



OFFICIAL RULES

VERSION 1.1



CAUTION - Do not use on a delicate surfaces! Dice Throne is not responsible for damage to personal property while playing this game. Use of a neoprene playmat is recommended.

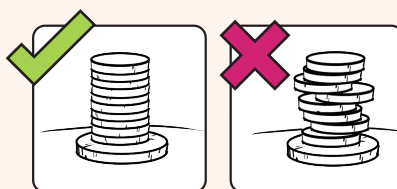


SETUP

- Each player chooses a Hero Slammer to use.
- Both players must choose whether they want to use either the Catch side or the Passive side for the entire game.
 - For new players, we recommend that you use the Passive ability. Once you get better at catching, try the Catch ability.
- Collect a number of Health caps equal to the Health on **your opponent's** Hero Slammer and place them art-side up (not the logo-side up) in front of you on a Launch Pad.
- To determine the Start Player, have one player flip a Hero Slammer, asking the other player to say 'catch' or 'passive' - like heads or tails. If called correctly, they choose who will go first.

ON YOUR TURN

- Before slamming, you must make sure that your Health stack is tightly-compressed into a vertical stack on the Launch Pad.
- You will use your Hero Slammer to slam your opponent's stack of Health caps in front of you.
 - You can hold your Hero Slammer with two fingers, on the top, etc. when slamming.
 - Your Hero Slammer must hit the Health stack on the top, not on the side. If it does not, there is no penalty, but do better next time!
 - See the **How to Throw** section on the next page for some examples of ways to throw your Hero Slammer.
- Any flipped Health caps count as damage (these will be art-side down or logo-side up).
 - All flipped Health caps count. Even ones that fall on the floor!
 - Place these off to the side. Remember to resolve any Passive abilities!
 - Re-stack your opponent's Health caps. This ends your turn.
- If you whiff (i.e. if you miss the Health stack completely), your opponent Heals **1**.
 - Heal **1** means that you add a previously-damaged Health cap back on to the Health stack that is in front of you.
- If you flip at least 1 of your opponent's Health caps AND catch your Hero Slammer, perform the Catch ability printed on your Hero Slammer.
 - You had to have previously announced that you were using the Catch ability for this game. You are not allowed to switch between Passive or Catch abilities in the middle of a game!
- Once all of the Health caps have been flipped (damaged), your opponent gets one Last Slam.
 - Last Slam: When the last Health caps are flipped, your opponent gets one final turn (including being able to use their Catch ability, but **not** their Passive Ability). Your opponent will **always receive one final chance** to save themselves.
 - If they do not flip the rest of your Hero's remaining Health caps, you win!
 - If they do flip the rest of your Hero's remaining Health caps, go to Sudden Death!
- Sudden Death: Each player gets one turn against a new Health stack of 10 Health caps (the player who forced Sudden Death slams second). The player who flips over the most Health caps is the winner.
 - If there is still a tie, reset and perform Sudden Death until someone wins.
 - Catch abilities are still in effect! Passive Abilities are not in effect!





1. CATCH SIDE



2. PASSIVE SIDE

TWO TYPES OF EFFECTS FOR EACH HERO

1. Catch Side only activates if you:

- A. Successfully catch your own Hero Slam after slamming your opponent's Health stack AND your slam flips at least 1 Health cap (i.e. deals at least one damage).
- B. Recommended only after playing multiple games.
- C **Important:** You can Catch at any time, including during a Last Slam or Sudden Death.

2. Passive Side active during the round:

- A. Perform the effect when able to (see Hero Slam for exact timing).
- B. Catching the Hero Slam has no effect.
- C Recommended for new players.
- D **Important:** Passive effects can never defeat an opponent or prevent yourself from being defeated. Also, not usable during a Last Slam or Sudden Death.

HOW TO THROW



CAUTION - Do not throw on delicate surfaces! Dice Throne is not responsible for damage to personal property while playing this game. Use of a neoprene playmat is recommended.



The Flickerizer

Pinch the Slam between your fingers and flick it down at the stack.



Slammy

Grab each side with two fingers, slamming the stack with the flat side of the Slam.



The Rooster

Grab the Slam between your fingers and slam it down with the thin side hitting the stack.

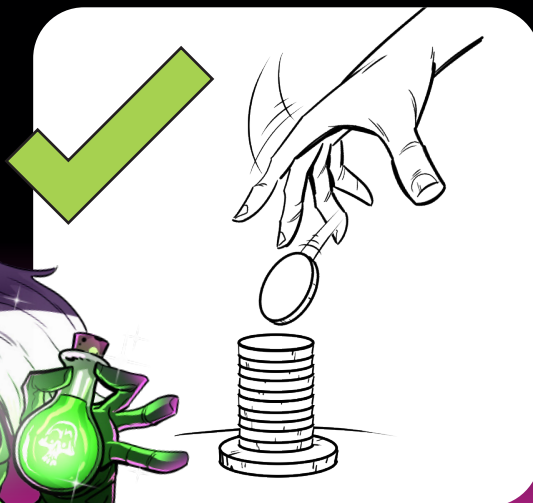


The Slapper

Place the Slam flat in your hand and slap it down on the stack.

