

LAND 6

DESIGNED BY SANTIAGO EXIMENO

VERSIÓN 1.3 (21/05/15)

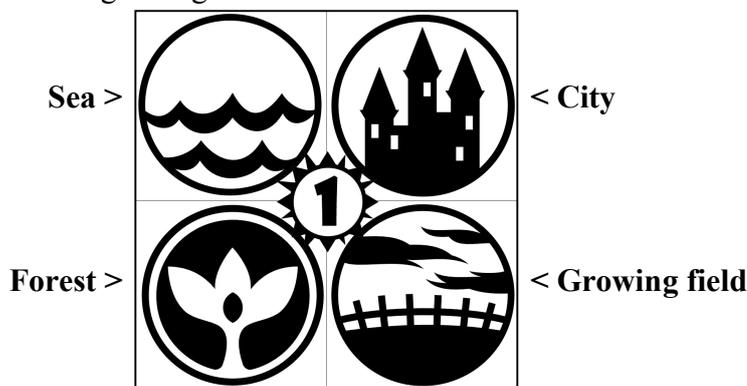
<http://www.boardgamegeek.com/boardgame/161849/land-6>

LAND 6 is a board game for one player (a solo game) with an approximate duration of 15 minutes.

You are The Lord of the Dice, in eternal battle against The Lord of the Cubes, fighting for the world known as Land 6. To defeat him you must conquer his city with one of your armies, and you must do it... with just six dice!

GAME CONTENT

- **6 tiles.** They form the world of Land 6. Each tile is divided into four squares: city, sea, forest and growing field. The tiles are numbered 1 to 6.



- **6 army dice.** The armies of The Lord of the Dice.
- **1 action die.** In other color than army dice. Used to fight and to deploy the armies of The Lord of the Cubes.
- **6 army cubes.** The armies of The Lord of the Cubes.

OBJECT OF THE GAME

The object of the game is to conquer Land 6. For this you must place one of your armies in the city of The Lord of the Cubes. You have different actions that you can activate with your armies, while avoiding that the armies of The Lord of the Cubes conquer the world.

If your cities are defeated or The Lord of the Cubes deploys all their armies, you lose. If you conquer his city, you win.

SETUP

Take the six tiles that form the game board. Separate the tiles numbered 1 and 6 and place them face each other, face up on the table, **with their city squares at opposite corners** (the city squares should be as far away as possible from each other), as shown

in the figure. Then shuffle the remaining four tiles and place them randomly between these two tiles, face up. This forms the game board. Place an army die on the city square on tile 1, it will be your first army. The initial value of the die will be 6. You must chose the difficulty of the game (see **DIFFICULTY**). In the first games is recommended to start with **easy mode**.

Place the cubes and the action die next to the tile 6, and the rest of your dice next to the tile 1. You are ready to start playing.



PLAY

At each turn you must perform the following steps in order:

1. **The Lord of the Dice's action**
2. **The Lord of the Cubes's action**

The Lord of the Dice's action

You are The Lord of the Dice. You have an army of six dice. When the game begins there is a die deployed on a city on tile 1. On the next turns you will execute actions that allow you to deploy new dice and move them around the board to reach the city of The Lord of the Cubes.

First you must choose the die deployed on the board that you want to use. Depending on what kind of square is the die, you can execute **one and only one of the following actions:**

- **Deploy the army.** To do this action you must subtract one point to a die placed on a city square. You can deploy a new die on the board, on an orthogonally adjacent empty square to any city square on which a die has been placed. The die will be deployed with an initial value equal to 6 minus the number of armies of The Lord of The Cubes deployed on the board. For example, if there are 2 cubes place on tiles, the die will be deployed with an initial value of $6-2=4$.
- **Move the army.** To do this action you must subtract one point to a die placed on a city square. You can move any other die to an orthogonally adjacent empty

square. After moving it, **if you have deployed dice on two or more cities**, you must also subtract one point from this die.

