

DICECREAMS!

by Alexandros Kapidakis

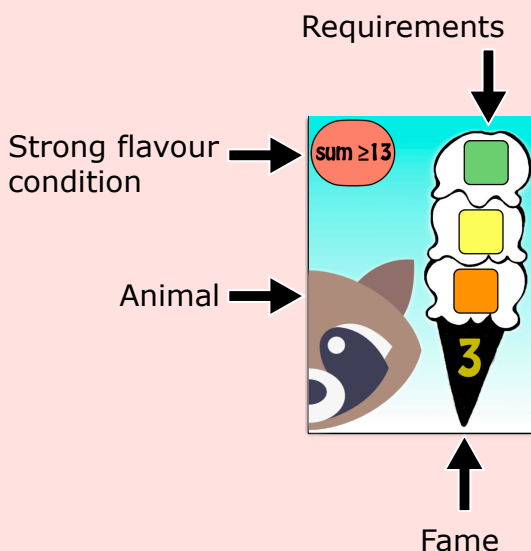
On a clear and quiet day you find yourself working on your family's ice cream food truck. Suddenly from all over the nearby forest dozens of animals start making their way towards your area. Looking very hungry and cute, you have no choice but to serve your new customers. With great haste you try to find unique flavours in the area nearby so you can make delicious IceCreams that will entice your clients! You notice though that other ice cream makers have also gathered in order to satisfy this great demand. But who will be the best?

Objective

DiceCreams is family friendly, dice drafting game for 1 to 4 players. In this game you will try to make and serve the best IceCreams in order to satisfy hungry animal customers! Make sure you manage your dice correctly though, before they melt, and before other players end the game!