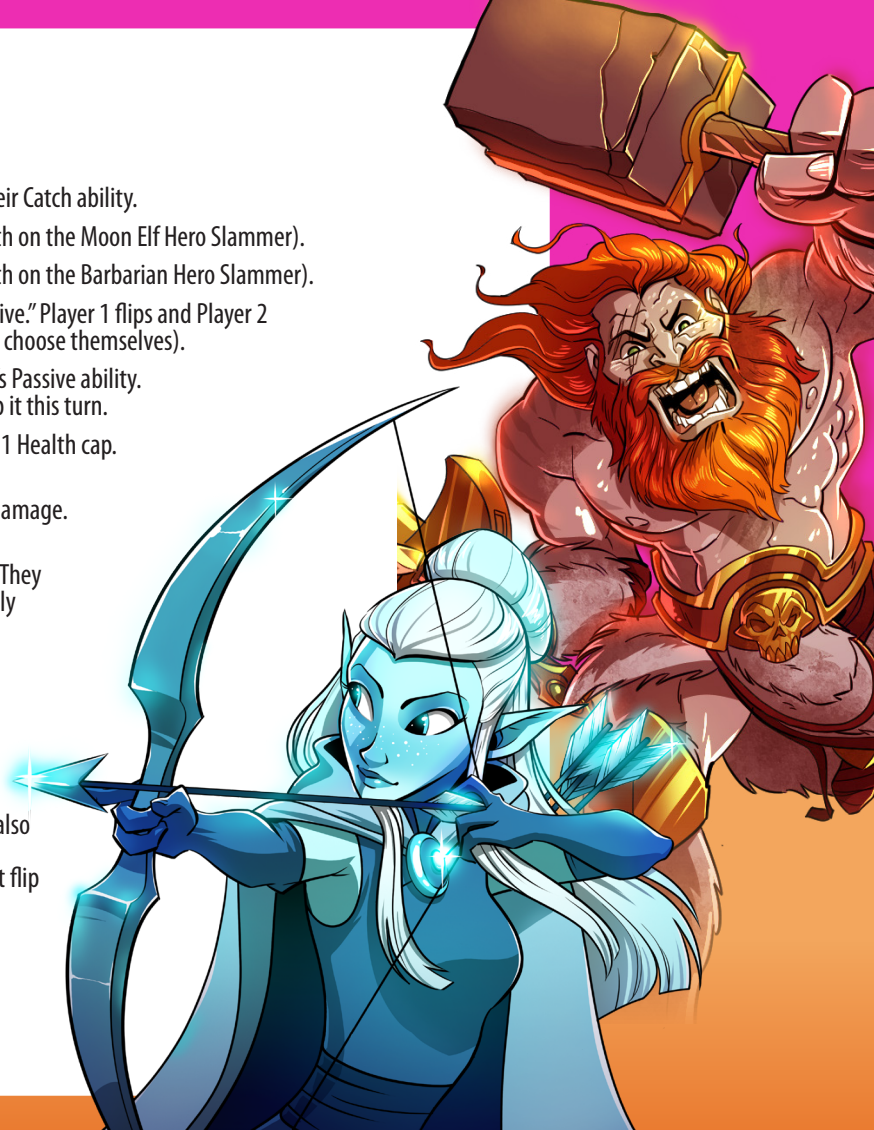
MUST HIT THE STACK FROM THE TOP!

Do not throw the Slam at the side of a Hero's Health stack!



TURN EXAMPLE

1. Player 1 chooses Barbarian. Player 2 chooses Moon Elf.
2. Both players reveal which ability their Hero is using for the game.
Player 1 chooses to use their Passive ability and Player 2 chooses to use their Catch ability.
3. Player 1 stacks 18 Health caps in front of them (equal to the Starting Health on the Moon Elf Hero Slammer).
4. Player 2 stacks 20 Health caps in front of them (equal to the Starting Health on the Barbarian Hero Slammer).
5. Either Player can Flip and Call with their opponent choosing "Catch or Passive." Player 1 flips and Player 2 calls it incorrectly. This means that Player 1 chooses who will go first (they choose themselves).
6. At the start of Player 1's turn, they would normally perform the Barbarian's Passive ability. However, since a Hero cannot Heal above their maximum Health, they skip it this turn.
7. Player 1 slams the Moon Elf's Health stack. They hit the stack and flip over 1 Health cap. They then re-stack the Health caps and their turn is over.
8. Player 2 slams the Barbarian's Health stack. They hit the stack and deal 5 damage. They then re-stack the Health caps and their turn is over.
9. At the start of Player 1's turn, they perform the Barbarian's Passive ability. They Flip & Call, correctly calling "Catch". The Moon Elf places 1 of the 5 previously removed Health caps on the Barbarian's Health stack in front of Player 2.
10. Player 1 slams the Moon Elf's Health stack. They do not hit the Health stack at all (a whiff), so they place the 1 Health cap that was flipped last turn back on to the Moon Elf's Health stack. Their turn is now over.
 - A. When you whiff, your opponent Heals 1.
Remember that this is the Health stack in front of you!
11. Player 2 slams the Barbarian's Health stack. They hit the Health stack and also catch their Hero Slammer. However, they did not successfully damage any Health caps, meaning that their Catch ability would not activate (you must flip over at least 1 Health cap AND catch your Hero Slammer).
12. Play continues until one Hero has all of their Health caps flipped over and the other Hero completes their Last Slam, or you progress to Sudden Death.



