

Diced

2- 4 players

Abstract:

Diced is a card game where players attempt to build and consume a particular type of sushi roll for points. At the same time, players will also be trying to undermine each other by cutting (dicing!) sushi rolls in half making it more difficult to collect the rolls (points).

Playing the game:

The four "Goal Cards" will be shuffled and dealt to each player face down. These will be the type of sushi rolls players are trying to build.

From the play deck, each player will be dealt 5 cards. Starting with the player who last ate sushi and moving clockwise, players must play 2 cards from their hand. If you do not have playable cards, you must discard two cards into the discard pile. Each player has a "plate" before them and will be building rolls of sushi of the same type on their plate. Players may lay down any type of sushi, but the goal is to build a sushi roll that matches their goal card, as these will yield bonus points.

To collect points, players must play a "consume card" (OMM NOM NOM or SUSHI FOR TWO) on a roll of 3, 4 or 5 pieces in length, for 1, 2 or 3 points, respectively. Rolls of your goal type are worth double. Once a consume card is played on a particular roll, the roll is moved into a pile beside the player, preferably criss-crossed or keep each consumed roll in its own pile, as the points will need to be tallied at the end of the game.

Throughout the game, players will encounter other action cards that will allow them to undermine other players' sushi roll building efforts. "Dice!" cards allow you to cut another player's sushi roll in half. If the roll cannot be evenly divided, divide the roll into either a 1:2 or 2:3 ratio.

"Block" cards can be played at anytime a player's sushi roll is about to be diced by an opposing player. "Block/Steal" cards allow the blocking player to block a dice and then steal a roll from that opponent.

"Rainbow Roll" cards allow players to recombine any two rolls of sushi on their plate. Once a roll has been recombined, it cannot be consumed for bonus points. (bonus points? Wait if I have a Shrimp roll, and Shrimp is my Goal, then you dice it, then I combine it back with a Rainbow roll I don't score it as a Goal Roll? So why would I combine that Shrimp roll ever? What if Rainbow rolls allowed you to score the highest possible value for the roll? What if Rainbow rolls were used and then discarded, kind of turn them into reverse Dice cards? - GG I want to play this mechanic both ways, because I like it as a reverse dice card, but I figured with how this is written now, it would give opponents more of an incentive to discover what roll you're working

towards. -DB)

"Steal" cards allow players to steal a roll from any opponent's plate and place them on their plate. (How much can I steal per card played? One card or one roll? Can I steal a Rainbow Roll and destroy someone's combo roll? - GG You get to steal one roll from a select opponents plate. - DB)

The game ends when the deck is out and no one can playing anything further from their hand. (Hadn't we thought of letting you play out your hand before the final tally - GG Yes! It feels a lot more comfortable of a way to end the game.)

Point System:

3 piece roll = 1 point

4 piece roll = 2 points

5 piece roll = 3 points

All point values are doubled for consuming a roll of your goal type, e.g. if your goal card is the "Shrimp Roll" card, and you consume a shrimp roll four pieces in length, you will score four points as opposed to two points.

Game inventory:

4 goal cards

124 playing cards

- 60 sushi cards

- 15 Dragon Roll (Green)
- 15 Uni Roll (Red)
- 15 Shrimp Roll
- 15 Tuna Roll

- 24 Consume cards

- 12 regular (10 - GG)
- 12 multi (6 - GG)

- 16 Dice cards

- 10 Blocks

- 5 regular (6 maybe - GG)
- 5 counter (Choose a new target for the Dice/Steal being played. Also 4 maybe?)

Counters should be rarer than blocks. Do counters allow you to redirect the target or do they negate the card. redirection is more fun and I like the notion of countering a Steal and getting to keep the stolen card as a reward for my skillful counter usage - GG Again, I want to try both

ways, but I agree, redirects can be a little more dynamic. - DB)

- 4 Steals (take an entire roll or a single card from opponents plate? - GG)

- 10 Rainbow rolls (Place between any two rolls on your plate OR combine any two rolls on your plate then discard Rainbow Roll also maybe reduce to 8 - GG)

Play test notes:

Needs more consume cards (You have too many right now. There are 4 more consume cards than the maximum total of possible consumable rolls, assuming 20 rolls of three, in a game. Not to mention that the multi consumes exacerbate this. I suggest we drop it to 10 regular and 6 multi - GG)

Players have their own plates (play area)

Can't consume other people's rolls

Draw up to five at the beginning of the turn

More rainbow rolls and they now combine two rolls

Remove Dice Twice

Consume from your own plate only

No more "Stolen roll", instead, point values are universal and doubled when you consume a roll of your goal.

Rotate goals

If we cut the Consume and Rainbow Rolls a bit we are down to 114 cards. Pull one more sushi from each (so 14 per type) and 2 dice cards and we are at 108 and can play with that final two cards, Maybe something wacky like a Goal Swap - GG

Playtest: 12/9

Score: Dan-7 DB-5 Ali-13 Ali took advantage of steal cards and got her goal.

Suggestion: action card deck and sushi deck.

Rainbow roll needs to be figured out. Make it an action?