

CHICKEN FRIED DICE RULEBOOK



ORDER UP! Become Top Chef at the Free-Range Food Truck Festival by serving up delicious dishes to hungry customers. Rush to pluck ingredients before your competition and use them to fill customer orders. Earn tips to upgrade your truck so you can handle the ever-growing queue. Don't let customers wait **too** long or they'll get ticked off and leave! The player with the highest score at the end of the game will be Top Chef and the winner of Chicken Fried Dice!

COMPONENTS



5 food truck boards



5 compost tiles



5 coop wall segments



5 bonus boards (picnic or menu)



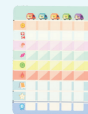
25 ingredient dice in
5 colors, 3 Head Chef dice



96 customer
order cards
(15 starter, 81 normal)



5 dry-erase markers



1 scoreboard tile



20 food station
tiles (4 per truck)

SETUP



1. Choose a play space where all players are able to comfortably reach the center. Assemble the coop into a 5-sided dice coop by inserting the pieces into each other at the slots with matching letter labels. Place the coop in the center of the play area.

2. Have each player select a truck board. Each player will also take a bonus board and select which side they would like to play on (menu or picnic). Players do not need to use the same side of the bonus boards. **For first time players, we recommend using the menu bonus board.** Fit the bonus board underneath the food truck wheels.

3. Each player places the 4 station tiles matching their truck off to the side. Have each player take a dry-erase marker and use it to name their food truck.

4. Separate the starter customers (indicated by the yellow card back) from the regular customers, and shuffle both decks separately. Deal 3 starter customers to each player, and place any remaining cards back in the box. Have each player place their starter customers on the left side of their truck, forming a queue. **The order of customers in the queue does not matter.** Place the regular customer deck to the side of the play area near the coop.

5. Place one die of each color for each player in the game. **For instance, in a 3 player game, there will be 3 of each color of dice for a total of 15 dice.** Any remaining dice should be placed back in the box.
6. Choose the first Head Chef, or starting player, by any method of your choice. We recommend the player who has cooked food for a group most recently. Give that person the 3 Head Chef dice.

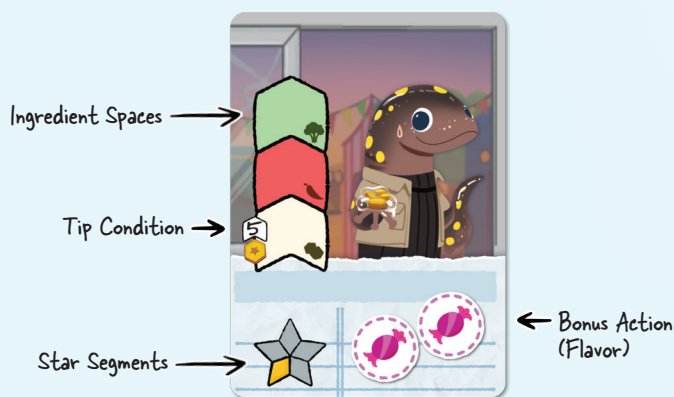
OVERVIEW

Your goal is to score points by filling as many customer orders as you can. You'll do this by plucking ingredient dice from the coop and writing the numbers from the dice on the matching colored ingredient spaces on the left side of your customer cards. There are 5 ingredient types: tofu (white), peppers (red), broccoli (green), eggplant (purple), and citrus (yellow). Your truck comes with several stations (prep, chop, sauce, and toss) to help you fill orders. Once an order is complete, that customer gives you a bonus action (page 6), a review in star segments, and possibly even tips (page 11). You will use tips (shown by a gold coin) to upgrade your truck's food stations. Your reviews, tips, upgrades, and bonus board determine how many points you earn (points are shown in a blue ribbon icon). The player with the most points wins the game!

Each round, you'll **Prep** your truck (page 4), **Chuck and Pluck** (page 5), and **Cleanup** (page 11). Before getting into gameplay steps, let's get familiar with your customers.

