



DICE HARD

Game Length ??
Players 2-5
Starting Player Last person that saw snow
Mechanics Set Collection

Components 27 cards
4 Relationship Bonus Tiles
1 Board
5 Player Tokens (x2)
Instructions

#12 - Love Actually

The Video Shop and Blue Room Board Games
Presents: Dice hard

Alex and Sam are joined by Karl from Ark Angel Games to turn your favorite movies into board games.

This Episode: Love Actually, where the trio learns a lesson in the little touches.

Join the discussion about any of the games on Facebook:
<https://www.facebook.com/groups/DiceHard/>

Find Alex of Blue Room Board Games

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arkangelgames.com

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LOVE ACTUALLY: THE DICE HARD CARD GAME

SET UP

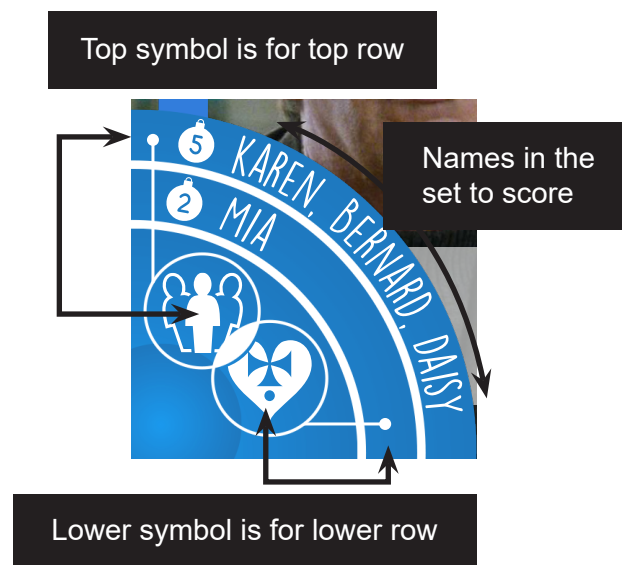
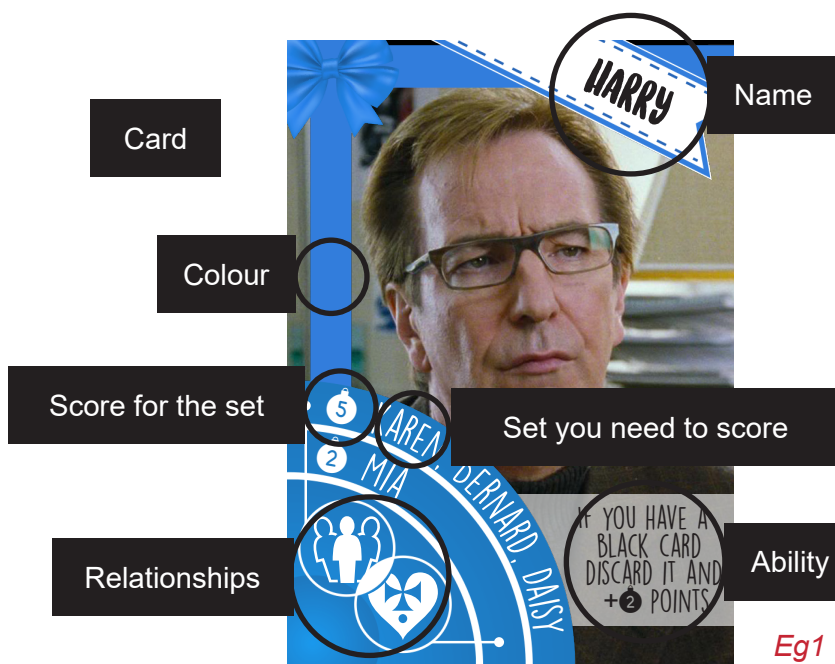
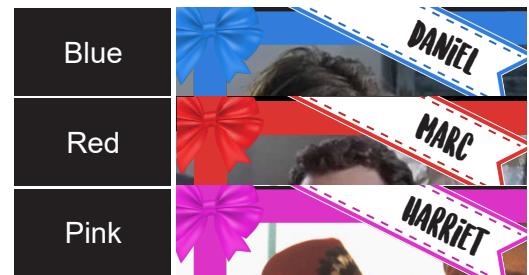
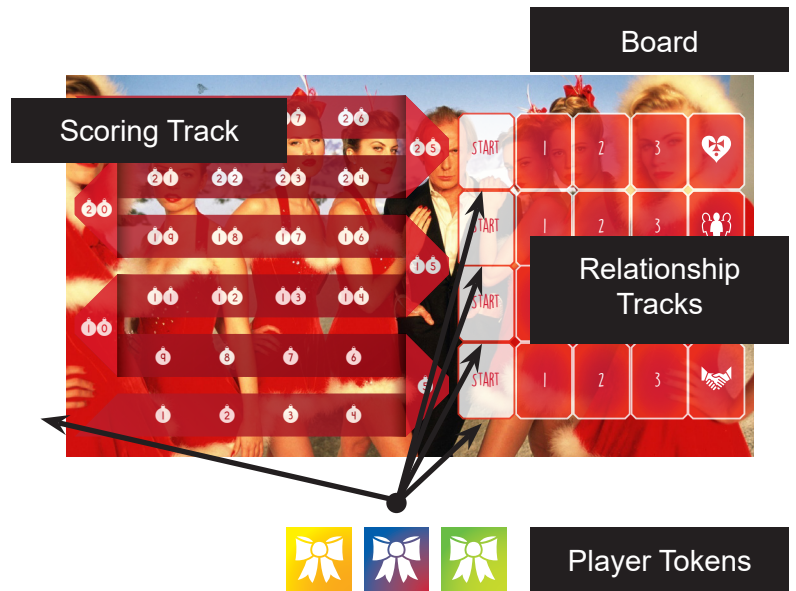
Place the Board in the center of the table.

