

Questions

Q Do I have to pay the exact number of dice shown on a card's Cost?

A More can be used if needed. For example, if you can pay the Cost with just white dice, you can add an extra green die to meet the minimum requirement.

Q Do I have to take a card if I can pay its Cost?

A If there are no Skill or Experience Cards you want, you can draw an Assist Card instead. Waiting for better cards to enter play is a viable strategy.

Q Can I use four of the same value to pay a Cost of two matching pairs?

A Yes. You can also pay two of the same sequence, like 1-2-3 & 1-2-3.

Q Can I use a +3 Ability to change a die from 4 to 6?

A Yes. You can similarly use a +2 to change a 5 to 6.

Q Is there a limit to how many Experience and Skill Cards can be in play?

A Only one of either kind may be drawn at once, but otherwise there are no limits.

Q Do Skill Cards that add dice activate every Dice Phase?

A No, you only gain the extra dice when you first take the card.

Credits

Game Design: Fukuda Hiroshi
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English Translation: Nathan Garcia



2 - 4 Players

20 - 40 min. per Game

Ages 7 & up

Introduction

The trade of a comic artist can be a cruel one. The worst obstacles they face are slumps in popularity, harassment from so-called “fans,” and backstabbing editors, but they persevere to fulfill one of their greatest goals: **an anime adaptation of their work.**

In this game, **players assume the role of a fledgling artist with that very objective.** Use the dice to overcome struggles, take control of both talent and luck, and release comics to gain experience and fame (represented by Victory Points or VP). The most popular player will win the privilege of seeing their work in motion!

However, in reality, an anime adaptation is more often than not the beginning of the end...



Gameplay video:
xisize.games/product/comic-creator/guide/

Game Contents



26 Experience Cards



38 Skill Cards



20 Assist Cards



1 Start Player Card



8 Dice Cards



4 Summary Cards

18 White Dice

12 Green Dice

13 Red Dice

5 Yellow Dice

Die Colors



White = Player Dice

Each player starts with 2 of these. More can be obtained from Skill Cards.



Green = Action Dice

All of these are rolled and then distributed during the Dice Phase. **At least one of these must be used when taking a card.**



Red = Fixed Dice

These are obtained from Skill Cards. Their starting values are preset, but they can be changed with Abilities.



Yellow = Assist Dice

These are obtained from Assist Cards. They can be used as normal, but must be returned at the end of the Action Phase.

Gameplay

IMPORTANT: Dice are only rolled once per round!

Except for yellow dice, **all dice are only rolled at the start of the Dice Phase**, not at the start of each turn (see page 6). The **values** shown after this one roll are set unless a card's Ability is used.

Spend dice to get cards!

Use the dice rolled during the Dice Phase to take cards in play by paying that card's **Cost**.

Example

ATTENTION

Spending dice involves moving them from the Unused Card to the Used Card. At least one green die must be spent when taking a card.

If the card you want requires two dice of the same value...

Place on Used to take it



Dice matching the Cost

Before



Move dice to Used (Spent)

After

REMEMBER THIS!

Do NOT change the values of the dice on the Used Card until the end of the Action Phase.



Collect Experience Cards to get Victory Points!

Whoever earns 15 VP is the winner. However, cards with more VP have higher Costs, so **get more dice through Skill Cards first.**

Collect Skill Cards to get more dice!

Skill Cards can give you more dice or let you change their values. As matching values are needed for most Costs, **try to get as many of them as possible.**

Change your dice with Skill and Assist Cards!

Like Skill Cards, Assist Cards can give you more dice and let you change their values. **Assist Cards in particular have very strong Abilities!**

Game Setup

Remove certain cards to balance the game according to the players.

Experts Only Card

Cards with this mark in the upper-left corner can be taken out for first-time players. This includes **5 Skill Cards, 4 Assist Cards, and 1 Experience Card.**



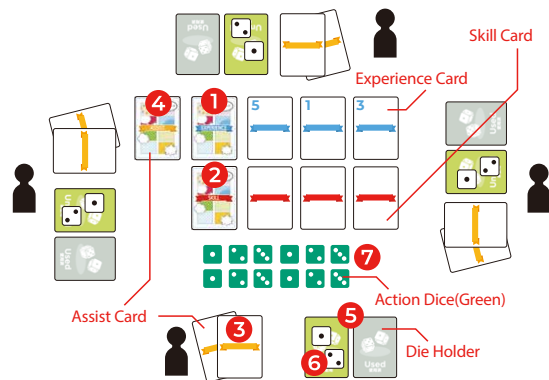
Experts Only Mark

Group Only Card

Cards with this mark in the upper-left corner are not used in 2-player games. This includes **4 Skill Cards and 7 Experience Cards.**



Group Only Mark

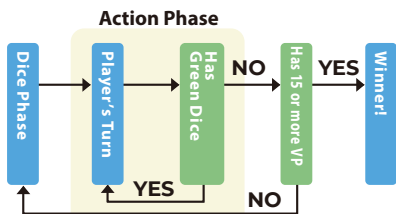


- 1 Lay the deck of Experience Cards face-down, then **draw 3 of them to place face-up beside it.**
- 2 Do the same with the Skill Cards, **drawing 3 of them as well.**
- 3 **Deal 2 Assist Cards** to each player. **Keep them hidden.**
- 4 Place the rest of the Assist Cards in a deck beside the Experience Cards.
- 5 Give each player a set of Dice Cards.
- 6 Give each player **2 white dice** to place on their Unused Card.
- 7 Place **a number of green dice equal to the number of players times 3** nearby. (2 players = 6 dice, 3 players = 9 dice, etc.)
- 8 The player who most recently bought a comic book is the Start Player.