GAME MODES

1. Standard: Best two out of three

- A. Best when playing 1v1
- B. Perform set-up as normal.
- C. For rounds 2 and 3, the loser chooses who goes first.

2. Stack-King: Winner keeps playing

- A. Best when an odd number of players want to play at once.
- B. Perform set-up as normal.
- C. In future rounds, the Stack-King gets to
 - play again, and
 - gets to choose who goes first.
- D. Play as many rounds as you want.



CAUTION - Play surface: Do not play on a glass table. Also, do not play on a table that you do not want to potentially get damaged. Damage may occur when playing on any table due to slamming. We recommend that you place your Launch Pads on a tablecloth, or to use one of our 28 x 14 inch Dice Throne neoprene mats (sold separately) that are available to be purchased at [dicethrone.com](https://www.dicethrone.com). Dice Throne is not responsible for damage to personal property while playing this game.

RULES CLARIFICATIONS

1. Can I defeat my opponent with my Passive Ability? **No!** Passive Abilities cannot defeat an opponent or prevent yourself from being defeated.
 - Example 1: A Shadow Thief cannot use his Passive after their opponent flips all of the Shadow Thief's remaining Health caps.
 - Example 2: A Pyromancer cannot deal 1 dmg to their opponent if their opponent only has 1 Health cap remaining in their Health stack.
2. What happens if I catch my opponent's Slammer? **Nothing!** You can never interfere with your opponent who is trying to Catch their Hero Slammer.
 - If an opponent DOES interfere, a judge can make a damage penalty equal to the severity of the interference.
3. What happens if I accidentally catch a Health cap? **You must immediately drop it!** How it lands is how it is treated (dmg or not dmg).
4. Can I use my Catch Ability or Passive Ability during Sudden Death? **Yes and no!** You can still use your Catch Ability, but can no longer use your Passive Ability.
5. Can I just use my Slammer to flick at the Health stack, like tiddly-winks? **No!** Your Hero Slammer MUST leave your hand when slamming.
6. Sometimes, it is very important to note exactly how many Health caps were damaged on the current Slam that just happened.
 - In Example 1 above, the Shadow Thief can ignore all damage with their Passive Ability. However, only the just-now-damaged Health caps would be ignored and returned to the Health Stack.
 - Maintaining an orderly Slam Throne space will help keep track of new versus previously-damaged Health caps.



CAUTION - Play surface: Do not play on a glass table. Also, do not play on a table that you do not want to potentially get damaged. Damage may occur when playing on any table due to slamming. We recommend that you place your Launch Pads on a tablecloth, or to use one of our 28 x 14 inch Dice Throne neoprene mats (sold separately) that are available to be purchased at dicethrone.com. Dice Throne is not responsible for damage to personal property while playing this game.

KEY TERMS

Art-side up/face-up side. The art side of a Health cap. They are placed face-up in a Health stack.

Logo-side up/damage side. The logo side of a Health cap. When flipped to this side, set aside.

Damage (dmg): When a Health cap is flipped over to the damage side due to a Hero's slam or due to an ability effect. Damage-side Health caps should be set aside near the play area.

Flip & Call: When you flip a Hero Slammer in the air and you call out "Catch or Passive."

If you correctly call the outcome, then you are successful and can perform any ability effects.

Heal: Place a number of previously-damaged Health caps back onto your Health stack equal to the noted value (i.e. Heal **1** means 1 Health cap). You cannot Heal above your maximum Health.



Health caps: Game pieces used to create a Hero's Health stack and track damage dealt or received. These caps have a generic logo on one side, and various art on the other side.

Health stack: A Hero's remaining Health. Starts with a number of Health caps equal to the Health value noted on your Hero's Slammer. Your Hero's Health stack is placed in front of your opponent.

Note: Health caps should always be art-side up in your stack!

Launch Pad: Neoprene circular pad where you must place a Hero's Health stack.

Use when playing on a hard surface (such as a wooden table or a hardwood floor). Not necessary to use if already playing on a neoprene mat or a different soft surface.

Miss: When your Slammer hits the Health stack, but you do not flip over (damage) any Health caps.

Prevent: Stop a number of Health caps that were just flipped by an opponent's slam from successfully becoming damage equal to the noted value (for example, prevent **2** means 2 damaged Health caps are not set aside and are instead put back onto the Health stack).

Slam: When a Hero Slammer is thrown at a Health stack to try and flip over Health caps.

The Ultimate Slam: When your slam (somehow) flips over ALL HEALTH CAPS at once.

When Attacked: Effects that are activated after an opponent slams your Health stack AND deals at least 1 damage.

Whiff: When your Hero Slammer did not make any contact with your opponent's Health stack. If you whiff, your opponent Heals **1** (put 1 previously damaged Health cap back onto their Health stack).