

DICED VEGGIES



INCLUDES:

1 Cleaver, 35 Ingredient dice,
44 Recipe cards, 34 Hype cards,
4 Chef tokens, 1 Frame

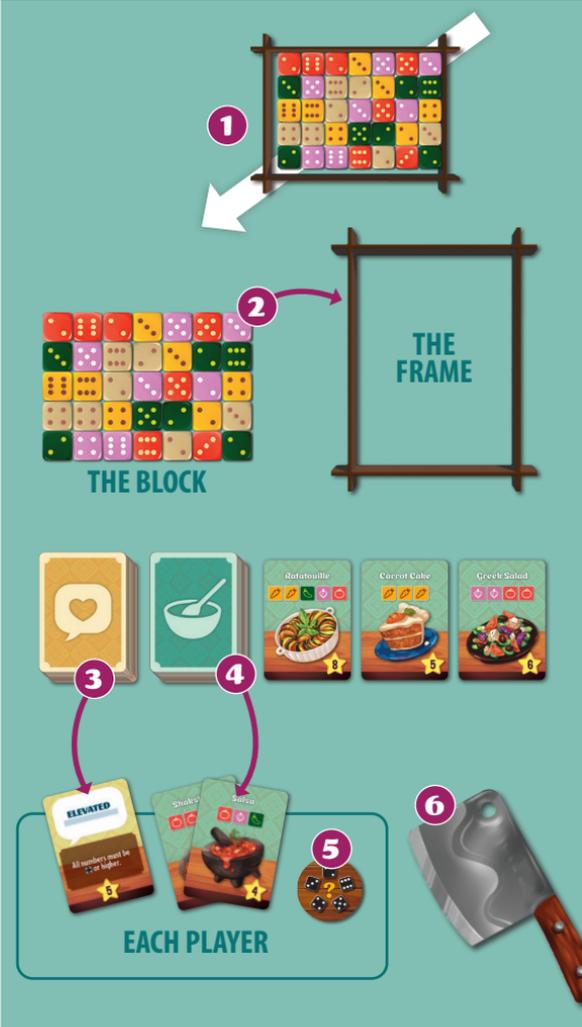
OBJECTIVE

Use your cleaver skills to *slice* your way to the best ingredients, *cook* delicious dishes from around the world, and *hype* them up to score the most points!

SETUP

- 1 Roll all dice into the frame and settle them into a single layer. Drag the frame *diagonally*, so that the dice collect in a corner and form a neat grid with no spaces between them.
- 2 Remove the frame and set it off to the side. The grid of dice is called the *block*.
- 3 Shuffle the Hype cards into a face-down deck. Deal **one** to each player*.
- 4 Shuffle the Recipe cards into a face-down deck. Deal **two** to each player*, then make a face-up display of **three** cards beside the deck.
- 5 Give each player a Chef token.
- 6 Choose a starting player and give them the **cleaver**. You are ready to begin!

* During the game, keep your Recipes face up in front of you, and keep your Hypes secret in your hand.



GAMEPLAY

Take *turns* going from the start player clockwise. When someone cooks their **seventh** Recipe, each **other** player gets one more turn and then the game ends.

ON YOUR TURN

Take these three steps:

STEP 1: CUT

STEP 2: COOK

STEP 3: CARD

STEP 1: CUT

You **must** use the cleaver to make **one cut** that separates one or more dice from the block. Lower it carefully into the seam beside the dice you want to cut away, then push the blade gently **sideways** to separate the dice from the block. **Do not disturb the dice numbers** when you cut. If the block gets messy, tidy it up.

CUTTING RULES

- The numbers on the dice you push must have a **combined total of 10 or lower**.
- The blade must enter from an outside edge of the block, and you must hold it parallel to the table; *no angling the blade to avoid pushing dice*.
- The block must be in one piece when you are done; *no portions disconnected or touching only by a corner*.
- If **all** dice in the block have a combined pip total of 10 or lower, simply take them all without cutting.

Gather your dice, without disturbing their numbers... *it's best to **slide** them instead of picking them up!*



SYMBOL TO DICE LEGEND

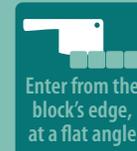


CUTTING EXAMPLE

Find dice that add to 10 or less.



Sink the blade into the seam beside them...

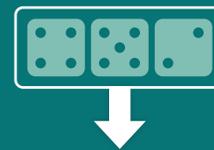


...and push *sideways* to cut them. Now they're yours!



REMEMBER THAT YOU MAY NOT:

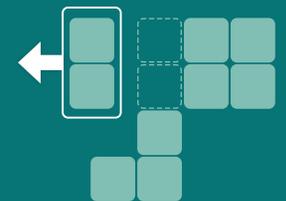
Push dice that add up to more than 10



Angle the cleaver to avoid pushing dice



Leave the block in more than one piece



STEP 2: COOK

If you have all of the ingredients displayed on any of your Recipes, you can cook! Each die counts as **one** ingredient of its type.