FEEDING CUSTOMERS

A customer card consists of 3-5 ingredient spaces, 1-2 tip conditions, 1-5 star segments, and a bonus action. You can fill ingredient spaces with any ingredient of the same color, and you can fill ingredient spaces in any order you want. However, once a number is written on an ingredient space, you cannot erase it.



Order Up!

When filling in customer ingredient spaces, numbers must be either greater than or equal to all the spaces below it.



Reinforcing **Order Up!**, ingredient spaces are shaped pointing upwards!

Once all spaces have been filled, the customer is fed!



GAMEPLAY

Now that you're familiar with how to feed customers, let's talk about the different phases during each round of the game.

The game is played over 5 rounds, which can be tracked on your food truck's awning.



PREP

The Head Chef will set the prep ingredients for a round. They do this by rolling and arranging the Head Chef dice in any order they desire.

When choosing the order, the Head Chef should consider what ingredients (colors and numbers) they need for the customers in their queue.

They then call out the numbers to the table in that order (example: "Six, Three, Four!"). All other players must respond "Yes, Chef!" Then, all players must write the numbers in the same order on their food trucks' prep stations. Set the Head Chef dice to the side of the coop for use in the **Chuck 'N Pluck** phase (page 5). Note: The prep station ingredients are different on each player's food truck.



Every player will get an equal number of rounds as Head Chef and will rotate clockwise from the starting player. In games with fewer than five players, the remaining rounds will be Chef's Choice rounds, where one player rolls the dice but all players decide the order of dice for themselves. You may choose to mark the Chef's Choice rounds on your awning as a reminder.

No. of Players	Round 1	Round 2	Round 3	Round 4	Round 5
2	Player 1	Player 2	Player 1	Player 2	Chef's Choice
3	Player 1	Player 2	Player 3	Chef's Choice	Chef's Choice
4	Player 1	Player 2	Player 3	Player 4	Chef's Choice
5	Player 1	Player 2	Player 3	Player 4	Player 5

CHUCK 'N PLUCK

Roll up your sleeves, and prepare to get pluckin'! In this phase, you'll be feeding customers, moving them from your queue, and using their bonus actions. Fed customers will also earn you tips and leave reviews, but these are not resolved until the **Clean Up** phase.

Each player picks up any 5 ingredient dice to roll (the color does not matter yet). The Head Chef gives a countdown and says "Go!". Each player will roll their dice simultaneously into the coop. If any dice bounce out of the coop, toss them back in.

Players simultaneously 'pluck' dice from the coop. Each player must take only one die at a time, and they must write the die's number into an ingredient space on a customer card or into the spaces in their chop station before they can pluck another die. A player must take a total of **4 dice**.



Plucking Dice:

- You must use the die they've plucked before taking another.
- You must use only 2 fingers from 1 hand to take each die.
- You must not slap, hit, bump, or generally roughhouse with the dice or your opponents. Do not squish the coop or your friends!
- You must not change the die's number after plucking.
- You must keep the plucked die if you place it in front of yourself. If you are still holding the die and change your mind, the die may be placed back in the coop with the same number face showing.

Committing to a die that cannot be used means a wasted ingredient. The prep stations on your food truck can be used to get out of a sticky situation!

ALTERNATIVE PLUCKING RULES

If the group would prefer to take things slow, have the players simultaneously toss dice into the coop and then take turns plucking one die at a time, starting with the Head Chef. A player must still use their plucked die before plucking another one.

