



Example of Play

The following is a one-round example of play between Karen (playing Sailor Pluto) and James (playing Tellu).

ROUND 1

The Starting Dice rolls produce the following results:



Sailor Pluto rolls the lowest number and thus goes first. Eager to capture Tellu's biggest dice, Sailor Pluto does a Skill Attack against Tellu's 11, using 8 & 3. Karen removes Tellu's captured d20 from play and places it in her victory pile. She re-rolls the 8 & 3 used in the attack and the dice become 9 & 4. Now it's Tellu's turn.



James knows his 12 is safe from attack but his d10 showing a 2 is vulnerable so he wants to use it so he can re-roll it. By targetting Sailor Pluto's 1, he also protects his 10 from a Skill Attack next round (since Pluto's $9+1=10$). He launches a Power Attack with his 2 against Sailor Pluto's 1 and places it in his victory pile. Sadly, he re-rolls a 2 (again) on his d10. Now it's Sailor Pluto's turn to attack.



Sailor Pluto only has one choice: a Power Attack against 2. Karen decides to use her 4 so she can re-roll it afterwards. She re-rolls an 11 on her d12, which is much better. Not wanting to risk losing her 11 to Tellu's 12, Sailor Pluto uses one of her two Talisman Power abilities to "lock" Tellu's d12 so Tellu can't use it in an attack next round.



Fearing she's on the losing end of the battle, Tellu converts her largest value die (12) into a Reserve Die to summon a Daimon to continue the battle for her. The Daimon has three dice (d4, d6, d8), and rolls starting values of 4, 5, 2. Here's how the battle now looks:



THE BATTLE CONTINUES

Although Sailor Pluto locked Tellu's die and prevented her from capturing Pluto's 11, the newly summoned Daimon is free to act. It launches a skill attack using all its dice (4, 5, 2) and captures Sailor Pluto's 11. The Daimon re-rolls 4, 5, 5.



Sailor Pluto needs to break up the 4,5 Skill Attack combination to protect her d12 by going after the 4 with a Power Attack using a 9. Amazingly, she re-rolls a 10.



The Daimon launches a Skill Attack against Sailor Pluto's 10 using both dice and re-rolls a 2 on the d6 and 3 on the d8.



Sailor Pluto does a Power Attack against the 3 and re-rolls a 7. Since the Daimon's 2 can't attack Sailor Pluto's 7, James must pass. Sailor Pluto eliminates the Daimon's remaining d6 with her 7 in another Power Attack, re-rolling a 5. Since it's now James's turn and the Daimon's three dice have all been captured, Tellu returns to combat once again. Tellu retains the exact same dice and values (in this battle, a 10 on her lone d10) from when she summoned the Daimon.



Tellu ends this round of combat with a final Power Attack of her 10 vs. Sailor Pluto's 5. Now let's calculate the scores.

Sailor Pluto earned 30 points for capturing Tellu's d20 and d10 – plus an additional 18 points for capturing the Daimon's d4, d6, and d8 – for a total of 48 points. Tellu added Sailor Pluto's d8 and three d12s to her victory pile for a subtotal of 42 points. Since Tellu also managed to keep her own d10 from capture (worth 5 points), Tellu's final score equals 47 points. Sailor Pluto wins the round by just 1 single point!

Starting the next round, Tellu has three dice (d10, d10, d20) remaining since she earlier converted her d12 into a Reserve Die to summon the Daimon. Because she lost the round, she now gets to convert any Reserve Die of choice into a new Starting Die ... including the converted d12.



Expansion 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 SEASON 3 DESIGN BY **MARK MACKINNON AND ROBERT MCLARNEY**. BASED ON GRAPHIC DESIGN BY **JEFF MACKINTOSH**. BUTTON MEN © **JAMES ERNEST AND CHEAPASS GAMES**. PRODUCED UNDER LICENSE. SAILOR MOON CRYSTAL © **NAOKO TAKEUCHI/PNP/KODANSHA/TOEI ANIMATION** VERSION 1.0. FIRST PRINTING – AUGUST 2018
WWW.DYSKAMI.CA INFO@DYSKAMI.CA

New Special Abilities

Talisman Power (Temporarily Lock Die After Re-roll)



CHARACTERS: Sailor Uranus, Sailor Neptune, Sailor Pluto

The Pretty Guardians of the Outer Planets can use their powerful Talismans to provide protection during battle. After you have re-rolled your die or dice from an attack, you can target one of the opponent's dice to "lock it" throughout the duration of their next turn, which prevents the chosen die from being used in a Power or Skill Attack. You cannot use a Talisman Power if your opponent has only a single die currently remaining in play. After your opponent's next turn is complete, the die unlocks and returns to normal.

Silence Glaive (If Re-roll Max Die Value Bring in Another Die)



CHARACTERS: Sailor Saturn

Once Sailor Saturn starts powering up, her Guardian strength has the potential to continue growing tremendously. Whenever Sailor Saturn re-rolls the highest possible value on any dice that were just used in a Power or Skill Attack (for example, rolling a 20 on a d20 or 6 on a d6), she immediately brings in an extra die of that same size from the supply (in the above examples, bringing in an extra d20 or an extra d6). The extra die must be rolled when it is first brought into play and then placed with the remaining Starting Dice. At the round's end, any temporary bonus dice gained this way are returned to supply.

New Special Abilities

Summon Daimon (Convert Die to Reserve to Summon Daimon)



CHARACTERS: Eudial, Mimete, Viluy, Tellu

The Witches 5 can plant Daimon eggs in nearby living hosts, summoning powerful Daimon to aid them in battle. This ability can only be used if you have at least two or more dice currently in play and cannot be used if you are down to your last die. Before making an attack, you must convert one of your available dice – the one currently showing the highest value – into a Reserve Die. The sizes of the dice are irrelevant; convert the die with the highest value showing. The converted die is removed from your play area and placed into your pile of Reserve Dice. All your remaining combat dice are then temporarily set aside while your summoned Daimon battles on your behalf.