Each player chooses a colour and takes the tokens of that colour.

Each player places 1 token on each of the white "Start" boxes of the Board, and the second token near the start of the ribbon on the Scoring Track. (See Image >)

Shuffle the whole deck, and deal out 4 cards facedown to each player, these can be picked up and should be kept secret. Place the remaining cards near the board.

Place the bonus tiles near the board. And finally determine starting player - last person who saw snow.



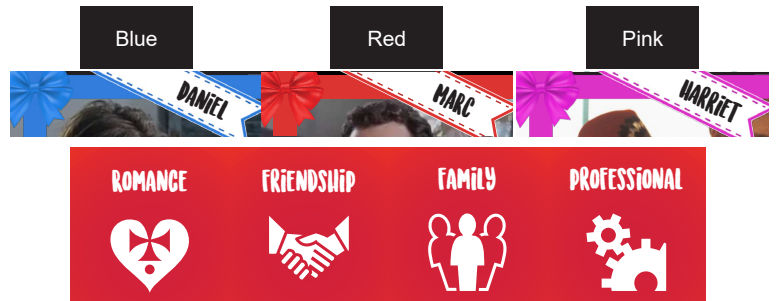
Eg1 To score 4 points, this player needs this card + the Karen, Bernard and Daisy card. Alternatively they can score 2 points with this card and the Mia card.

PLAYING THE GAME

Go through the steps, in order.

STEP 1 – ASKING

At the start of any players turn they can choose to draw the top card from the discard pile, or choose a player.



DISCARD PILE OPTION

Draw the top card from the discard pile.

Note: The discard pile should never be rearranged.

CHOOSING A PLAYER OPTION

Choose a player.

Ask that player for a card - you may ask for:

A Name, a Relationship or a Colour.

A Name is featured at the top of each card, a Relationship is marked by a symbol in the bottom left - Romance, Friendship, Professional or Family, a Colour is determined by the ribbon/card colour - Red, Blue, Pink

IF THEY HAVE IT

That player must hand it over to you and you add it to your hand. That player draws a new card from the deck to maintain having 4 cards.

IF THEY DON'T

Draw a card from the deck.

STEP 2 – SCORING

If a player has all the parts to score one set they place those cards in front of them. This will be an initial card that specifies the set needed, and the other cards needed by that initial card in one of the relationships. *See Eg1* You can only score one set a turn.

Whichever relationship you completed, you gain points on the scoring track equal to the bauble number.

Then you gain 1 point on the appropriate relationship track.

Lastly, choose one of the cards you scored with and use its ability.

STEP 3 – CLEANUP

Discard any cards that have been scored into the discard pile faceup. If you have more than 4 cards in your hand, you must discard down to 4. If you have less than 4 cards in your hand draw cards until you have 4 cards in your hand again.

If the deck does not have enough cards, draw what is left then shuffle the discard pile to create a new deck and continue to draw.

If you have met the goal of any of the relationship bonus's gain that tile and add the score to the score track. No other player may claim this tile.

Pass the turn.

Extra: During another player's turn, if they discard a card without completing a set - that completes a set in your hand, you can say "Actually" and claim that card and score that set. You do not draw until your turn again in step 3.