FEEDING CUSTOMERS

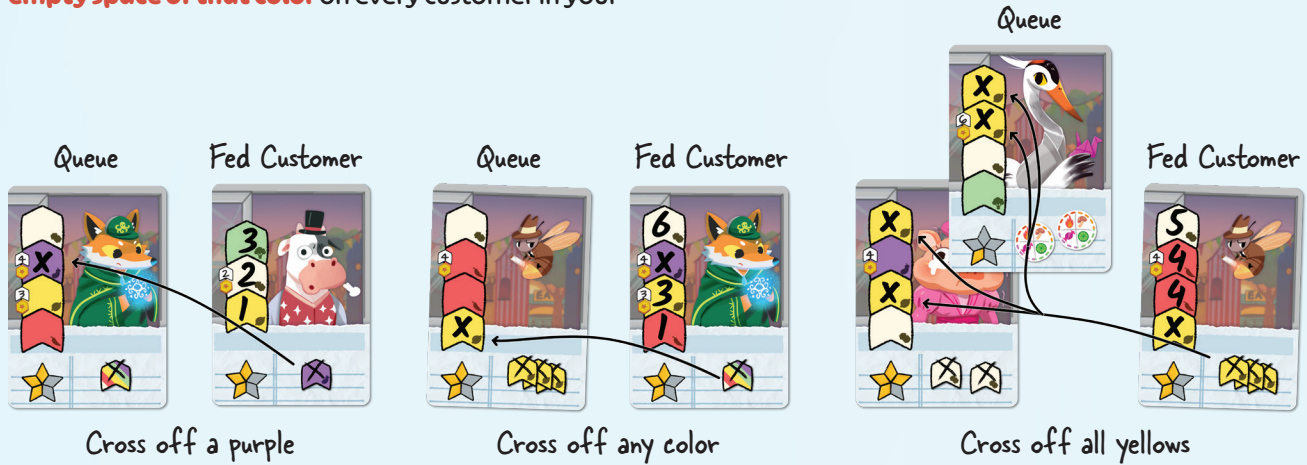
Once a customer is fed, move them from the left side of your food truck to the right. **A player must use their served customer's bonus action in the same round or it is lost.** There are two types of customer bonus actions: **cross-offs** and **flavors**.



Cross-off Bonus Action

When a cross-off bonus action is earned from a fed customer, write an 'X' on an unfed customer's empty ingredient space that matches the bonus color. If the cross-off bonus action shows three Xs, **cross off every empty space of that color** on every customer in your

queue. X'd out spaces count as progress towards feeding that customer but do not have a number associated with them. Because of that, **X'd out spaces do not count toward tips (page 11)**.



Flavor Bonus Action



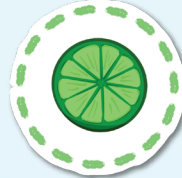
Savory



Sweet



Spicy



Sour



Any 1 flavor

The flavor bonus action will advance a player on the picnic or menu board below their truck, earning them additional bonuses and points. Bonuses on these boards, unlike those on the customer cards, can be **saved and used during any round**. Circle these bonuses to show that they are unlocked, and cross them out when they are used. See page 9-10 for more details on how to use each type of bonus board.



