

# DYCE

**Blend the Finest  
Whisky of the Highlands**



**A game for 1-4 players  
(playing time 45 minutes)**

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## 1. Introduction

Welcome to the city of Dyce - home of the finest blended whisky of the Highlands! Whisky barons flood the streets to trade the highly regarded uisge-beatha or Water of Life.

The dream of your own distillery has led you here as well but you must start small. Buy grain and malt whiskies, blend them to bring out their best qualities, and sell them to become the next Whisky Baron of Scotland.

## 2. Game Components

- 1 game board
- 1 start player barrel
- 24 houses; 6 white, 6 blue, 6 red, 6 yellow
- 88 cubes; 12 clear, 36 white, 8 blue, 8 red, 8 yellow, 4 green, 4 orange, 4 purple, 4 black
- 1 castle
- 4 meeples; 1 green, 1 orange, 1 purple, 1 black
- 4 discs; 1 white, 1 blue, 1 red, 1 yellow
- 21 dice; 1 white, 4 blue, 4 red, 4 yellow, 2 green, 2 orange, 2 purple, 2 black
- 1 bag

## 3. Game Object

The players use pounds (white cubes) to pay for natural whiskies (blue, red and yellow cubes), turn them into blended whiskies (green, orange, purple and black cubes) and exchange them for victory points (VPs) and pounds. Each round consists of a *player round* and a *whisky baron round*. The player with the most VPs and pounds wins.

## 4. Game setup

- 1) The most colorful player takes the *start player barrel*.
- 2) Each player picks a color and takes the disc (*seal*) and all houses (*shops*) of that color.
- 3) Each player takes 6 white cubes (*pounds*).
- 4) Sort the colored cubes (*whiskies*) and clear cubes (*VPs*) and put them within reach.
- 5) Draw from the blue/red/yellow cubes as many cubes as the player count. Each player takes 1 each, starting to the right of the start player and continuing counterclockwise.
- 6) Place the board on the table. The left half is the city of *Dyce* and the right half is the *whisky market*.



**Barrel**



**House**



**Disc**



**Cube**



**Castle**



**Meeple**



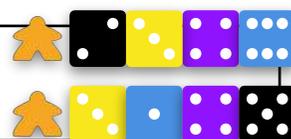
**Die**



**Bag**

- 7) Place the castle on its designated square and the white die on the castle with the number "1" face up.
- 8) Place each meeple at its designated city gate. Those are the *whisky barons*.
- 9) Place the 20 remaining dice in the bag. Draw 1 die at the time, roll it and place it in an empty square on the whisky market until all 16 spaces have a die. Leave the remaining 4 dice in the bag. Those are the *whisky prices*.
  - i) If a **blue, red** or **yellow** die shows 4-6, turn it upside down so that it shows 1-3.
  - ii) If a **green, orange, purple or black** die shows 1-3, turn it upside down so that it shows 4-6.
  - iii) Rearrange the order of the dice in each column so that blue/red/yellow are first in line and black dice are last.

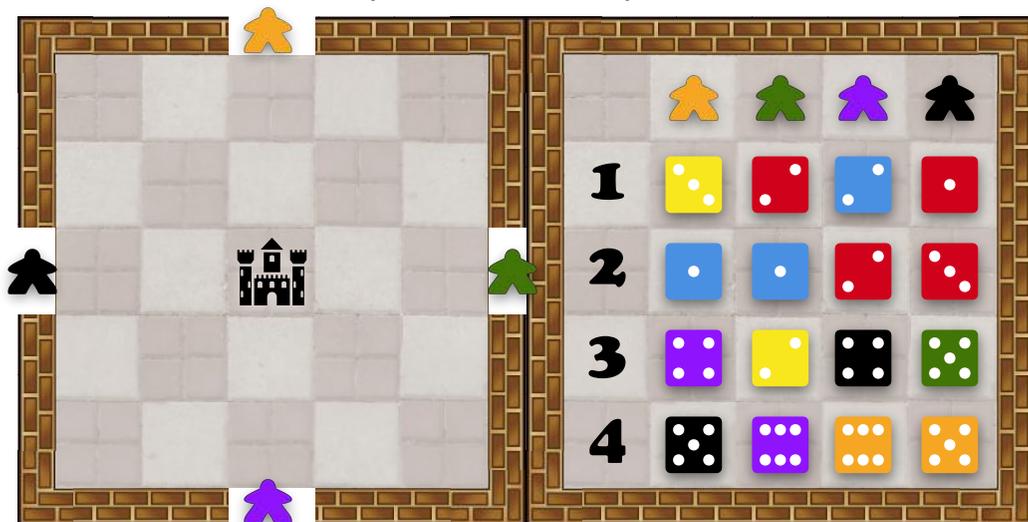
*Example: Turn black die 2 to 5. Turn blue die 6 to 1. Place yellow and blue dice first and black die last.*