- **Feed the army.** To do this action you must subtract one point to a die placed on a growing field square. Increase one point all dice deployed on the board that are not placed in field squares.
- **Fight The Lord of The Cubes.** To do this action you must subtract one point to a die placed on a forest square. Then roll the action die and check the value on this combat table:

Roll	Result
5-6	Chose an army of The Lord of The Cubes deployed on the board and remove it. You can take an extra action.
4	Chose an army of The Lord of The Cubes deployed on the board and remove it.
3-2	Nothing happens
1	Subtract an additional point to a die placed on a forest square

The armies of The Lord of the Cubes that are removed after a fight can be deployed again using The Lord of the Cube's action.

If subtracting one point to a die it reaches zero, the die is removed from the board, but it can be deployed again using **Deploy the army** action.

The Lord of the Cubes's action

To execute The Lord of the Cubes's action, you throw the action die and then compare the value obtained with the tile that has the same number.

- If there is not any army of The Lord of the Cubes on this tile then you place an army (cube) on it.
- If there is an army of The Lord of the Cubes on this tile
 - If there are armies of The Lord of the Dice on it, subtract one point to each die placed on this tile.
 - If there are not any armies of The Lord of the Dice on it, subtract one point to a die placed in a city of your choice.

If The Lord of the Cubes deploys all his armies, game ends.

After execute The Lord of the Cubes's action, a new turn begins with The Lord of the Dice's action.

Sea action

At any moment you can subtract one point for a die placed in a sea square to reroll any die. You can use this action when you want, whenever you want, to reroll any die thrown (in a combat, when you deploy a die, when The Lord of the Cubes rolls a die...) or to reroll a die placed on the board (for example, you could roll a die with value 1 in a city square to try to obtain a new higher value). The new value obtained after reroll the die is his final value and it cannot be reverted to the previous value.

END OF THE GAME

There are three possible ways to finish the game:

- The Lord of the Cubes deploys all their armies. In this case you have lost the game.
- The Lord of the Dice lost all his dice placed in their cities **at the end of his turn or at the end of The Lord of The Cubes turn**. In this case you have lost the game.
- The Lord of the Dice places a die with a value of 3 or more in the city of The Lord of the Cubes in tile 6. It is necessary that there is not any army of the Lord of the Cubes on the tile 6 too. **If satisfy both conditions you have won and the game ends immediately.** *Note: You can place a die with a value less than 3 on the city of The Lord of the Cubes and increase its value using **Feed the army** action or **Sea** action later.*

To calculate your score you must sum all the values of the dice placed in cities on the board and multiply it by the number of dice placed in cities on the board.