Unearned



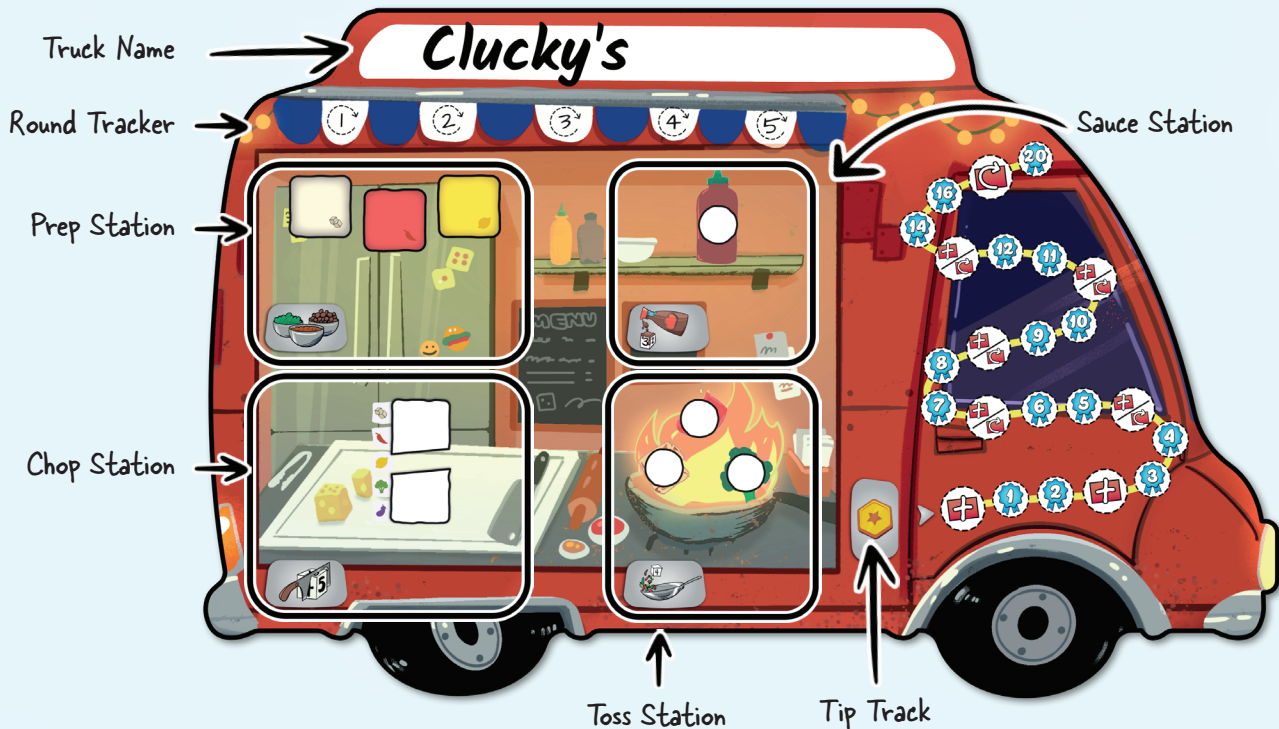
Earned



Used

USING YOUR FOOD TRUCK

Your food truck has several stations to help you fill customer orders. All of the stations will be reset at the end of each round during the **Cleanup** phase, and there is no penalty for not using them.



GAMEPLAY

PREP STATION



The prep station consists of three prep ingredients that players can use to fill ingredient spaces on customer cards, just like they would with ingredient dice.

Cross off each prep ingredient as it is used. You can use each prep ingredient once per round, and you will lose unused prep ingredients at the end of the round.

In addition, **each food truck has three stations to modify ingredients**: sauce, toss, and chop. Before using an ingredient, you may modify it by using these stations.



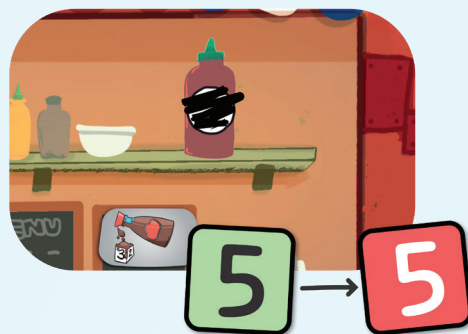
Note: Ingredient dice can always be modified. However, prep ingredients cannot be modified until you have upgraded your prep station (page 12).



SAUCE STATION



With the sauce station, players cover their ingredients in so much sauce that they change color (become a different ingredient), but the ingredient's number stays the same. Cross off the sauce space to show that you've used this station. Immediately write the value of the die with the new color into the desired customer's ingredient space as it cannot be saved for later.



TOSS STATION



Players can use the toss station to reroll a die. Each time you reroll, cross off one of the toss station spaces. You may re-roll the same die multiple times, but it costs one space for each roll.