Components

— 44 IceCreams



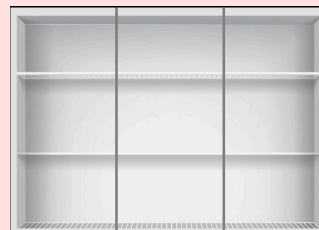
— 20 Strong flavours tokens



— 20 Sprinkle tokens



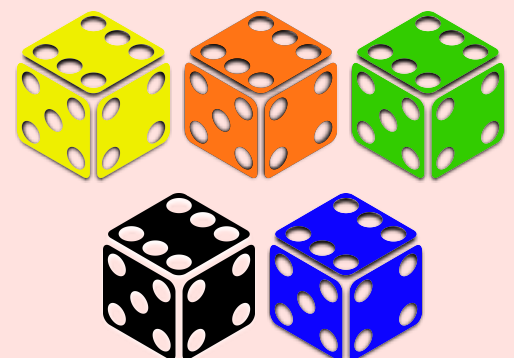
— 1 Fridge



— 4 Trucks



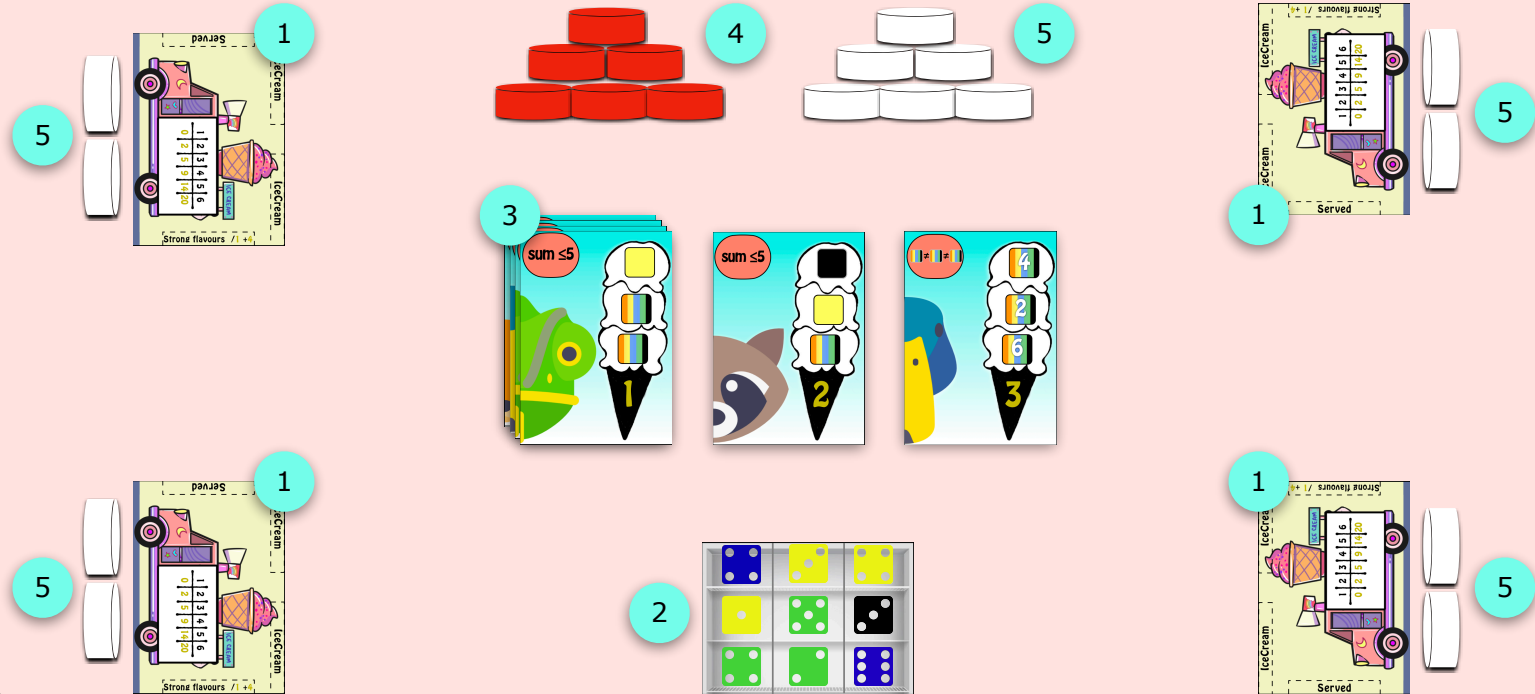
— 25 Flavours



— 1 Pouch

Setup

1. Each player takes a Truck, placing it in front of them.
2. Place all 25 dice in the pouch. Then, place the Fridge in the middle of the table and fill it with random dice from the pouch.
3. Shuffle the IceCreams into a face up deck. Place it above the Fridge and reveal 2 cards.
4. Place the Strong Flavour tokens within easy reach of each player.
5. Give 2 Sprinkle tokens to each player and then place the rest of them within easy reach of each player.
6. The player who last ate an ice cream will begin the game, taking the pouch.



Gameplay

This game isn't broken down in rounds. Instead, you will keep taking turns until a player completes their 7th IceCream.

During your turn you will firstly melt any remaining Flavours on your unfinished IceCreams and then select and place new Flavours.

Melt Flavours

Each placed Flavour loses one pip in value (for example, if a Flavour had a value of 4 it will drop to a 3). If a Flavour goes below 1, return it to the pouch and immediately take a Sprinkle token. If an IceCream doesn't have any Flavours on it because of melting, immediately discard it.

Take new Flavours

Select and take any one Flavour from the Fridge. Then, the player to your left selects and takes any one Flavour either from the same column OR the same row. Finally, you take the last Flavour of that column OR row your opponent chose from. Refill all empty spots in the Fridge by drawing and rolling Flavours from the bag. If the bag is empty, refill it with all the set aside Flavours (see below).

The next player will now take a turn, following the same structure.

Placing Flavours

Every time you take a new Flavour, you must place it either on an unfinished IceCream you have already started or a new IceCream. When taking a new IceCream, select from the available ones in the middle and then immediately refill the empty spot. You can never have more than two unfinished IceCreams, though. All IceCreams require three Flavours in order to be completed, and you must follow any specific requirements on them. These requirements are only for placing new Flavours. It doesn't matter if a Flavour melts and no longer abides to the requirement. The requirements are either for specific color or specific number. When you complete an IceCream, immediately remove the Flavours on it, set them aside and place the IceCream next to your Truck, face up. You will get its Fame at the end of the game.