- 10) Sort the remaining cubes by color and put them within reach. Blue/red/yellow are *natural whiskies*, the others *blended whiskies*.

### The City of Dyce

### Whisky Market



#### Natural whiskies

- Grain whisky
- Single malt whisky
- Vatted malt whisky

#### Mixed whiskies

- American Amber
- English Mint
- Wrath of Grapes
- Black Angus

*Note 1: There is a relation between the colors of the whiskies and the colors of the whisky prices. However, the colors of the player shops and the whisky barons have no relation to the colors of the other components.*

*Note 2: All components except the white and clear cubes are limited. In the rare case where there are not enough white and clear cubes, use other means to keep track of the them.*

## 5. Player Round

Starting with the start player and continuing clockwise, take turns to take 1 or 2 of the following actions in the city of Dyce:



Place **1 shop** from your hand in any space with no other shop, nor any whisky baron. Place **1 pound** in the supply.



Place **1 natural whisky** from the supply at any own shop with no whisky baron. This shows that you want to **buy**.

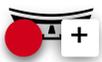


Place **1 blended whisky** from the supply at any own shop with no whisky baron. This shows that you want to **sell**.



Place **1 pound** from your hand at any 1 shop (even other players'). This helps attracting whisky barons to the shop.

Alternatively, pass and place your **seal** at the castle.



If you start your turn with **your** seal at the castle, you may **either** take actions **or** take 1 pound from the supply.

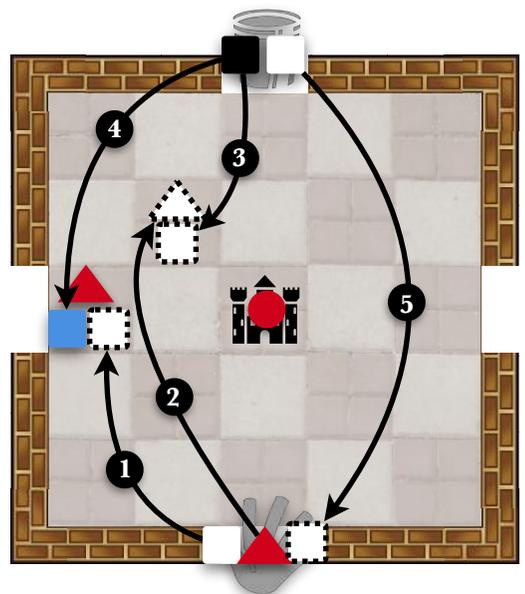


If you start your turn with **all** players' seals at the castle, end the player actions after your turn.

You may not have more than 1 whisky at a shop. If you place another whisky at a shop, return the previous one to the supply. There is no limit to the number of pounds at a shop.

*Example: Red has 1 shop with 1 blue whisky in the city and her seal is on the castle. She has several options:*

- 1) Place 1 pound from her hand at her blue whisky shop.
- 2) Place 1 shop elsewhere in the city and pay 1 pound to the supply.
- 3) Place any 1 whisky from the supply at her empty whisky shop
- 4) Replace the blue whisky with another whisky from the supply.
- 5) Pass and take 1 pound from the supply.