If you say it and it does not make a set, you must discard 2 cards from your hand, and again, do not draw again until your turn.

GAME END

TRIGGERS:

When the last relationship bonus tile has been claimed /OR/ A player has reached 20 points.

END

Each other player then plays one more turn, and the player with the highest score wins.

POTUS



YOU CAN PASS THIS IF SOMEONE ASKS FOR DAVID OR NATALIE.

YOU CANNOT DISCARD THIS CARD IN STEP 3

RUFUS



YOU CANNOT DISCARD THIS CARD IN STEP 3

HARRY



IF YOU HAVE A BLACK CARD DISCARD IT AND +2 POINTS

DAISY



EXTRA: IF ANOTHER PLAYER DISCARDS BERNARD, CLAIM IT. BOTH YOU AND THE PLAYER THAT DISCARDED BERNARD SCORE THIS SET.

BERNARD



EXTRA: IF ANOTHER PLAYER DISCARDS DAISY, CLAIM IT. BOTH YOU AND THE PLAYER THAT DISCARDED DAISY SCORE THIS SET.

KAREN



EXTRA: YOU CAN SCORE BOTH THESE SETS AT THE SAME TIME FOR +2 POINTS

MIA



GIVE A PLAYER A CARD FROM YOUR HAND, THEN THEY DISCARD ONE AT RANDOM.

DAVID



ASK FOR A CARD, IF ANY PLAYER CAN GIVE IT TO YOU, THEY DO.

NATALIE



THE PLAYERS EITHER SIDE OF YOU EXPOSES ONE CARD TO YOU.

JOHANNA

2 SAM

TAKE ANY 2 CARDS FROM THE DISCARD PILE. SHOW ALL PLAYERS

SAM

2 JOHANNA
2 DANIEL

TAKE ANY CARD FROM THE DISCARD PILE. SHOW ALL PLAYERS

DANIEL

2 SAM

TAKE ANY 2 CARDS FROM THE DISCARD PILE

JULIET

2 PETER
2 MARK

CHOOSE A PLAYER, ON THAT PLAYERS TURN THEY CAN ONLY ASK YOU FOR A CARD.

PETER

2 JULIET
2 MARK

+1 FRIENDSHIP TOKEN

MARC

2 JULIET
3 PETER, MIA

CHOOSE A PLAYER, THEY SHOW YOU THEIR HAND OF CARDS SECRETLY.

JAMIE

5 SARAH, PETER, JULIET
2 AURELIA

ASK A PLAYER FOR A COLOUR, THAT PLAYER GIVES YOU A CARD THAT IS NOT THAT.

AURELIA

2 JAMIE

IF YOU DIDN'T ASK ANYONE FOR JAMIE OR AURELIA THIS TURN SCORE +2 POINTS

SARAH

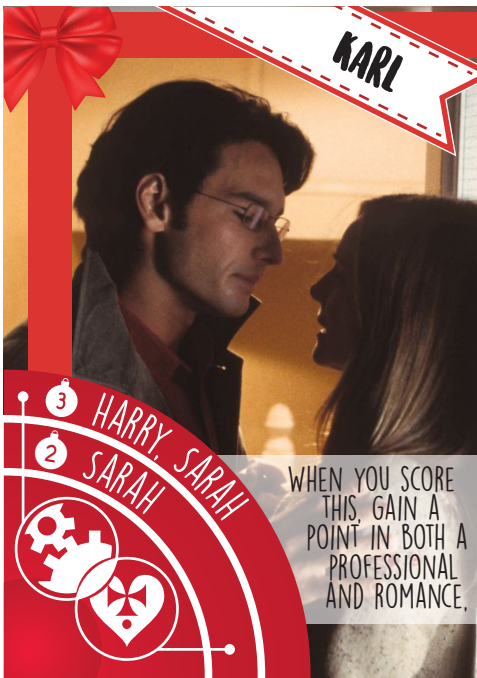
5 JAMIE, PETER, JULIET
2 KARL

3 PROFESSIONAL KARL, HARRY

KARL

3 HARRY, SARAH
2 SARAH

WHEN YOU SCORE THIS, GAIN A POINT IN BOTH A PROFESSIONAL AND ROMANCE.



JUDY

3 TONY, JOHN
2 JOHN

CHOOSE A PLAYER — THEY EXPOSE THEIR HAND TO ONLY YOU.