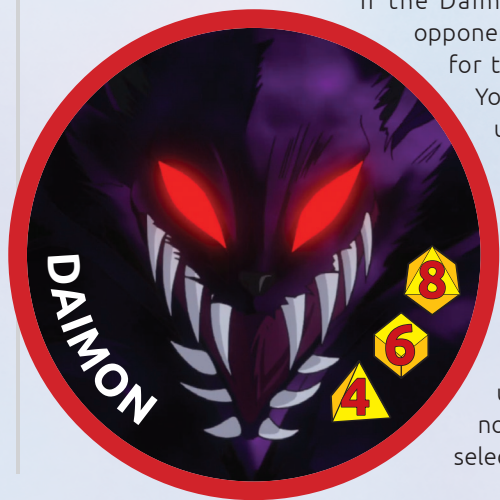
Take the large Daimon token from supply and place it in your play area, along with the Daimon's three combat dice from supply: d4, d6, and d8. Roll the Daimon's dice for its starting roll when it first appears. Until the opponent's final die or the Daimon's final die is captured, the Daimon now battles your opponent as if it was a normal character under your control. It's still your turn immediately after summoning the Daimon, so you must now make either a Power Attack or Skill Attack with the Daimon's dice if you can. Then your opponent takes their turn as usual during combat. Regular battle rules apply.

While the Daimon is fighting, your original Witches 5 character stands on the sidelines watching the battle unfold and does not engage in combat directly with your opponent. If the Daimon captures your opponent's final die, the round is over. If your opponent captures the Daimon's last die, it has served its purpose and you now return to the combat using the exact same dice and values as when you summoned the Daimon and left the play area temporarily. Of course, your opponent is likely much weaker after battling the Daimon, giving you a better path to victory. It's now your turn to attack.

As usual, the round is over when one player captures their opponent's last die (or the Daimon's last die). For scoring, your opponent receives points equal to the number of sides on captured dice from both you and the Daimon (gaining a maximum of 18 points specifically associated with defeating the Daimon, capturing its d4, d6, and d8).

If the Daimon ended the round by capturing your opponent's final die, you do not receive any points for the Daimon's dice that were not captured. You still receive points awarded for your own uncaptured dice (equal to half the number of sides on the dice, as usual), but gain no points from the Daimon's uncaptured dice.

The die that you converted into a Reserve Die when summoning the Daimon is not automatically reverted back to a Starting Die at the end of the round. It now remains a Reserve Die until the end of the match or until you convert it back into a Starting Die as normal should you lose a round of battle and select that Reserve Die to reassign.



New Special Abilities

Mimic Dice (Change Die Value to Match Opponent's)



CHARACTERS: Luna P

Sailor Chibi Moon's beloved Luna P is a master of imitation. Before making an attack, Luna P can change any one die value to match the value showing on a similarly sized opponent's die. For example, if Luna P currently has a 3 on its d10 and is battling an opponent showing a 9 on their d10, Luna P can change its 3 to a 9 before making a Skill Attack (not Power Attack) that must include the die that Luna P just changed.



Magus Power (Swap Same Dice Size Value Before Attack)

CHARACTERS: Kaolinite

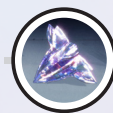
The Magus-ranked commander of the Death Busters is highly talented at deception in combat. Before making an attack, Kaolinite can swap the values on one of her dice with the value on a similarly sized opponent's die. For example, if Kaolinite shows a 4 on her d20 and her opponent shows a 16 on their d20, Kaolinite can swap the two values so she has the 16 and her opponent has the 4. After the swap is complete, Kaolinite must make a Power Attack (not Skill Attack) using the die with the swapped value but she cannot target the opponent's die with which she just swapped. Continuing the above example, her opponent's d20 (that now shows a 4) cannot be the target of Kaolinite's Power Attack.



Split Attack (Replace Die With Two Dice Half the Size)

CHARACTERS: Cyprine & Ptilol

Cyprine of the Witches 5 can split to create her twin, Ptilol. Before making an attack, Cyprine can replace any one of her current dice with two dice that have half the number of faces. For example, Cyprine can replace her d8 with two d4s, her d12 with two d6s, or her d20 with two d10s. The larger replaced die is removed from the game for the current round; the two new dice are rolled when they are brought into play then placed with the remaining Starting Dice. Cyprine cannot replace a die if she does not have access to two dice exactly half-sized. For example, a d10 cannot be split into two d5s because d5s are not available (though upon advanced player agreement, non-standard dice with a diverse number of faces may be added to the game to allow such die splits). At the end of the round, any split and replaced dice are returned to normal before the next round.



Taieron Crystal (Re-roll 1s and Bring In Opponent's Reserve Die)

CHARACTERS: Mistress 9

Mistress 9 can access the power of the Taieron Crystal to gain strength from an opponent. Whenever she re-rolls a 1 on one or more large dice (with 10, 12, or 20 faces) after an attack, Mistress 9 immediately re-rolls the die again (and potentially multiple times) until it no longer shows a value of 1. Afterwards, Mistress 9 can transform any single one of her opponent's remaining Reserve Dice into a new Starting Dice for her own use immediately. The chosen die must be rolled when it is first brought into play and then placed with Mistress 9's remaining Starting Dice. At the end of the round, the temporary die is transformed back into a Reserve Die and returned to Mistress 9's opponent.