## 6. Whisky baron Round

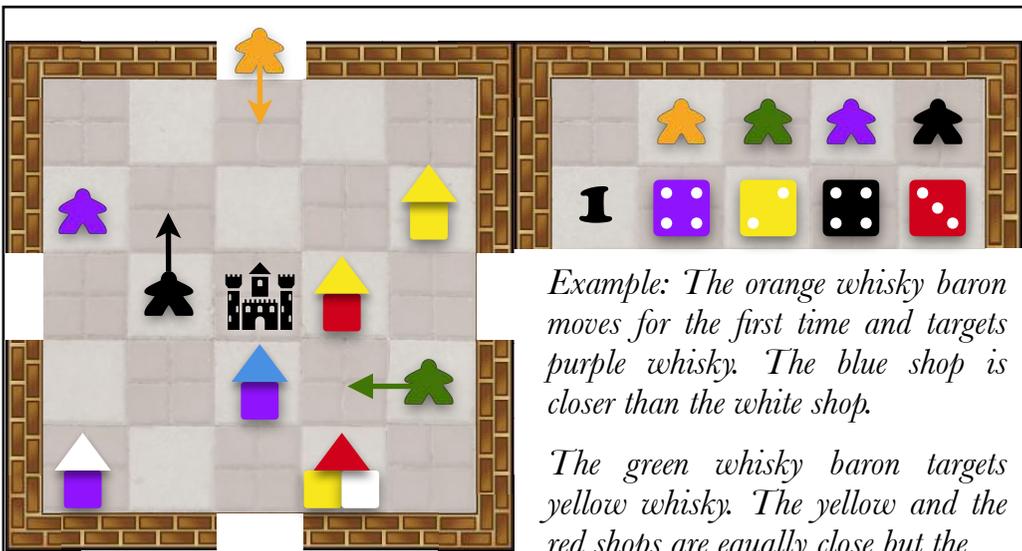
Starting with the orange whisky baron and continuing clockwise, take turns to let each whisky baron *move* and *trade* (completing both actions before the next whisky baron).

## 6a. Whisky baron Move

The whisky baron's *target shop* is a shop with whisky of the same **color** as the first die in the whisky market row. Move the whisky baron to an adjacent city space (orthogonally, not diagonally) according the following priority:

-  Move closer to the target shop (shortest linear distance).
-  Move closer to the target shop with the most pounds.
-  Move closer to the castle.
-  Move clockwise (left when "facing" the castle).

A whisky baron's first move must be to one of the five spaces of its starting side. The castle is inaccessible so a whisky baron must move around it. A whisky baron does not move if he already stands at a target shop, nor if there is no target shop in the city.



*Example: The orange whisky baron moves for the first time and targets purple whisky. The blue shop is closer than the white shop.*

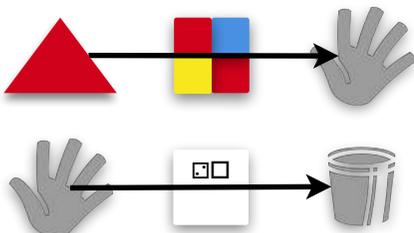
*The green whisky baron targets yellow whisky. The yellow and the red shops are equally close but the red shop has 1 pound. Note that he moves along the path closer to the castle.*

*The purple whisky baron targets black whisky but since there is none, he does not move.*

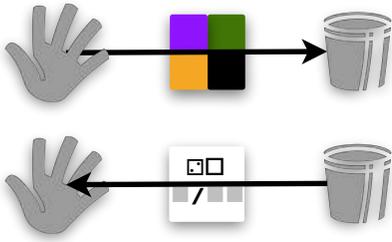
*The black whisky baron targets red whisky. The yellow shop has red whisky and since the castle is in the way, he moves around it by moving clockwise.*

## 6b. Whisky baron Trade

If a whisky baron ends its movement at a target shop, he immediately offers the player owning the shop a trade; either to buy natural whisky or to sell blended whisky of the target color.

