

ROLL
BUILDER

RULEBOOK

SET-UP

Each player will need a city sheet (either the same one or different ones), as well as two dice to be shared by all players.

HOW TO PLAY

Roll Builder is played over a series of fifteen turns. Each turn, the two action dice are rolled and shared by all players simultaneously. Each player will choose to use those dice in different ways, and wait for all players to finish before rolling for the next turn. After fifteen turns, each player will score the victory points 🏠 on their map and determine the winner! Note that ties are shared.

TURN STRUCTURE

- 1) One player rolls the two action dice and places them so all players can see. These will remain untouched for the turn.
- 2) Each player writes the numbers in their turn list for reference.



- 3) In no particular order, each player will use both dice as they see fit on actions (Road, Building, and Wonder). Players may use action dice on the same action. When a die has been used, they cross it off on their turn list.

When all players are ready to continue, roll the dice again.

ROAD ACTION

When using a Road Action, a player crosses off the chosen die number on their turn list and then can place that many roads. Roads are lines drawn on the map that run along one of the six edges, one road being placed per edge.



Roads must be placed connected to an existing road, but they don't have to be placed or clustered together and can be spread out in different areas, even on the same turn. Each city sheet has some starting roads on it.

Any space that has a road touching it, even a corner, is considered connected.

Sometimes there are city-specific restrictions, such as not placing them between water spaces. Roads cut off by the map edge are not available.

Once a space is connected, you can mark it with a small X to gain the resources on it or use the ability on it. Points 🏠 that are connected are scored at the end of the game. You can leave spaces unmarked to use them later instead.



BUILDING ACTION 🏠

When using a Building Action, a player crosses off the chosen die number on their turn list, then they mark a connected land space with either the first letter or number of that building. Each space can only have one building mark.



Once placed, you immediately gain the listed resources, bonuses or ability. Unless stated otherwise, abilities on buildings only last the current turn.

Buildings can be placed on used or unused resources and bonuses, but not on partial spaces.

WONDER ACTION 🏰

When using a Wonder Action, a player crosses off the chosen die number on their turn list, then fills an available box on their wonder according to that wonder's rules. Most wonder's have some unavailable spaces,



which are gray and have a dotted outline. While often necessary for bonuses and resources, these spaces must be made available according to the rules of that wonder.

RESOURCES 🌾 🏠 🪙 🏰 🛡️

There are five resources. These are Food 🌾, Supplies 🏠, Wealth 🪙, Favor 🏰, and Strength 🛡️. They are used to discover innovations, spent using abilities, and converted into points 🏠. They each work a little differently.

Food 🌾 and Supplies 🏠 must be used immediately. They do not 'roll over' to the next turn.



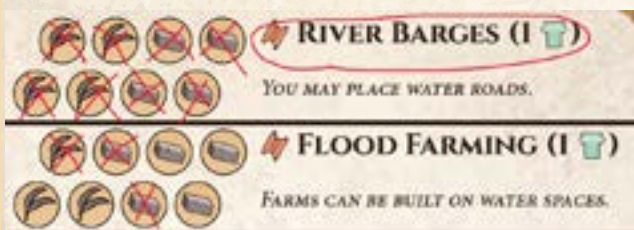
Favor 🏰 and Strength 🛡️ must also be used immediately. However, they can be converted permanently into points by crossing off spaces on the matching tracks on the city sheet from left to right, one space per resource converted.

Wealth  can be used immediately, or stored by marking a circle in the matching section of the city sheet. Stored wealth can be crossed off and spent on a future turn, although it is no longer stored. Leftover stored wealth is worth 1 point  for every 2 stored wealth , not counting what has been spent.



INNOVATIONS

Each city sheet has a set of abilities called innovations . Each is accompanied by a cost that must be paid to discover the innovation. This is normally done by spending matching resources, crossing off any of the cost circles  in any order on any innovations in order to spend the resource.



There is a special innovation bonus  that is gained from the map, buildings, abilities, and more. When spent, the innovation bonus  can allow for crossing off any cost circle, including the bonus innovation cost circle , which requires it.

