

DICED VEGGIES

SOLO MODE



Solo mode is a one-player challenge that will test your culinary chops! Play using all of the normal rules, with the following exceptions on this sheet.

During starting setup, keep **five dice** (one of each vegetable type) out of the dice block, and keep them in the upside-down **box lid**. These dice are called the **Trimming dice**, and they will be used during the new **Trimming** step at the end of every turn.




TRIMMING

As the final step of your turn (after drawing a card as usual), there will be a *Trimming* of the block. One at a time (in any order you wish), roll each of the five Trimming dice into the box lid and resolve it. For each roll, you must remove one “trimmable” die away from the block that **exactly matches** the rolled one.

A *trimmable* die is one that can freely slide completely away from the block by being moved with one finger, without changing its direction while sliding, and without breaking the block into more than one piece.


- Trimmed dice are discarded into the frame; *be careful not to discard the Trimming dice themselves, you'll need them every turn.*
- If there are **multiple** trimmable dice that match a roll, you **choose** between them.
- If there are **no** trimmable exact matches, you must **choose** a trimmable die that matches **either** the colour **or** the number of the rolled die. *Try to use this to your advantage!*
- If there are no trimmable dice that fit **those** criteria, ignore that roll and continue on to the next.

For example, if you rolled a  with the Mushroom die, three of the five possibilities **aren't trimmable** for the reasons described below. You must choose one of the other two to trim.

Would break the block into more than one piece.

Would need to change direction to slide out.

Can not slide freely.

If you then rolled a  with the Pepper die, there is no trimmable exact match... you must choose a trimmable die with a colour or number that matches the roll.

Either of these two would break the block.

RESTOCKING

The block restocks **automatically** when one or more ingredient types are absent from the block at the end of your turn (*after Trimming*); you may **not** choose to continue without restocking like in a multiplayer game.

- If you are about to start the *Trimming* step and there are **already** one or more ingredient types absent from the block, there is no point to it; **skip** the Trimming for that turn and jump right to the restock.

NEW GAME END TRIGGER

The game end is **not** triggered when you complete your sixth recipe; instead, it is triggered **when the block is restocked for the third time**. You **do** get one final opportunity to cook, as usual, after the game end is triggered.

When your final turn is over, check your score against this chart:

★ 0-30	Technique needs some sharpening
★ 31-40	Now you're cooking!
★ 41-50	Impressive cleaver work
★ 51-60	Expert-level knife skills
★ 61-70	Kitchen master extraordinaire
★ 71-80	Now you're just showing off
★ 81+	How?!?