- You **may** cook more than one Recipe per turn.
- You don't **have** to cook, even if you could.

To cook, show everyone that you've got the right dice, then discard them into the frame. Flip your cooked Recipes **face down**. *Don't stack them; everyone needs to know how many Recipes you have completed.*



BACK



SAMPLE FRONT

HYPE CARDS

When you cook a Recipe, you may also play a **Hype** from your hand (*one per Recipe*). Each Hype describes its requirements for playing it. *Keep your Hypes in mind when cutting!*

Read it aloud to confirm that you have met its requirements before discarding your dice.

Keep your scored Hypes paired face down with their Recipes; *sometimes during scoring you need to know which one goes with which.*



FRONT (TYPE)



BACK (NUMBER)

YOUR CHEF TOKEN

Before you cook, you may discard your **Chef token** to change **either** the **type** or the **number** of **one** of your dice.

- If you change the **type**, just announce what the new type is; if you change the **number**, adjust the die so it shows the new one.

*You'll get your Chef token back whenever anyone Restocks (see **Restocking**, below), so don't be too cautious about using it!*

COOKING EXAMPLE

With these dice, you could cook this *Stuffed Peppers* Recipe!



You'd love to play this Hype to cook *Stuffed Peppers That Will Knock Your Socks Off...* but sadly your dice numbers add up to only 17!

Fortunately you still have your **Chef token**! You can discard it to change the Tomato's number from to , bringing your dice total to 19.

Looks like those Stuffed Peppers will be knocking socks off after all!



STEP 3: CARD

Draw **one card**; a Hype from the deck, **or** a Recipe (from the deck **or** from the display).

- If you draw a Recipe from the **display**, fill the gap with a new one drawn from the deck.



ENDING YOUR TURN

At the end of your turn, you may keep (*at most*) **eight dice**, **two Recipes** and **two Hypes**. If you are over the limit in any category, you must discard items of your choice until you are within the limits.

Discarded dice go into the frame. Discarded cards go into separate discard piles; if either deck ever runs out, shuffle the discards to form a new deck.

Pass the cleaver to the next player clockwise; it is now their turn.



Too many cards?
Discard down to two of each.

Too many dice?
Discard down to eight.

RESTOCKING

When your turn **starts** if there is **at least one** ingredient type **missing** from the block, you may choose to *Restock*. *If there are no dice left in the block, you **must** Restock.* To Restock:

- 1 Place the **frame** back in the middle of the table.
- 2 Return all spent **Chef tokens** to their owners.
- 3 Gather all spent dice, and all leftover dice from the block (*players keep all of their unspent dice*). Roll them loosely into the frame.
- 4 Drag the frame diagonally so that all of the dice settle into a corner, forming a partially-complete block that is still neatly aligned in rows and columns. *The particular shape of the block doesn't matter; it usually won't be a perfect rectangle.*
- 5 Take the rest of your turn as normal.

RESTOCKING EXAMPLE

There are no *Onions* left in the block. You decide to Restock.



Everyone gets their spent Chef token back.



You roll all spent and leftover dice into the frame, then drag it diagonally.



Removing the frame leaves you a neatly organized new block to start cutting from!



ENDGAME ★★

Endgame triggers when any player cooks their **seventh** recipe. They finish their turn, then each **other** player gets one more turn. Then the game is over.

First, all players get **one final turn to cook**, using all of the normal rules. Then everyone tallies their own final score by adding the ★ value of their completed Recipes and any accompanying Hypes.

- Many Hypes are worth a set amount of points, but some of them score based on other criteria as described.

Whoever has the highest score wins!
If there's a tie, the victory is shared!



Your *Scrumptious Paella* scores 15 (9+6), your *Pizza* scores 8, and your *Extra-Spicy Fajitas* score 13 (7+3+3). That's 36 points so far!

Keep scoring your completed Recipes and Hypes until you reach your final score!

PLAYING WITH KIDS

Diced Veggies works great as-is with all ages, but here are some ideas for how you can simplify it for even the youngest players.

- Play without Hype cards and Chef tokens. *This eliminates all non-shared reading, much of the strategic planning, and all math beyond simple addition from the game.*
- Reduce the number of Recipe-completions that triggers the end of the game to six, or even five. *This is helpful for kids that need a shorter game.*
- Forget about adding to 10 when chopping dice. Instead, the limit is **any three dice**. *This eliminates simple addition for the very youngest kids, but preserves the fun of cutting and colour-matching to complete Recipes.*

CREDITS AND ACKNOWLEDGEMENTS

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