Tip!

The game revolves around taking the cards in **1 & 2.**

Game Flow



Tip!

As long as you have green dice, you can still take turns!

Dice Phase

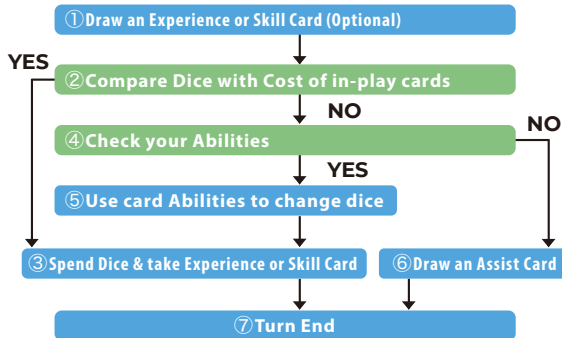
- 1 All players roll their white dice and place them on their Unused Cards.
- 2 The Start Player collects all of the green dice and rolls them.
- 3 The player to the Start Player's right takes a green die of their choice and places it on their Unused Card **without changing the value**.
- 4 This continues in counter-clockwise order until all green dice are distributed.
- 5 The Start Player takes the first turn, and play goes in **clockwise order**.



Tip!

Dice are only rolled during this phase and their values cannot be changed until an Ability is used in the Action Phase. If you are unsure of which die to choose, try to get as many with the same value as possible.

Action Phase



1 Draw an Experience or Skill Card (Optional)

Draw the **top card of either deck** and place it face-up besides the others of the same kind.

2 Compare Dice with Cost of in-play cards

Check the face-up cards and your unused dice (**do not change the value of the dice**). If you can pay a card's Cost, you can spend them as described in step 3. **Otherwise**, go to step 4.

Example

Cost: A pair (two of the same value)

Dice:

You have a pair of dice, so you can pay the card's Cost.






Cost is outlined in blue

③ Spend Dice & take Experience or Skill Card

To take a card, you must have unused dice that matches the card's Cost (see previous page). **Only one Experience or Skill Card** can be taken each turn.

Move the dice needed for the **Cost** to the Used spot and take the card. **At least one of these dice must be green.**

Without any green dice that apply towards the card's Cost...

If you need a pair with the same value but only have , you can take  and add the other to meet the green die requirement (value does not matter). In this case, the dice spent would be .

Tip!

See page 3 for how to spend dice!

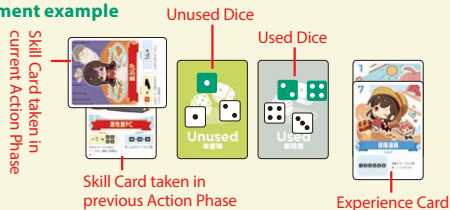
Taking a Skill Card

Skill Cards cannot be used until the next Action Phase. Place it sideways near you **where everyone can see.**

Taking an Experience Card

The VP shown at the upper-left card will be added to your total. Place it near you **where everyone can see.**

Placement example



④ Check your Abilities

You can change the values of your dice by using Skill and Assist Cards. **If you cannot pay the Cost of any card in play**, look over your Abilities and see if there are any you can use.

If there are, continue to step 5. If you still cannot take any cards with those Abilities, or **there are no cards you want**, skip to step 6.

⑤ Use card Abilities to change dice

You can change your dice **before taking** an Experience or Skill Card. You can use **one Skill Card and one Assist Card for a total of two** per turn.



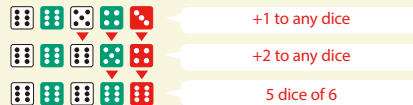
One of each can be used per turn.

Example

Cost: 5 dice with matching values

Using both cards to make a set.

Dice: 



*Dice can go no higher than 6, even if the total would be greater than that.

Tip!

Cards with Abilities that give you dice are only used when taken!

Tip!

Dice of all colors may be changed with Abilities!

Using a Skill Card

Skill Cards can be used multiple times, **but only once per Action Phase**. After using one, turn it sideways until the next Action Phase.



Place a used Skill Card sideways.

Using an Assist Card

Assist Cards are played only once and **placed beside the deck afterwards**. Abilities that give you extra dice last until the end of the Action Phase. Newly drawn Assist Cards **may not be used until your next turn**.

Tip!

Assist Cards are used once but Skill Cards can be used over and over!