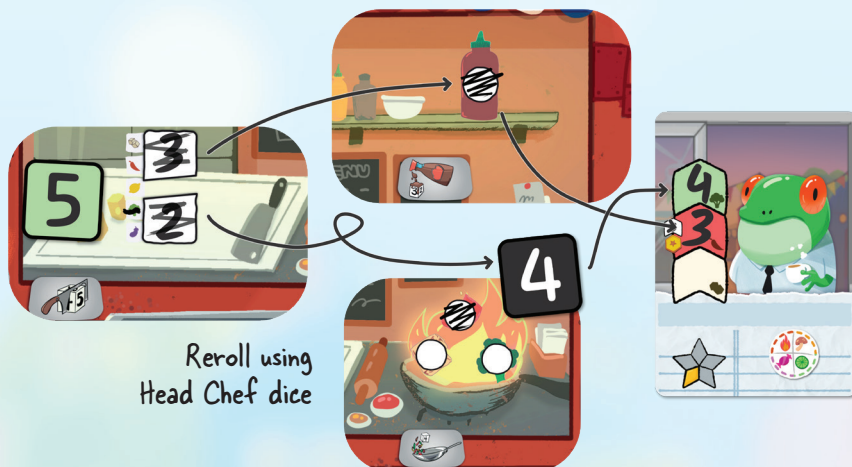
CHOP STATION



Players can use the chop station to cut an ingredient die into two separate numbers that add up to the original number. Write these two numbers on the chop station spaces. The color is unchanged when chopping. For example: you can chop a purple 6 die into a 5 and a 1, a 4 and a 2, or a 3 and a 3. You may not chop a die into the same number and 0. You can mark the matching ingredient icon next to the number spaces to remember which color you chopped. You can use the chopped numbers to fill customer orders as if these were two separate dice.



Players may run an ingredient through multiple stations before using it to feed a customer. **For instance, you can take a green 5, and chop it into a 3 and a 2.** Then, you can sauce the 3 into a red or toss the 2. You may use the Head Chef dice to toss any ingredients that do not have a physical die (those in your prep station or those that have been chopped). Share these dice among the table.



Reroll using Head Chef dice

USING YOUR BONUS BOARD

Each player chooses a menu or picnic board at setup. These boards offer different play experiences. We recommend first-time players use the menu board.

There are two types of bonus board actions: cross-offs and coops. Cross-offs function the same as on customer cards. The coop bonus action allows players to pull an additional die from the coop during the **Chuck and Pluck** phase (page 5). Boards also have tips that are resolved during the **Cleanup** phase (page 11) and points that are scored at the end of the game (page 14).



Pluck an additional die from the coop



Earn a tip during the Cleanup phase

Players may use the bonuses on their boards in any order during any round during the Chuck and Pluck phase.

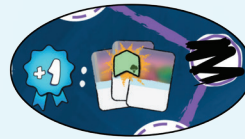
MENU BOARD



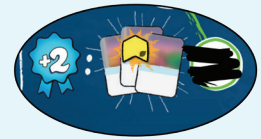
On the menu board, players will work their way down different tracks that match the flavor bonus actions they earned by feeding customers. Each step on a track will grant you a bonus action, a tip, points, or a combination of these.

Whenever you feed a customer and earn a flavor bonus action, first go to the track matching the flavor icon, then to the top-most unearned bonus action. If there is a dashed line, circle this step to show that it is earned. If it is a bonus action, it can be used. If it is a tip, it will be awarded during the **Cleanup** phase (page 14).

If there is a solid circle, fill it in. These steps are scoring conditions where you'll earn additional points at the end of the game based on the customers you fed. For instance, reaching the middle of the sweet track will grant an additional 1 point per green ingredient space on fed customers. Reaching the end of the sour track will grant an additional 2 points per yellow ingredient space on fed customers.



+1 point for all green ingredient spaces on fed customers



+2 points for all yellow ingredient spaces on fed customers

PICNIC BOARD



On the picnic board, players will be drawing icons corresponding to the flavor bonus actions they earned by feeding customers. Each table has a separate mini puzzle where you'll earn points based on the scoring conditions found on the signs next to the tables.

Tables with green signs have = (matching) markers between table spaces, and tables with red signs have ≠ (not matching) markers between table spaces. These tables will only be awarded points if the entire table is filled and every space meets those conditions. Flavor icons drawn on tables with an = marker should be the same flavor while ≠ markers indicate the same flavors cannot touch. **For example, the center table (red sign) uses a ≠ marker between all the spaces. If a player**

draws 4 different icons, they will earn 12 points. If they draw two of the same flavor icons touching, they will earn 0 points. However, ingredients can repeat so long as they respect the matching markers. For example, spicy, savory, spicy, savory earns the full 12 points.

