withdrawals/tag ins and character defeats on both sides – until the final opponent on one team is defeated and only one team has any characters still in play with Starting Dice remaining. Calculate the combined point total of each team (rather than for individual characters) for both captured and retained dice as usual. The team with the higher score wins the round and claims a victory token.

All dice are returned to their respective characters and everything is reset as usual before the next combat round begins. The characters on the losing team for the previous round decide which one of their teammates then gets to convert a Reserve Die to a Starting Die before the next round begins, regardless of their order of defeat. Then do starting rolls again.

The first team to claim 3 victory tokens (best 3 out of 5 rounds) wins the match. For longer tag-team battles, players may decide to require 4, 5, or more victory tokens to win the match.

SPECIAL CHARACTER NOTES: Droids – who are typically weaker during tag-team combats than most other characters – always begin each combat round with only their two starting coins/tokens of d1 and d2 and can never convert their Droid Dice to Starting Dice permanently. Additionally, only the Droids can use their special ability to bring in their Droid Dice as part of a Skill Attack; teammates never gain this ability. Teams with Neo Queen Serenity may convert 1 or 2 Reserve Dice if they are defeated in a round. Teams with Wiseman may permanently steal a Reserve Die from any character on the opposing team when they lose a round. Teams with characters from the Black Moon Clan may remove a Starting Die from any character on the opposing team instead of converting a Reserve Die if they lose a round. If King Endymion's Hologram ability is used, only the character in active combat can reclaim a captured die and can only select a die that matches the size of one that they previously lost earlier the same round (characters can't reclaim a die size that they never used). Teams with the Pretty Guardians are unable to use their Planet Power ability immediately after an opponent is defeated and a new opponent is now entering the combat.

Dice Challenge Tournaments

IDEAL FOR: unlimited number of players, each controlling a single character

Tournament play is an ideal activity to play at anime/gaming/fandom conventions, at a local game store/cafe, or with any large gathering of family or friends ... or even strangers! Rather than team play as outlined in the two earlier scenarios, tournament play is a series of individual 1-on-1 matches as described in the regular rules, while keeping track of the overall net number of victories for each player throughout the tournament.

Every player starts the tournament with the same number of identifiable tokens that will be used to track victories. The tournament organisers need to supply the tokens; generic poker/bingo chips are ideal, though any small items available in sufficient quantities will work. Between 5 and 10 tokens is a reasonable number for each player. Additionally, all players should bring their own character (or characters) to play and have enough polyhedral dice to fulfil those required by their chosen character(s).

The tournament organisers will set a duration for the tournament. For small gatherings up to 10 players, one hour is recommended. At larger gatherings where players may come and go at different times, the tournament may stretch over a number of hours ... or even days for extended play at a convention.

While the tournament is underway, any player can challenge any other player to a combat duel, though any player has the option of refusing to accept a duel for any reason. Players can even battle each other multiple times during the tournament. All normal game rules apply. Both players select, in secret, which character they will play and then simultaneously reveal the character identities to each other. If both players selected the same character, the players chose new characters in secret again; alternatively, if they both agree, they can instead battle each other with the same characters (which could be explained as a magical doppelganger fight!). The characters then battle each other over multiple combat rounds until one character wins 3 rounds (best 3 out of 5) and claims the match.

The player who lost the match must give one of their special tournament victory tokens to the winner. If that player continues to lose matches and eventually runs out of tournament tokens, they drop out of the tournament and can no longer participate in matches with other players. At the end of the tournament duration (or before, if one player holds all the tournament tokens), the player in possession of the most number of victory tokens is declared the tournament champion!



Portable Play: Dice Challenge On the Go!



Sailor Moon Crystal Dice Challenge is not only a normal tabletop board & dice game but also a social interactive game you can play on the go!



Included with this game are two sets (one for you; one for a friend) of convenient plastic card holders and custom **Sailor Moon Crystal** lanyards to wear proudly around your neck.

Additionally, we have included bonus showcase challenge cards you can load into the card holder to advertise that you are ready for a dice battle!



There's no better way to identify and connect with fellow **Sailor Moon Crystal** fans at an anime/gaming/fandom convention, strike up a conversation about the beloved series, and challenge each other to a dice battle!