Strong Flavour Tokens

Each IceCream has a Strong Flavour condition on its top left spot. If you manage to fulfil the condition when you compete the IceCream you will get a Strong Flavour token. Place the token next to your Truck. These tokens will earn you extra Fame at the end of the game.

Example of conditions

1 / 3 / 5 : All Flavours must have an odd value

? = ? = ? : All Flavours must have the same value

sum ≤ 5 : The sum of all the Flavours must be 5 or less.

≠ ≠ ≠ : All Flavours must be of a different color

Sprinkle Tokens

These tokens will allow you to manipulate the values of the Flavours. At any point of the game you can discard a placed Flavour and get one Sprinkle token. Spend 1 Sprinkle token, at any point of the game, to give +/-1 to a Flavour, either on your IceCreams or the Fridge. You can't decrease a Flavour below 1 or increase it above 6.

Game End

As soon as a player completes their 7th IceCream the game ends immediately after the completion of the current's players turn. All players must discard any placed Flavour and take Sprinkle tokens. Then, proceed to end scoring.

- Firstly, get 1 Fame per **Strong Flavour** token you have earned. The player with the **most** Strong Flavour tokens also gets 4 extra Fame. In case of a tie, all tied players get the 4 extra Fame.

- Then, add the Fame from your **completed IceCreams**.

- Lastly, check the **Animals** you have served on your completed IceCreams, only.

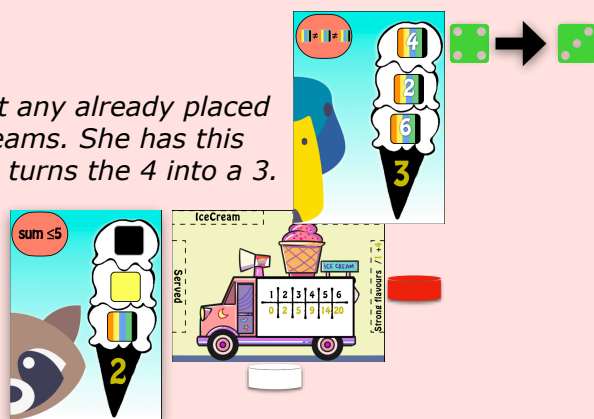
If you have served 2/3/4/5/6 identical Animals you will get 2/5/9/14/20 extra Fame, respectively.

The player with the most Fame is the winner and the best IceCream maker! In case of a tie, the player with the most leftover Sprinkle tokens is the winner.

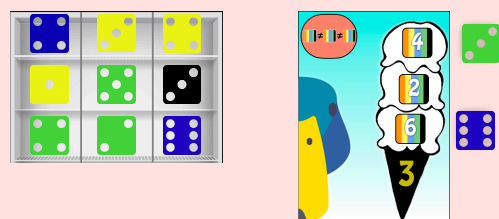
Example

1. It's Joan's turn.

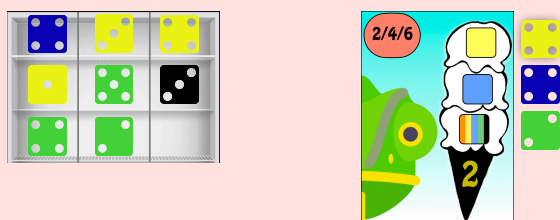
Firstly, she has to melt any already placed Flavours on her IceCreams. She has this placed Flavour, so she turns the 4 into a 3.



2. She must now select new Flavours. For her first Flavour she will take the Blue 6, placing it on her IceCream.



3. Paul is the player to her left, so he will now select and take a Flavour from the same row or column. He takes the Yellow 4.



He completes his IceCream, fulfilling the Strong Flavour condition as well. He will set aside the IceCream and take a Strong Flavour token.

4. That leaves the Black 3 for Joan, and as she can't place it on her IceCream, she will take a new IceCream from the middle.