The other tables with orange signs will be awarded points for each space filled that matches the scoring condition on the sign, even if the entire table is not filled. For example, the top left table (orange sign) uses a ≠ marker. Filled spaces must have a different flavor icon. If 4 different flavors are drawn, the player earns 8 points. If the player draws two mushrooms and a fire icon, they will earn 4 points.

The largest table (bottom left) has a second scoring condition where filling the entire table matching that condition earns the player 20 points.

Independent from the scoring conditions, you can also earn bonus actions. A player must draw flavor icons in all the spaces touching a bonus action in order to earn it. The bonus action is granted regardless of if the drawn icons match the scoring condition of the table or space. Circle earned bonus

actions to indicate they can be used.

The **Chuck and Pluck** phase is over when all players have exhausted their ingredients - the dice ingredients (up to 4), prep ingredients, and any earned bonus actions that they would like to use. There will be an equal number of dice remaining in the coop as the number of players (unless someone used a coop bonus action). Once all players are ready, move on to the **Cleanup** phase.

CLEANUP

The **Cleanup** Phase has a few steps.

1. CLEAN STATIONS

Erase all marks made on your Prep, Sauce, Chop, and Toss stations. Do not erase your truck's name, tip track, or anything on the bonus board. Chefs keep a clean kitchen!

2. REVIEWS

For all customers fed this round, count up the star segments across all customers fed this round and add them to your bonus board, starting from the top and moving down. You can track customers fed by placing the cards in a new row for each round.

Do not erase your fed customers until the end of the game. That way, if you ever forget to add your reviews after a round, you can always recount using the fed customers.

3. EARN TIPS + STATION UPGRADES

Giving customers exactly what they want will earn you a tip after they've been fed. Every customer has at least one space showing a tip condition (gold coin with number above) that must be met to earn a tip. If the number in the customer space matches the

number of the tip condition, you'll earn one tip. X'd out spaces do not earn you tips!





For example: Sandra has successfully fed 3 customers this round. She earns a total of 2 tips for using the exact number matching the tip condition on spaces on the first 2 customers. The first customer has a second tip condition, but the number does not match. The final customer has Xs on both tip conditions and does not award any tips.

At the end of each round, count all tips earned from each fed customer plus the tips you earned on the bonus board. Circle the number of steps on the food truck's tip track that you earned, starting with the first uncircled step. Every step will either grant you points or a station upgrade.

Station upgrades include adding a new station tile to your truck (plus icon) or allowing you to flip over a station tile already on your truck (flip icon).

Food truck stations start at level 0 and can be upgraded twice (level 1-2). Each upgrade grants points at the end of the game. Level 2, the maximum station upgrade, includes a fire illustration.

Prep Station Upgrades

Base truck: 3 ingredients. Prep ingredients **cannot be modified by other stations.**

Level 1: 3 ingredients. Prep ingredients can be **chopped, sauced, and tossed.** Reminder: When re-rolling for an ingredient that has been prepped or chopped, you can use a black Head Chef die as a stand-in for the actual die.



Level 2: 1 white prep ingredient and 2 wild ingredients. These can also be chopped, sauced, and tossed.

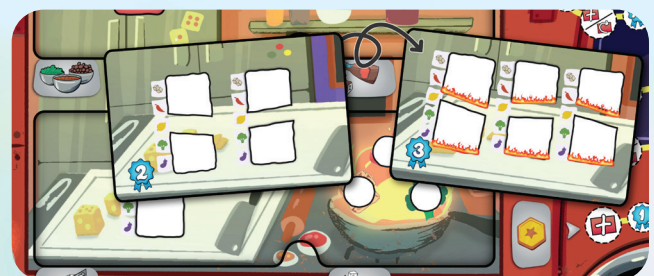
Chop Station Upgrades

These levels represent the number of chops available in a round. You cannot chop 1 die into more than 2 numbers.