JOHN

3 TONY, JUDY
2 JUDY

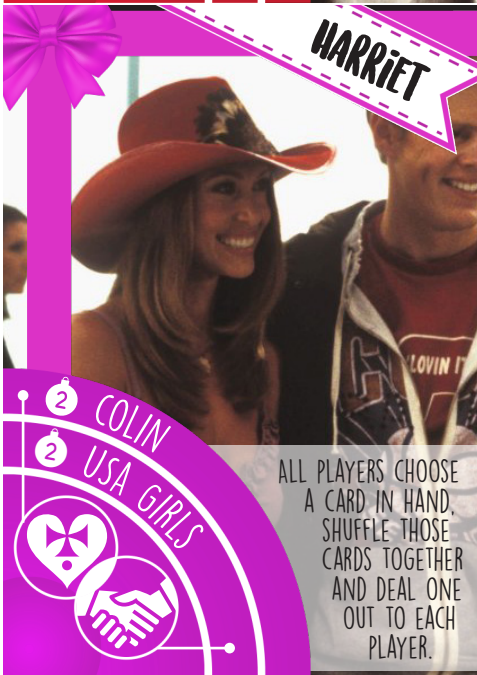
CHOOSE A PLAYER — THEY EXPOSE THEIR HAND TO ONLY YOU.



HARRIET

2 COLIN
2 USA GIRLS

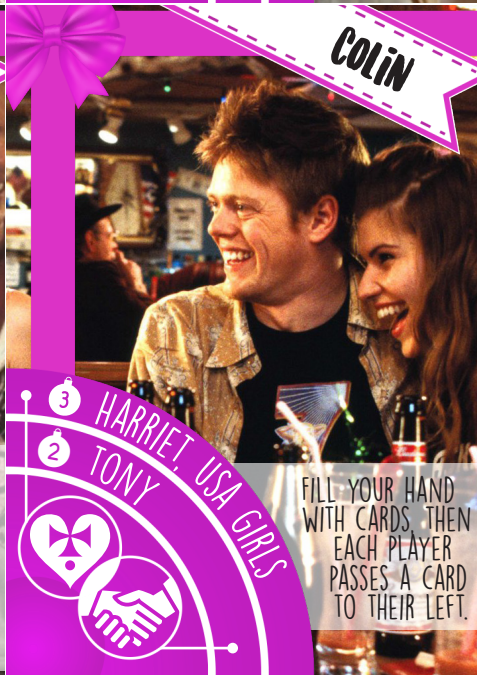
ALL PLAYERS CHOOSE A CARD IN HAND, SHUFFLE THOSE CARDS TOGETHER AND DEAL ONE OUT TO EACH PLAYER.



COLIN

3 HARRIET, USA GIRLS
2 TONY

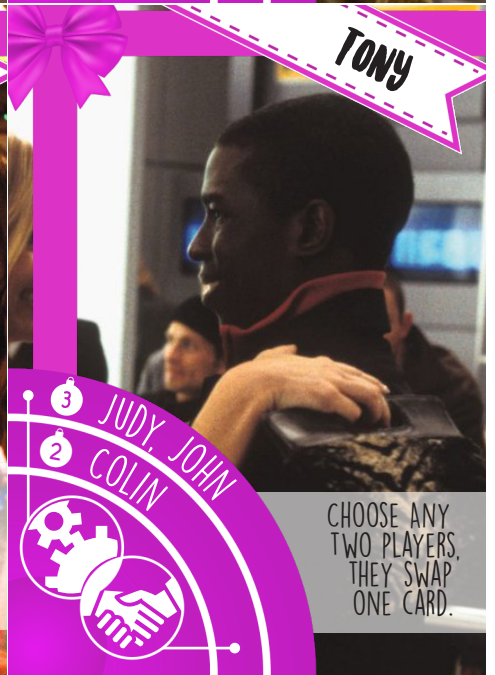
FILL YOUR HAND WITH CARDS. THEN EACH PLAYER PASSES A CARD TO THEIR LEFT.



TONY

3 JUDY, JOHN
2 COLIN

CHOOSE ANY TWO PLAYERS, THEY SWAP ONE CARD.



USA GIRLS

3 HARRIET, COLIN
2 HARRIET

ALL PLAYERS CHOOSE A CARD IN HAND, SHUFFLE THOSE CARDS TOGETHER AND DEAL ONE OUT TO EACH PLAYER.



JOE

2 BILLY
2 BILLY

+1 TO ANY RELATIONSHIP



BILLY

2 JOE
2 JOE

+1 TO ANY RELATIONSHIP



Player Tokens



Bonus Tiles