SPECIAL, ROAD, AND OTHER ABILITIES

City sheets are very different, and have various abilities that are uncommon or even unique. Unless involving a one time gain of resources or bonus actions, many abilities, including those on innovations , trigger “each” or “when” certain things happen, or may allow new choices like placing water roads.

Special Abilities often occur multiple times when certain criteria are met, or describe the value and purpose of the special icon , which sometimes appears on the map.

Road Abilities are usually triggered multiple times in a game by placement of roads, such as placing six roads on a single space (forming a complete hexagon). They may be limited in use.

Sometimes rules may seem to conflict. [Click here to consult the FAQ](#) when possible, and otherwise be prudent in choosing the most reasonable, ordered version of the interaction, or the one the players simply find the most fun.

BONUS ACTIONS

The map, various buildings, and more may give bonus actions, marked with the symbols for Building  and Wonder  actions. These allow for the immediate placement of a building of your choice and filling a wonder box of your choice, respectively.

WONDER BONUSES

Depending on how it works, a wonder may give bonus resources, actions and more depending on how it is filled in. These gains are immediate and cannot be saved for later. Bonus Points  on the Wonder are scored at the end of the game.

TURN BONUSES AND ORDER OF EFFECTS

After the fifth, tenth, and fifteenth turns, the players get an innovation bonus , building action , and wonder action  respectively. These are considered part of those turns, or if preferred, part of the turns that come after them.

When resolving effects, always keep them in order, but nothing has to be resolved in a certain order.

For example, you can use an Action Die to place five roads, but only place two, gain the resources you connected to, discover and innovation, then place the other three roads after.

SCORING

After the final effects are resolved for the fifteenth turn, players score up the categories of Points  as listed.

City & Buildings: Gain 1 Point  for each building mark  you made on the map. Some buildings may share a space, or have placed multiple marks (so score each).

TOTAL 	76
CITY & BUILDINGS 1 TEAL SQUARE PER HOUSE ON MAP	12
ROAD NETWORK ADD UP CONNECTED MAP 	15
INNOVATIONS ADD UP  FROM 	11
RESOURCES ADD UP  FROM  /  / 	9
WONDER 1  / FILLED  SPACE	20
BONUS  BONUS AND OTHER 	9

Road Network: Gain Points  connected to your roads, even if the road only touches one corner of the space.

Innovations: Gain Points  on discovered innovations .

Resources: Gain Points  from  /  / . 1 Point  for every 2 Wealth , rounded down. Gain Points  from Favor  and Strength  based on the left-most number that was not crossed out.



Wonders: Gain 1 Point  for each filled box on your wonder .

Bonus: Gain Points  from other modules and bonuses from your wonder .

ADVANCED RULES

Once you have played at least once or twice, add the following modules to your sessions to complete your experience:

EVENTS

Roll Builder is played together or solo, but playing solo is intended to have greater challenge, involving Events.

Select an Event from the associated sheet (and be sure to check back for new ones that are added). You should only play with one, and you may choose to add it to your multiplayer games as well.

Events add an additional element to set-up or play, such as a new effect, ability or rule. Each one has a mark in the corner that shows the target number of Points  that you must beat for that city to “survive” the event. This replaces the standard ‘ladder-climb’ score list on the Solo Rules.

Note that some events do not work with certain City sheets (such as Petra and Sea Peoples). These are not intended to be played together; if the Event has no impact on the City sheet, adjust your set-up appropriately.



VISIONARIES

When played with other players, *Roll Builder* can be expanded to include Visionaries, special goal cards that players race to complete. It is customary to include one goal card chosen by each player, plus one random one, up to a maximum of five. Visionaries can also be chosen at random. All players may pursue all the Visionaries in play, even if another player completes the goal on the card.

Visionaries each have a goal, such as specific milestones with the map, innovations, usage of resources, and more. Many Visionaries work with any map, but if a specific Visionary does not work with a specific map, adjust set-up as necessary.

If, on a turn, any player completes the goal on a Visionary for the first time, they all receive bonus points equal to the mark in the corner of the card. They also receive the bonus, or gain the ability, listed on the Visionary. If, on a future turn, any other player completes the goal, they receive the bonus or ability, but not the bonus points in the corner of the card.



When playing solo, you may use Visionaries, but they work differently. When you complete the goal, you gain the bonus or ability. However, the corner value is ignored.