Base truck: 1 chop

Level 1: 2 chops

Level 2: 3 chops



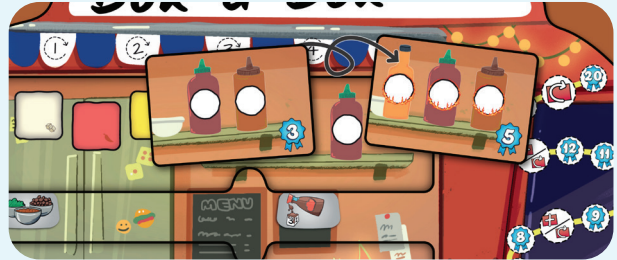
Sauce Station Upgrades

The levels represent the number of times you can sauce an ingredient in a round.

Base truck: 1 sauce

Level 1: 2 sauces

Level 2: 3 sauces



Toss Station Upgrades

The levels represent the number of times you can toss an ingredient in a round.

Base truck: 3 tosses

Level 1: 5 tosses

Level 2: 7 tosses



4. TICK OFF

Reminder: skip this step in the final round.

If there are no star segments remaining before you go to tick off a segment, this customer has become hungry and will leave your truck to find a meal elsewhere. Erase everything on the customer and return them to the bottom of the draw pile.

For all customers not fed this round, tick off one star segment. This means that they'll grant one fewer star segment when fed. **Customer star segments can go down to zero, but not negative!** A fed customer with zero segments will give zero review points, but may still give a bonus and tips.

5. ATTRACT NEW CUSTOMERS

During this round, if you completely filled in a star on your bonus board with a customer card icon on it, draw 4 customers instead of 3.

Reminder: skip this step in the final round. Draw 3 customer cards. You may choose to keep any number of these customers and add them to your queue. Discard any customers you would not like to keep, and replace them with an equal number from the customer deck. You will not get the option to discard a second time. **You must gain 3 new customers every round. If the customer draw pile ever runs out, shuffle the discard pile and start a new draw pile.**



6. PASS HEAD CHEF

The next player clockwise now becomes the Head Chef next round. Start the next round with the Prep phase.

END GAME SCORING

After 5 rounds, it's time to score points and find out who is Top Chef! Nominate one player to fill out the score card for the game. All points are shown inside a blue ribbon icon. Each player will score points in the following ways:

1. **Tip track** - the point value in the furthest earned step, ignoring station upgrades
2. **Station upgrades** - the sum of point values on the corners of all station tiles in your truck
3. **Bonus board** - points from the menu (page 9) or picnic board (page 10) scoring conditions
4. **Reviews** - the point value of the furthest completely filled in review star. Score one additional point for each filled in segments beyond that

Tally up all the numbers, and the player with the most points wins! In the case of a tie, the player who fed more customers wins. If there is still a tie, the win will be shared, and the tied players get to be Top Chef together!

6					
13					
2					
11	18				
2	8				
-	-				
-					
30					
90					



6	12				
13	17				
2	-				
11	18	-			
2	8	-			
-	-				
-					
30					
30	24				
90	81				



CREDITS



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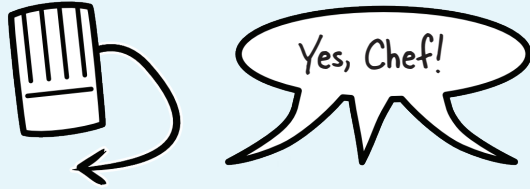
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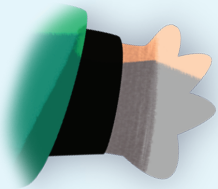


REFERENCE

Prep



Chuck 'N Pluck



Chuck 5



Pluck 4

Cross-off Actions



Purple cross-off



Red multi cross-off



Wild cross-off

Flavor Actions



Savory



Sour



Sweet



Spicy



Any 1 flavor

Bonus Board Actions



Pluck an additional die from the coop



Earn a Tip during the Cleanup Phase

Cleanup



Clean Stations



Reviews + Tick Offs



Tips + Upgrades



Attract Customers