

DICE MANOR

2 PLAYER ALTERNATE RULES

TO ADD ADDITIONAL COMPETITION FOR 2 PLAYERS, WE RECOMMEND ADDING THE FOLLOWING RULES.

SETUP: During setup set ALL of the dice from an unused player color near the Game Board.

You will not need scoring cubes or any other components for this color.

PHASE 1 BID: At the start of each **Round** roll one of the dice of this color. This die is placed on the **Advertising** in the 1st Place position. This will set the advertising number of this color for the round.

After each player has taken a turn roll 1 of the remaining dice of the chosen color and place it according to the number rolled.

This will happen **EACH** time after players have taken their turns placing dice. Not **ALL** of the dice may end up being used though. If neither player has any dice left to roll (*after rolling the single die for these rules*) then the bid phase ends and you will not use the remaining dice.

Note that the number rolled at the start of the round indicates when to place an **Advertising Bid**. Any other number will be placed on the appropriate **Room Tile**

PHASE 2 COLLECT: During the Collect Phase award the Room Tiles to the color if it has won them! These tiles will **NOT** be connected into a manor, but will be used at the end of the game for majority scoring points. Set them aside in a stack for the end of the game. Do **NOT** collect any Inspiration Tokens for places where the color does not win.

For the Advertising Track do not score any points or collect for the color if it wins a position.

This color will NOT participate in the Grand Opening Tour.

END OF THE GAME: During the End Game Scoring the tiles set aside that were won by the color count towards majority of **COLORS** and **LARGEST MANOR**. Do not award these points to the color, but they may still win a category.

Note that **Magic Rooms (Purple)** will **NOT** count as any color for this purpose, but will count as part of the total size of their manor for **Largest Manor**.