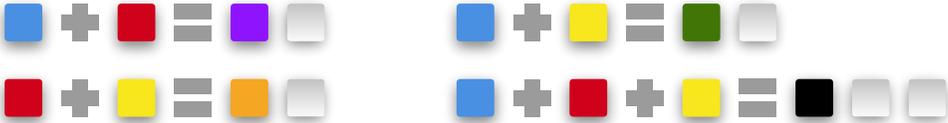


**Buy:** Take the natural whisky from the shop to the hand and pay as many pounds as the die shows. Return any pounds at the shop to the supply.



**Sell:** Take the blended whisky from the shop to the hand and pay natural whiskies according to the formulas below. Then return the blended whisky and any pounds at the shop to the supply and receive as many pounds as the die shows.

Also receive 1 VP (clear cube) for blending a non-black whisky and 2VPs for blending a black whisky.

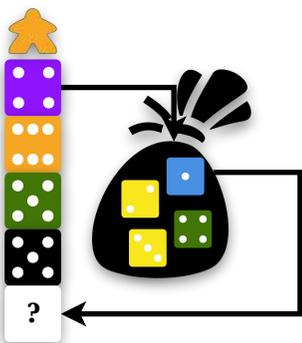
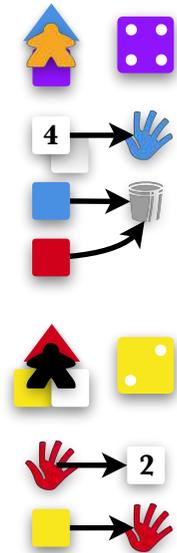


If you are unable to complete a trade, take back the shop to the hand and return all the cubes at the shop to the supply. (This is the only case when shops can be removed from the city.)

*Example: The orange whisky baron has reached the blue shop with purple whisky. The purple whisky price is 4 so the blue player returns 1 blue and 1 red whisky from the hand to the supply and receives 4 pounds and 1 VP from the supply. The purple whisky is returned to the supply.*

*The black whisky baron has reached the red shop with yellow whisky and a pound. The yellow whisky price is 2 so the red player pays 2 pounds and takes the yellow whisky from the shop to the hand. The pound at the shop is returned to the supply.*

*If the red player had not been able to pay, she would have taken back the shop to her hand and returned both the whisky and the pound to the supply.*



If a trade is completed or if there was no target shop in the city, return the first die in the whisky market row to the bag. Then draw and roll a new die, turn it as per the setup rules (1-3 for natural whiskies, 4-6 for blended whiskies) and place it in the last whisky market row, pushing the other dice upwards.

*Example: In the trade example above, the orange whisky baron has completed a purple whisky trade. The purple die is returned to the bag and a blue die is drawn and rolled. The result is a 6 so it is turned to a 1 and placed last in the black whisky baron's line of whisky prices.*

*In the move example further above, the purple whisky baron's black die is returned to the bag, since there was no black whisky in the city at his move.*

## 7. End of Round

When all players and whisky barons have acted, perform the following end of round activities:

- 1) Take back all seals from the castle.
- 2) If at least 1 **blended whisky die** was returned to the bag, increase the number of the white die on the castle by 1.
- 3) Give the first player barrel to the player to the left, who becomes the first player in the next round.

## 8. End of Game

- 1 End the game after a round when the white die cannot be increased (i.e. after 6 rounds). Each player counts the pounds on the hand and in the shops. Whiskies on the hand (but not in the shops) count as 3 pounds and VPs count as 6 pounds.

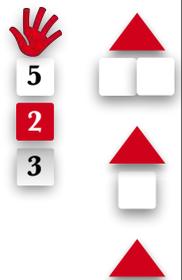
6

The player with the most pounds is the new Whisky Baron! In case of a tie, the player with the most shops in the city wins. If the tie remains, the city of Dyce is big enough for several barons and the tied players share the victory.

