

The year is 2121. The lockdown is finally over, and people are free to travel the world again. Four chefs grew up hearing stories of all kinds of wondrous meals from the many other cultures they never had a chance to visit.

Spicy Dicey
2-4 Players

A game by RapidPeach and BennetDoesGames

With a Special Thank You to Sketch House Games, whose criminally overlooked title *Monster Jaunt* was a major inspiration in the creation of this game.

Objects to print: 40 Recipe cards, 1 world map, 10 Minigame cards

Further components: tokens, or small coins; 10 dice per player, each in the player's color. 1 die of a fifth color. One meeple per player.

Aim of the game: Players compete in minigames to determine the pecking order when choosing recipes. After every minigame, players move around the map to gather the necessary ingredients to create those dishes. After the 10th round, whoever completed the most recipes wins.

Setup:

Shuffle the Recipe cards and place them face down next to the board. Do the same for the minigames. Each player can then place their meeple on any space of their choosing.

Then, draw four Recipe cards and place them face up next to the board.

Next, draw a minigame card and play the according game.

The Board

After each minigame, the player who came in first chooses one of the four open Recipes and adds it to their collection. Then, the player in second place chooses from the three remaining Recipes, and so on.

Once every player has a new Recipe, draw new recipes to replace the ones chosen.

Each player now moves up to six spaces. Whenever a player reaches a node, they can spend one of their movement points to collect all ingredients they need for their Recipes.

Once every player moved, draw the next minigame card and play it.

Repeat this loop until the end of the 10th round, at which point there won't be any minigame cards left.

Whoever has completed the most Recipes is the winner. In case of a draw, count the total number of ingredients collected. If this, too, is a tie, players can either agree to share the placement, or replay a previous minigame as a tie-breaker.

How Recipes work

For each Recipe you need two or three ingredients to complete it. These are Chickpeas, Bread, Seaweed, Rice, Eggs, Potatoes, Cheese, Curry, Tomatoes, Peppers, Pasta, Onion, Eggplant, Garlic, and Lentils.

When collecting ingredients from a node, for each of your recipes place a token on all ingredients shared with the node.

Once all ingredients of a recipe have been collected, set that recipe aside - it will now count towards your score at the end of the game!

The Minigames

At the start of every minigame, either roll to see who goes first, or decide as group. Sometimes it may be easier for an older or more experienced player to demonstrate how a game works.

Black Pepper Jack

Goal: Get as close to a score of 21 without going over it.

First, each player rolls two dice and sets them aside. Then, players take turns either “staying” or rolling an additional die. That die is then placed next to the first two dice, and the results of all dice are added up.

If the player stays, they don’t roll any more dice, and wait for the other players to finish.

If the total sum of all of a player’s dice is 22 or higher, that player loses immediately.

Whoever’s score is closest to 21 without going over it wins. Second and third place go to the next closest scores.

In case of a draw, the player who rolled more dice ranks higher. If this too is a draw, all tied players roll a die. The winner is whoever rolls the highest.

Baguette

Goal: Be the last player with leftover dice

All players roll all 10 of their dice and set them aside. Then, 1 neutral die is rolled and placed in the center of the play area.

Players now take turns placing one die to either the left or right of the central die. Only dice with a result 1 higher or lower than that of the adjacent die can be placed.

6 loops back around to 1, so they can be placed next to one another.

If a player cannot place any dice, they have to discard 2 of their unplayed dice. The game ends when all but one player have run out of dice. The longer a player stays in the game, the higher their rank.

Waffle House

Goal: Be the player who completed the most Waffles.

This game is played by placing dice on the black squares of a chessboard.

Players take turns rolling 2 dice. These dice can then be placed on any of the black squares, following one rule: A die can only be placed adjacent to another, if its result is 1 higher or lower than that of the adjacent die.

If a full diamond (or “Waffle”) is formed by placing a fourth die, the current player scores 1 point. The game ends when a player can't place any dice.

In case of a draw, tied players add up the values of all of their dice that are part of completed Waffles. The higher the sum, the better the rank. If this too is a draw, all tied players roll a die. The winner is whoever rolls the highest.

Towers of Pizza

Goal: Be the last player with at least one tower still standing

All players gather around one side of the table. Place the chessboard at a spot all players can reach comfortably, and set up a wall (e.g. a game box, cardboard) on the edge of the opposite side of the board.

Players take turns setting up towers (two dice stacked on top of one another) on the chessboard. The order is

- for 2 players: A, B, B, A
- for 3 players: A, B, C, C, B, A
- for 4 players: A, B, C, D, D, C, B, A

The towers can be placed anywhere on the board.

Next, players take turns placing a die on the near edge of the board to them, and then flicking it to attempt to knock over the other players' towers. Players still take their turns, even if all their towers have been knocked over.

The longer a player's towers remain, the better their rank. If multiple players' final towers are knocked over at the same time, all tied players roll a die. The winner is whoever rolls the highest.

Jumping Beans

Goal: Have one of your dice travel the furthest.

All players place two dice at the starting point, which is off the board next to the A1 square. All dice are turned to show the number of players.

Players take turns rolling one die. Choose one of your dice and move it forward a number of squares equal to the result. Move along the A column first. Once you reach its end, move from A8 to B8 and start moving towards B1. Move from B1 to C1 and so on.

After moving a die, turn it to the next highest number. Once a die reaches 6, it can no longer be moved. While moving, skip over any other dice without counting their squares.

Once all dice have reached 6, the game ends. Players are ranked by how far their furthest die travelled.

Peas in a Pod

Goal: Line up three of your dice before anyone else

This game is played on a 6x6 portion of the chess board (Columns A to F, Rows 1 to 6)

Players take turns rolling one die. The result determines where on the board the die can be placed. A 4 can be placed anywhere on Column D OR Row 4.

The first player to line up 3 of their dice orthogonally or diagonally wins first place. They then remove their dice and let the other players compete for second and third place.

If all remaining players run out of dice without a winner, all tied players roll a die. The winner is whoever rolls the highest.

That's Cabbage!

Goal: Figure out if the other players are lying about their dice results.

Players take turns rolling three dice. The current player rolls their dice and keeps the result hidden. They then make a claim about the total result of their roll (i.e. I got 13). The other players then one after another guess if a) the actual result is lower, b) higher, or c) the player was telling the truth.

Every player who guessed correctly gets 1 point. If nobody guesses correctly, the current player gets 1 point instead.

2 players: Every player rolls 3 times

3-4 players: Every player rolls 2 times

Sweet Rolls

Goal: Get the highest total dice result possible, but at least one 1.

Players take turns rolling dice. Roll 5 dice and set aside as many dice as you like, but always at least 1. Roll the remaining dice and repeat the process until no dice remain. If the player has set aside at least one die with the result 1, they add up all dice results. If they don't have a 1, their score isn't counted.

Every player plays a second round with the remaining 5 dice, the same rules apply.

Whoever has the highest total score after the second round wins. In case of a draw, all tied players roll a die. The winner is whoever rolls the highest.

Reverse Baguette

This game works the same as Baguette, except the goal is to be the first player to lose all dice.

Reverse Jumping Beans

This game works the same as Jumping Beans, except the goal is to travel the shortest distance possible.

If you're print & playing Spicy Dicey

The templates we used for the recipes just happened to leave 8 blank cards.

Rather than trying to find a way to fix this, we figured we should encourage you to add your own favorite dishes! It's a happy accident, and we hope you'll have a bunch of fun with Spicy Dicey!