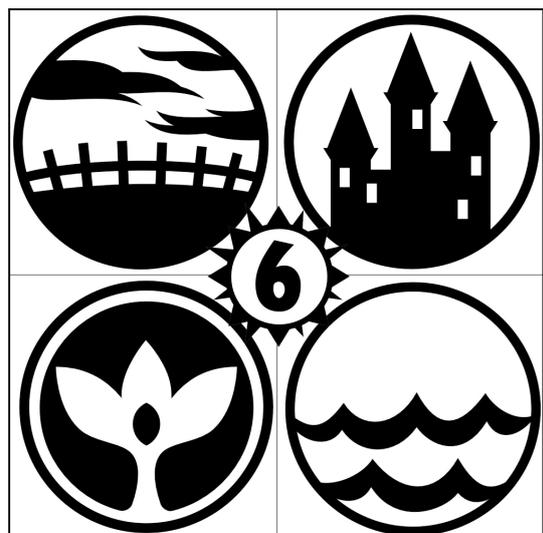
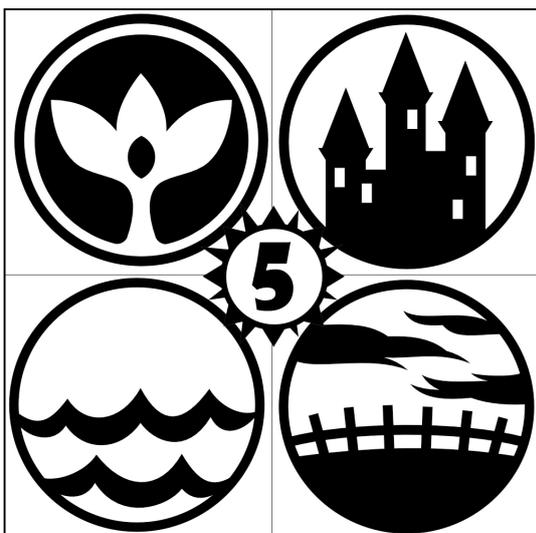
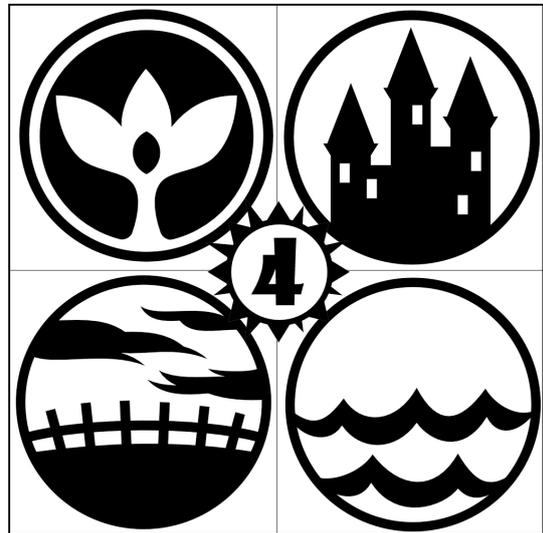
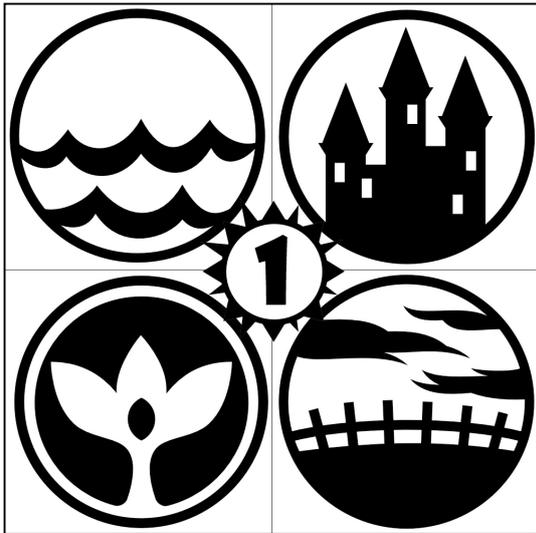
- * 0-19 > Child of Dice
- * 20-49 > Warrior of Dice
- * 50-79 > Master of Dice
- * 80-99 > Lord of Dice
- * 100+ > God of Dice

DIFFICULTY

You can set the difficulty of the game:

- **Easy:** You start the game with an army die with an initial value of 6. **You must place a die with a value of 3 or more in the city of The Lord of the Cubes in tile 6 to win.**
- **Normal:** Easy rules and, in addition, **the game begins with an army of The Lord of the Cubes on tile 6.**
- **Hard:** Normal rules and **you can only use a die placed on a growing filed square on a tile in which there are no armies of the Lord of the Cubes deployed.**

COMPONENTS (print one time)



CREDITS

VERSION 1.3 (21/05/15)

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Special thanks to **Morten Monrad Pedersen**.

Icons made by **Lorc**. URL:

<http://game-icons.net>

Dice made by **RussoGraffix**. URL:

<http://russograffix.blogspot.com.es/2012/02/free-ppp-vectors-dice-cc-by.html>