

My Shelfie

• THE DICE GAME •

A game by
Simone Luciani



4 markers



6 dice



4 boards

• Rulebook •

Overview

Players will have to roll the dice trying to obtain 1 to 3 combinations to mark the best items in the Bookshelf of their board. At the end of the game, only the shelves (horizontal rows) and columns (vertical rows) in which you have marked at least three items will give points.

But be careful! If a player manages to mark all five items on a shelf or column, they will block that shelf or column on all their opponents' bookshelves!

Setup

Each player takes **1 marker** and **1 board**, which they place in front of them, and inserts their name in the space provided at the top of the board (see below). Place the **6 dice** in the center of the table. Randomly choose the **first player**, who will mark the box at the top of their board with an X.



How to play



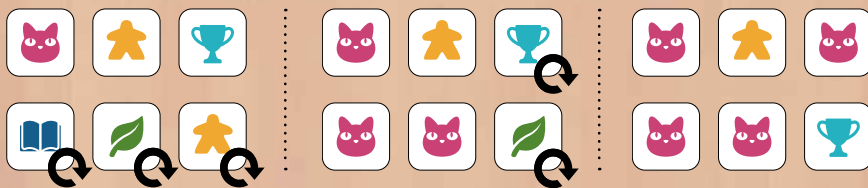
Starting from the first player and continuing clockwise, you will take your turn, during which you will have to carry out the following **2 phases**:

1. Roll the dice;
2. Mark the items.

1 Roll the dice

Roll the 6 dice. Now, if you want, you still have **2 re-rolls** available to modify the result obtained. At each re-roll, you can keep and/or re-roll as many dice as you want. You can also decide to keep some dice during the first re-roll and then re-roll them later.

Example: Eric rolls the dice



1st roll (he now decides to re-roll 3 dice)

2nd roll (he now decides to re-roll 2 dice)

3rd roll (final result he has to keep)







2 Mark the items

On the board there is a bookshelf made of 5 shelves and 5 columns (25 spaces in total). The icons on the left refer to the dice faces needed to mark an item on that shelf; the indications above refer to the number of same-sided dice needed to mark an item in that column. The number inside the item space is its value in points.

To mark an item you must create a **dice combination** using the final result you obtained. The items must be **marked by circling** them inside the relevant space, so that the numbers remain visible.









You can mark a **maximum of 3 items** in one turn. You can divide the dice to form the combinations you prefer. You can use all the dice or just a part of them for your combinations. A die used in one combination to mark an item cannot be used in another combination.

Example: with the result obtained in the previous example, Eric could have divided the dice into different combinations to mark different items: for example, he could have marked the 3-point cat with   , the 1-point cat with  and the 1-point trophy with , without using the die .

Joker

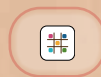


Jokers can replace any icon. You can only use **1 joker in each combination**. However, **you cannot use a joker alone** (that is, to form a combination you can only use a joker by associating it with at least one other die).

Example: Eric obtained this final result       that he can use to create different combinations.



valid combinations



NOT valid combinations

IMPORTANT: In the event that the final result consists only of Jokers, you can mark any item in your bookshelf that has not yet been marked.

Completing a shelf or a column

As soon as a player manages to mark all 5 items on a shelf or column, the other players must **eliminate** all the items not yet marked on the same shelf or column of their bookshelf, crossing them with an **X** (items already marked on that shelf or that column are not eliminated). Eliminated items can no longer be marked.



Example: Eric completed the first shelf with 🐱, so Jade must eliminate the items not yet marked on the same shelf of her bookshelf.

Failed result

If at the end of a rolling phase of your turn you cannot mark even one item (because you have already marked or eliminated all the items connected to every possible combination of your final result), you must eliminate all the items (crossing them with an X) still not marked on a shelf (not a column) of your choice. The shelf must have at least one item not yet marked.

Example: Eric rolls the dice 3 times, but doesn't get any useful combinations to mark even one item. On the shelf 📖 he has already marked 3 items, so he decides to eliminate the items not yet marked on this shelf.

End of the game



When a player (in their turn or in another player's turn) **has 2 shelves with no available items** on their bookshelf (that is, they have marked or eliminated all the items on those shelves), the end of the game is triggered. The game continues until the player sitting to the right of the first player has taken their turn, so that everyone has played the same number of turns. If the player sitting to the right of the first player triggers the end of the game, the game ends immediately.

Scoring

At the end of the game, score the points as follows:

- add up the values related to the items marked on each **shelf** of your bookshelf where there are **at least 3 marked items** and report the result in the space provided to the right of the shelf;
- add up the values related to the items marked in each **column** of your bookshelf where there are **at least 3 marked items** and report the result in the space provided under the column.

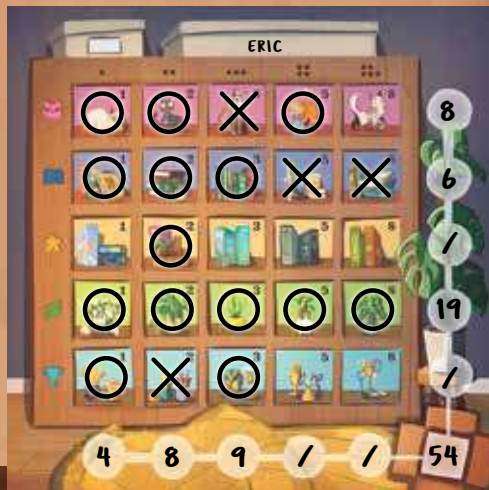
Note: for each shelf or column in which you have marked only 1 or 2 items you will not score any points!

Add the points thus calculated together and report the result in the box at the bottom right. The player who has scored the most points is **the winner!** In case of a tie, the victory is shared.

Example of scoring for a shelf: at the end of the game, the first shelf of Eric's bookshelf has 3 marked items. Eric adds the values related to the items marked on this shelf and scores 8 points which he carries over to the right.



Example of final counting: Eric adds the points obtained from each shelf and each column in which he marked at least 3 items.



Credits

Game Design: Simone Luciani
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We want to thank our partners at Horrible Guild, Hans im Glück, and Feuerland for letting us put their beautiful games inside the bookshelf!



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