⑥ Draw an Assist Card

If there are no Cards you want or can take, you can draw an Assist Card instead.

Move one green die to Used and draw an Assist Card from the deck. **You can play it starting from your next turn. Only 3 Assist Cards can be held at once**. If you draw a fourth, choose one to discard. If there are no more cards in the deck, reshuffle the used cards and make a new deck.



Any green die can be spent to draw an Assist Card. You can have up to three.

⑦ Turn End

Turns are taken in clockwise order. After everyone has taken a turn, **players who still have unused green dice** can take another using the remaining dice they have, **without rerolling them**.

Tip!

Use dice wisely to get lots of turns.

Ending the Action Phase

After all green dice have been used, the Action Phase ends.

- 1 All yellow dice are returned.
- 2 All red dice are reverted to their original values.
- 3 Skill Cards used during the last Action Phase are turned back to the usable position.
- 4 Skill Cards taken during the last Action Phase are placed beside the others near the Unused Card and in usable position.
- 5 Red dice are given out for newly acquired Skill Cards.
- 6 The Start Player Card is passed to the right and the next Dice Phase begins.

Ending the Game

When any player gets more than 15 VP, the game ends after that Action Phase. Whoever has the highest VP total **at the end of the phase** is declared the winner.

[Tiebreaker]

A tiebreaker is played if multiple players have the highest VP total. Those players roll all of their dice and the one with the most matching dice wins. If multiple sets have same number of dice, the winner is whoever has the set with the highest value. **Skill and Assist Cards can be used** in the same way as in the Action Phase.

The winner has the most matching dice

Win   Lose

If both sets have the same number of dice, the set of the highest value wins.

Win   Lose

*Green dice are not used.

Additional Rule

If certain cards seem unfair, such as the “Anime Series Announced!” (アニメ化決定!) Experience Card or “Editor-in-chief” (編集長) Assist Card, they can be left out of play.



Card Costs

X

One green die, any value.

7+

Any combination of dice totaling the amount shown or higher.

10+ 12+ 14+
16+ 25+

Ex: 12+
Needs any number of dice with a sum of 12 or higher.

X = X

Dice with matching values.

Ex: **X=X=X=X**

Requires 4 dice with the same value.

X = X

Two pairs of dice with matching values. Four dice with all the same value may also be used.

Z = Z

Ex: 1-1-2-2 / 1-1-1-1

X = X

One pair of dice and one set of three. Five dice with the same value may also be used.

Z = Z = Z

Ex: 1-1-2-2-2 / 1-1-1-1-1

2 4 6

Three dice with even values, regardless of duplicates.

ALL EVEN

1 3 5

Three dice with odd values, regardless of duplicates.

ALL ODD

1 2 3 4

A set of dice in a sequence of length equal to how many **■** are shown.

Ex: **1 2 3 4 5**

1-2-3-4-5 / 2-3-4-5-6

1 2 3
2 3 4

Two sets of three dice in sequence. The same sequence can be used for both sets.

Ex: 1-2-3 + 3-4-5 / 4-5-6 + 4-5-6

1 2 3 4
2 3 4 5

Two sets of four dice in sequence. The same sequence can be used for both sets.

Ex: 1-2-3-4 + 2-3-4-5 / 1-2-3-4 + 3-4-5-6

X = X = X = X = X
X = X = X = X = X

Ten matching dice. The game ends instantly when this card is taken, and whoever takes it is the winner.

Card Abilities



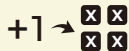
Gain the number of white dice shown (represented by ■) **at the start of the next Action Phase**. This value can be changed with Abilities.



Roll and take the number of yellow dice shown (represented by ■). Return them at the end of the Action Phase.



Gain a red die with the value shown **at the start of the next Action Phase**. This value can be changed with Abilities.



Add (or subtract) the value shown on the card to those of any unused dice. Results greater than 6 or less than 1 are allowed, but values may not exceed the range of 1 through 6.

Ex: If a +2 Ability is used on a 5, then it becomes 6.



Reroll the number of dice shown.



Flip one die, making its value that on the opposite side.
Ex: 1 ↔ 6 / 2 ↔ 5 / 3 ↔ 4



Change the value of one die to that of **another unused die**.



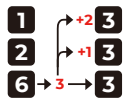
Before ■ ■ ■ **After** ■ ■ ■



Change two dice to match the value of **another unused one** in a similar fashion as above.



Change the value of one die to any of your choice.



Take away from the value shown on one die and distribute it freely between the others. The sum must be the same as before the values were changed.

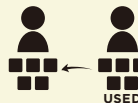
*The diagram is an example. Other arrangements also allowed.

Before ■ ■ ■ **After** ■ ■ ■

① Take 3 from ■ ■ ■ 3 left

② Use 2 of the 3 and add to ■ ■ ■ 1 left

③ Use the last 1 and add to ■ ■ ■ 0 left



Choose one player. **Their used white dice and red dice become yours, unused but otherwise as-is.** They can be changed with a Skill Card. You may use this with your own dice as well.

At the end of the Action Phase, these dice are returned to the original player.

