

DICECREAMS!

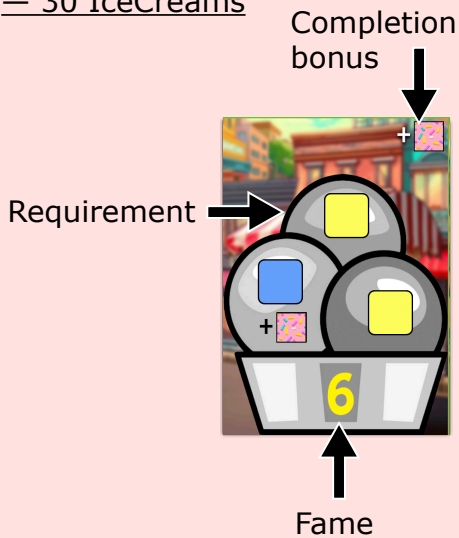
by Alexandros Kapidakis

Create delicious IceCreams to satisfy your customers!

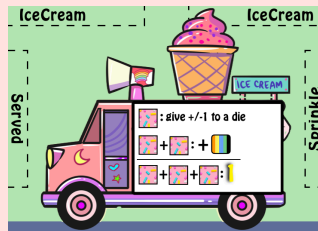
DiceCreams is a family friendly, dice drafting game for 1 to 4 players. In this game you will try to make and serve the best IceCreams! Make sure you manage your dice correctly though, before they melt, and before other players end the game!

Components

— 30 IceCreams



— 4 Trucks



— 3 Customers (double-sided)



— 1 Fridge



— 32 player tokens



— 25 Flavours (dice)



— 20 Sprinkle tokens

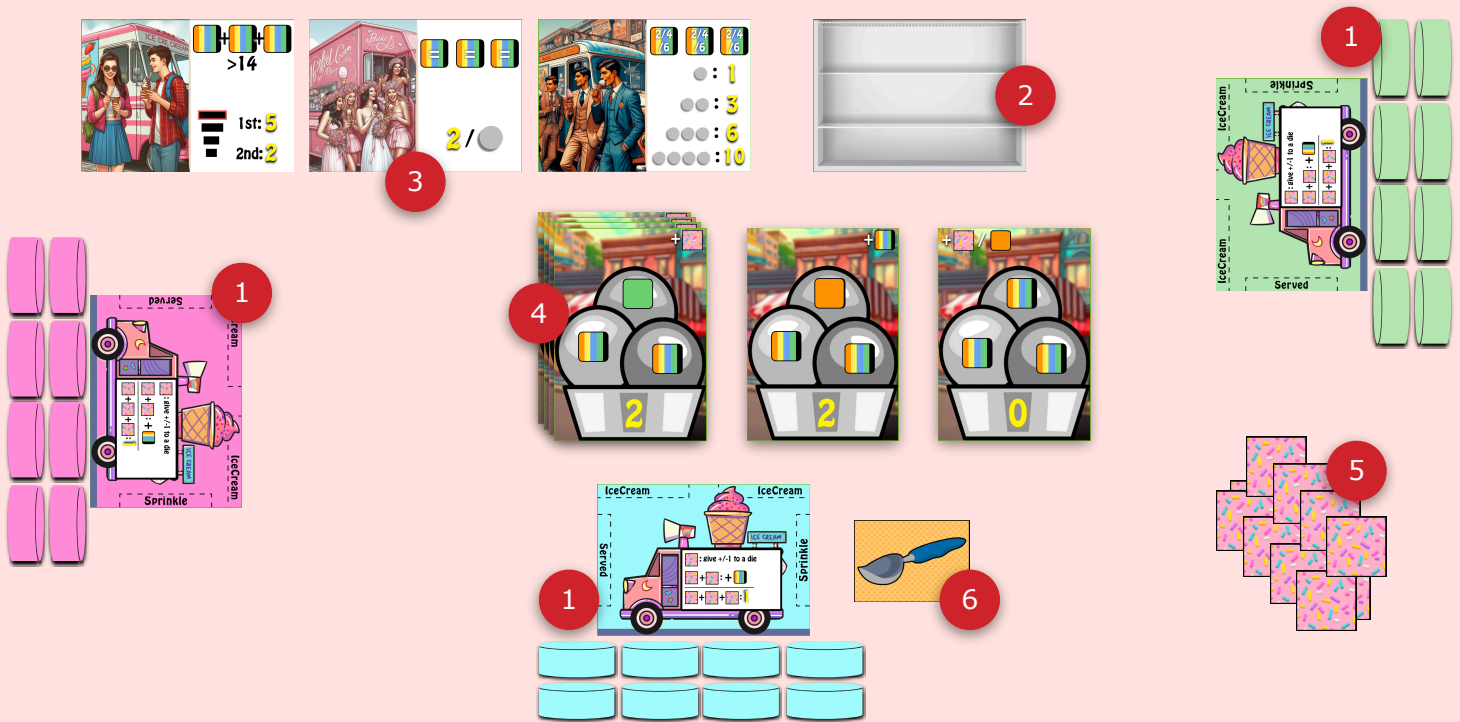


— 1st player token



Setup

1. Take a Truck and place it in front of you. Then, take the matching player tokens.
2. Place all 25 dice in the pouch. Then, place the Fridge in the middle of the table.
3. Set all 3 Customers next to the Fridge, in the desired side.
4. Shuffle all IceCreams into a face up deck. Place it bellow the Fridge and reveal 2 cards.
5. Place the Sprinkle Flavour tokens within easy reach of each player.
6. The player who most recently ate an ice cream will begin the game, taking the 1st player token.