*The red player sells a black whisky and returns 1 black die to the bag. The white die already shows 6 and cannot be increased so the game ends and red counts her score:*

- ➔ Pounds on the hand and in shops: 8
- ➔ Whiskies on the hand =  $2 \times 3 = 6$
- ➔ Victory points:  $3 \times 6 = 18$

*The red player scores 32 pounds.*



## 9. Solo Version

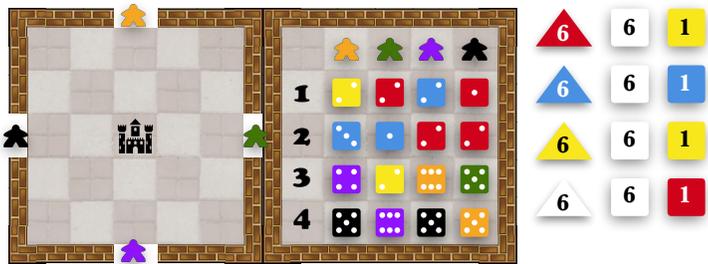
Play according to the normal rules with the following changes:

- ➔ Player round: Take only 1 turn with 0-2 actions. You cannot pass to earn pounds.
- ➔ Whisky baron round: Buy and sell as normal but keep the blended whisky instead of taking victory points.
- ➔ Goal: Your goal is to sell at least 1 of each kind of blended whisky before the game ends. (Remember that dice are returned to the bag if a trade is completed or if there was no target shop in the city, bringing the game closer to the end.)

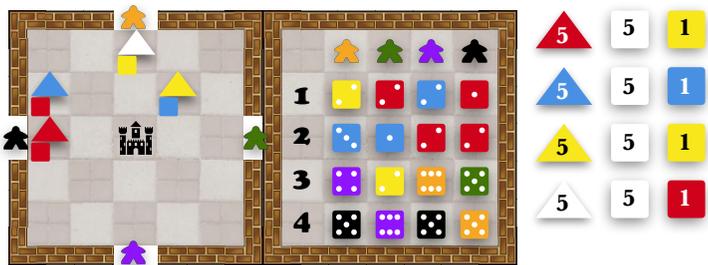
For a more difficult game, increase the start value of the white die.

## 10. Sample Game

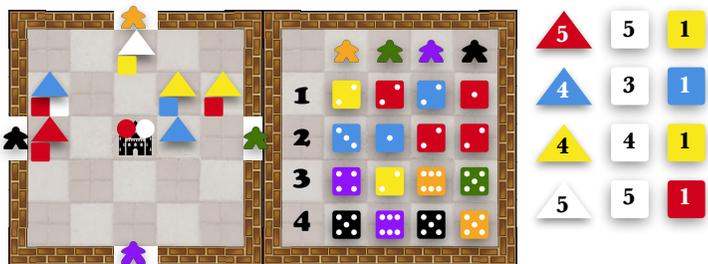
A game is set up between Red (start player), Blue, Yellow and White. For each whisky baron, 4 dice are drawn, rolled and reordered in the whisky market. 2 yellow, 1 blue and 1 red cube are drawn as start cubes. White picks red, Yellow picks yellow, Blue picks blue and Red picks yellow. The Player round begins.



Red pays 1 pound to place a shop on the black whisky baron's side and places 1 red cube there. Blue wants to compete and pays 1 pound to place a shop on the same side with 1 red cube. Yellow aims for the green whisky baron's blue die and pays 1 pound to place a shop near the castle with 1 blue cube. White pays 1 pound to place a shop on the orange whisky baron's side with 1 yellow cube.



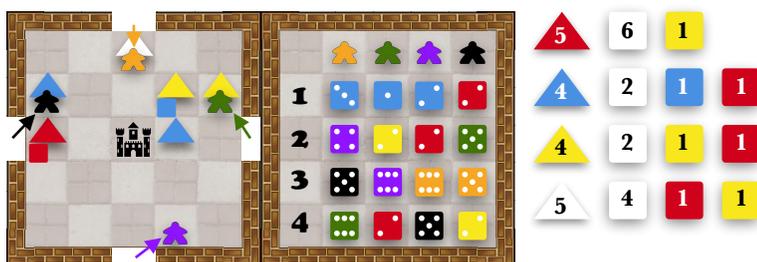
Red passes and places her disc on the castle. Blue places 1 pound in her shop and pays another 1 pound to place a 2nd shop. Yellow also pays another 1 pound to place a 2nd shop with 1 red cube while White passes.



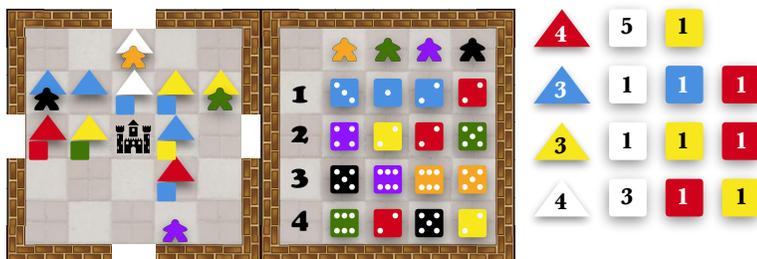
Red gives up the competition and takes 1 pound instead of actions. Blue and Yellow pass and since all player discs are now on the castle, White's turn will be the last in the player round. White takes 1 pound instead of actions and the Whisky baron round begins.

The orange whisky baron moves to the white shop, where he sells 1 yellow whisky for 2 pounds. The green whisky baron has 3 shops with red whisky to choose between but the yellow shop is closest. He sells 1 red whisky for 2 pounds there. The purple whisky is far away from the only shop with blue whisky and moves to the square on his side which is closest to it. The black whisky baron has 2 shops left with red whisky to choose between. They are equally close to his side but the blue shop has a pound. He sells 1 red whisky for 1 pound there.

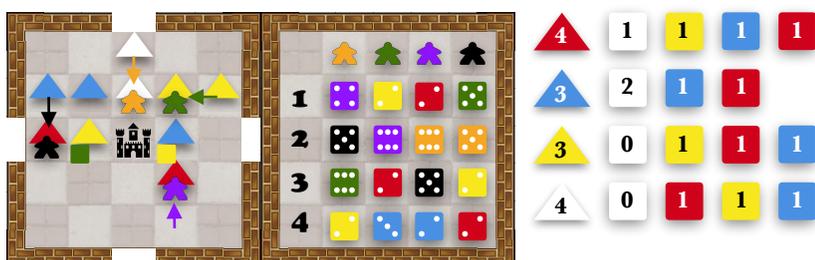
New dice are drawn and rolled for the orange (green die), green (red die) and black (yellow die) whisky barons and placed in the bottom market row. The 2nd player round now begins.



Blue starts and places 1 yellow cube in an empty shop and a 3rd shop for 1 pound. Yellow also places her 3rd shop for 1 pound and places a green cube there, hoping to have the necessary whiskies to mix green when a whisky baron eventually arrives. White pays 1 pound to place her 2nd shop with a blue cube and Red pays 1 pound to place her 2nd shop with a blue cube.



After that, all players pass and Blue earns 1 pound before the Player phase ends and the Whisky baron phase begins. The orange whisky baron moves and sells 1 blue whisky to White for 3 pounds. The green whisky baron moves and sells 1 blue whisky to Yellow for 1 pound. The purple whisky baron moves and sells 1 blue whisky to Red. The black whisky baron moves and sells 1 red whisky to Red. New dice are drawn and rolled for all whisky barons and the 3rd Player round can begin...



## 1 Player (1-2)



Place 1 shop,  
pay 1 pound



Place 1 pure  
whisky (buy)



Place 1 blended  
whisky (sell)



Place 1 pound  
(attract)



OR Pass



+1 pound



End round  
after action

## 2a Baron Move



Closer to the  
target shop



Closer to the  
most pounds



Closer to the  
castle



Clockwise  
(left)

## 2b Baron Trade

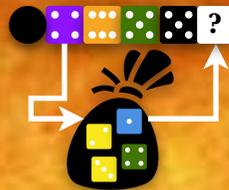
Buy



Sell



Draw and roll die



## Blending



## Scoring

**1**

Pounds = 1

**3**

Whiskies = 3

**6**

VPs = 6



Tie-breaker

Game design:

Nicholas Hjelmberg

Artwork:

Nicholas Hjelmberg

Production:

The Game Crafter

Game testers:

Stockholm Board Game Design Meetup

Special thanks:

My wife Su-San Oh for her patience