Gameplay

This game isn't broken down in rounds. Instead, you will keep taking turns until the game end is triggered.

At the start of your turn, draw from the pouch 1 Flavour per player plus 3, placing them on the Fridge. For example, in a 4 player game you will draw 7 Flavours.

Then, choose and take any one Flavour. Each other player, in clockwise turn order, selects a Flavour and takes it. You may choose to discard a Flavour from the Fridge instead of taking it, to gain 1 Sprinkle token.

Placing Flavours

Every time you take a new Flavour, you must immediately 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 color requirements on them.

Some spots also have instant bonuses that you must take as you place a Flavour on them.

Completing an IceCream

As soon as you complete an IceCream, place one of your tokens on top of a Customer, if you fulfil their requirements with the Flavours of your completed IceCream. If you satisfy multiple Customers, you must choose one.

Then, remove the Flavours from the completed IceCream, set them aside and place the IceCream next to your Truck, face up. You will get its Fame at the end of the game.

Most IceCreams also have a completion bonus, that you must take immediately after completing them.

Melt Flavours

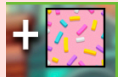

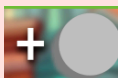

When all players have chosen and placed a new Flavour, check the remaining 3 Flavours in the Fridge. Each placed Flavour on an IceCream with matching color will lose one pip in value. If there are 2 or 3 Flavours with the same color in the Fridge, these colors will lose 2 or 3 pips in value respectively.

For example, if the remaining Flavours in the Fridge are 2 green and 1 blue, each green placed Flavour will lose 2 pips, and each blue placed Flavour will lose 1 pip. If a Flavour goes below 1, remove it from the IceCream and set it aside. If an IceCream doesn't have any Flavours on it, you may choose to discard it.













When all players have melt their corresponding dice, remove the leftover Flavours from the Fridge and set them aside. Then, the next player in turn order will take their turn, receiving the 1st player token.

When the pouch is empty, refill it with the set aside Flavours.

Bonuses

-  : Get a Sprinkle token
-  : Immediately draw a Flavour from the pouch, roll it and place it if able.
-  : You may place a second token on the Customer of this IceCream.
-  : Get a Sprinkle token per Orange Flavour you place in this IceCream.

Customers

-    : All Flavours must be an even number.
-    : All Flavours must be of the same value
-    : All Flavours must be of sequential order (ex. 2-3-4)
-    : The sum of all the Flavours must be higher than 14.

Sprinkle tokens

You will get Sprinkle tokens throughout the game, and you can spend them whenever you want during your turn. Spend 1 Sprinkle token to immediately give +1 or -1 pip to a placed Flavour. Flavours can't get above 6 or below 1. Spend 2 Sprinkle tokens to immediately draw a Flavour from the pouch, roll it and place it on an IceCream, if able. Spend 3 Sprinkle tokens at the end of game to gain 1 Fame.

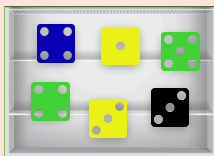
Game End

As soon as a player completes their **5th** IceCream the game ends immediately after the completion of the current's players turn. All players must discard any placed Flavours. Then, proceed to end scoring. Add the Fame from your **completed IceCreams**. Then, add Fame from your **placed tokens on the Customers**. Lastly, spend **Sprinkle tokens**, to gain 1 Fame for every three tokens.

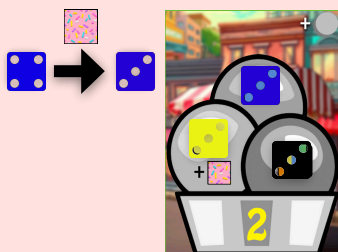
The player with the most Fame is the winner and the best IceCream maker! In case of a tie, the player with the most placed player tokens, among those tied, is the winner.

Example

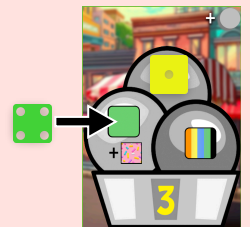
1. It's Joan's turn. She will firstly draw 6 dice, as this is a 3 player game, and roll them. Then, she will place them on the Fridge and she will select one.



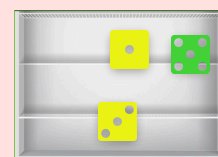
3. Paul will then chose, and he will take the blue "4" from the Fridge. He will spend a Sprinkle token to make it a "3", and he will place it on this IceCream, completing it. As all three Flavours have the same value, he will place a token on this customer. He will place an additional token, from the completion bonus of the IceCream.



2. She has chosen the green "4", placing it on an already started IceCream. She will also get a Sprinkle token.



4. Lastly, Martin will take the black "3", placing it on one of his IceCreams. All players will now melt any Flavours they have with matching colors with the leftover Flavours in the Fridge. So Joan will reduce her green Flavour by one, and her yellow Flavour by two, removing it from the IceCream.



The leftover Flavours are now removed, and a new turn will begin!