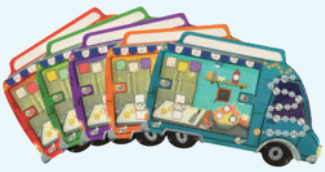
CHICKEN FRIED DICE

RULEBOOK



ORDER UP! Become Top Chef at a 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 the Top Chef and the winner!

COMPONENTS



5 food truck boards



5 compost tiles



5 coop wall segments



5 bonus boards (picnic or menu)



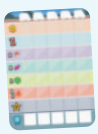
25 ingredient dice
in 5 colors
3 Head Chef dice



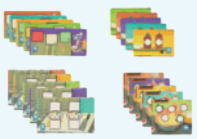
96 customer
order cards
(15 starter, 81 normal)



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 pentagonal dice corral by inserting the pieces into each other at the slots. 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). Not all players need to use the same side of the bonus boards. **For first time players, we recommend using the menu bonus board.** Slot the truck and bonus boards together. Slot a compost tile behind each player's truck.

3. Each player places the four 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 normal customers, and shuffle both decks separately. Deal three starter customers to each player, and place any remaining cards back in the game box. Have each player place their starter customers face up on the left side of their truck, forming a queue. **The order of customers in the queue does not matter.** Place the normal customer deck to the side of the play area near the coop. Leave space to create a discarded customer pile.

5. Place a set of ingredient dice per player in the coop. A set is one die of each color. **For instance, in a three player game, there will be three of each color of dice for a total of 15.** Place any remaining dice back in the game box.

6. Choose the first Head Chef, or starting player, by any method of your choice. We recommend the player who has most recently cooked food for a group. Give them the three Head Chef dice.

OVERVIEW

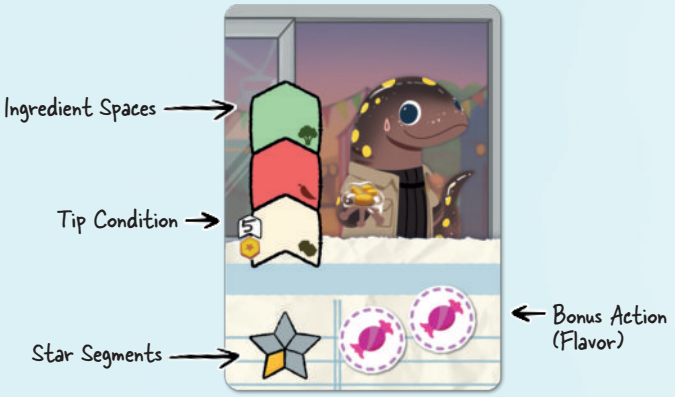
Your goal is to score points by filling as many customer orders as you can. You'll do this by plucking ingredient dice from the coop and writing the numbers from the dice on the matching color spaces on the left side of your customer cards. There are five ingredient types: (white), (red), (green), (purple), and (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 review in star segments (page 11), a bonus action (page 6), and possibly a tip (page 11). You'll use tips to upgrade your truck's food stations. Your reviews, tips, upgrades, and bonus board determine how many points you earn . The player with the most points wins the game!

Each round, you'll **Prep** your truck (page 4), **Chuck 'N Pluck** (pages 5-10), and **Cleanup** (pages 11-13).



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.** Note: 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 equal to or higher than all the spaces below it.

Order Up! The ingredient spaces are shaped like arrows pointing upwards to help you remember.

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 five rounds, which can be tracked on your food truck's awning.



PREP

The Head Chef sets the prep ingredients for the round. They roll and arrange the Head Chef dice in any order they desire and then call out the numbers to the table (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 (pages 5-10).

When setting the order, the Head Chef should consider what ingredients (colors and numbers) they need for the customers in their queue. The prep station ingredients are different on each player's food truck.



Every player will get an equal number of rounds as Head Chef. In a game with five players, the Head Chef will rotate clockwise each round. In a game with less than five players, Head Chef will still rotate clockwise, but any remaining rounds will be Chef's Choice, 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'! During 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 five 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, roll 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. Each player must take a total of **four dice.** Once a die has been used, place it on your compost tile.

Every Player:

1. Must use the die they've plucked before taking another.
2. Must use only two fingers from one hand to take dice.
3. Must not slap, hit, bump, or generally roughhouse with the dice or their opponents. Do not squish the coop or your friends!
4. Must not change the die's number after plucking.
5. Must keep the plucked die if they place it in front of themselves. If they are still holding the die and change their minds, 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. Remember, the prep stations on your food truck can be used to get out of a sticky situation!

An easy way to remember this is "Chuck 5, Pluck 4"!





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 going clockwise. A player must still use their plucked die before plucking another one.



FEEDING CUSTOMERS

Once a customer is fed, move them from the queue to the right side of the food truck. **A player must use their fed 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

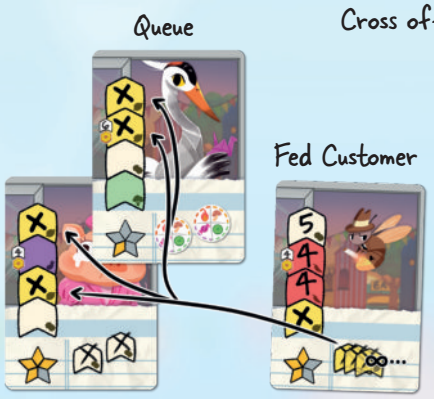
When a cross-off bonus action is earned from a fed customer, write an 'X' on an unfed customer's empty ingredient space that matches the bonus color. If the cross-off bonus action includes an ∞, **cross off every empty space of that color** on every customer in your queue. X'd out spaces count as progress towards feeding that customer but do not have a number associated with them. Because of that, **X'd out spaces do not count towards tips** (page 11).



Cross off a purple



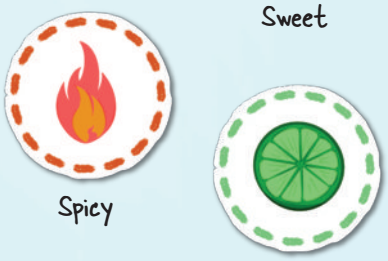
Cross off any color



Cross off all yellows

Flavor Bonus Action





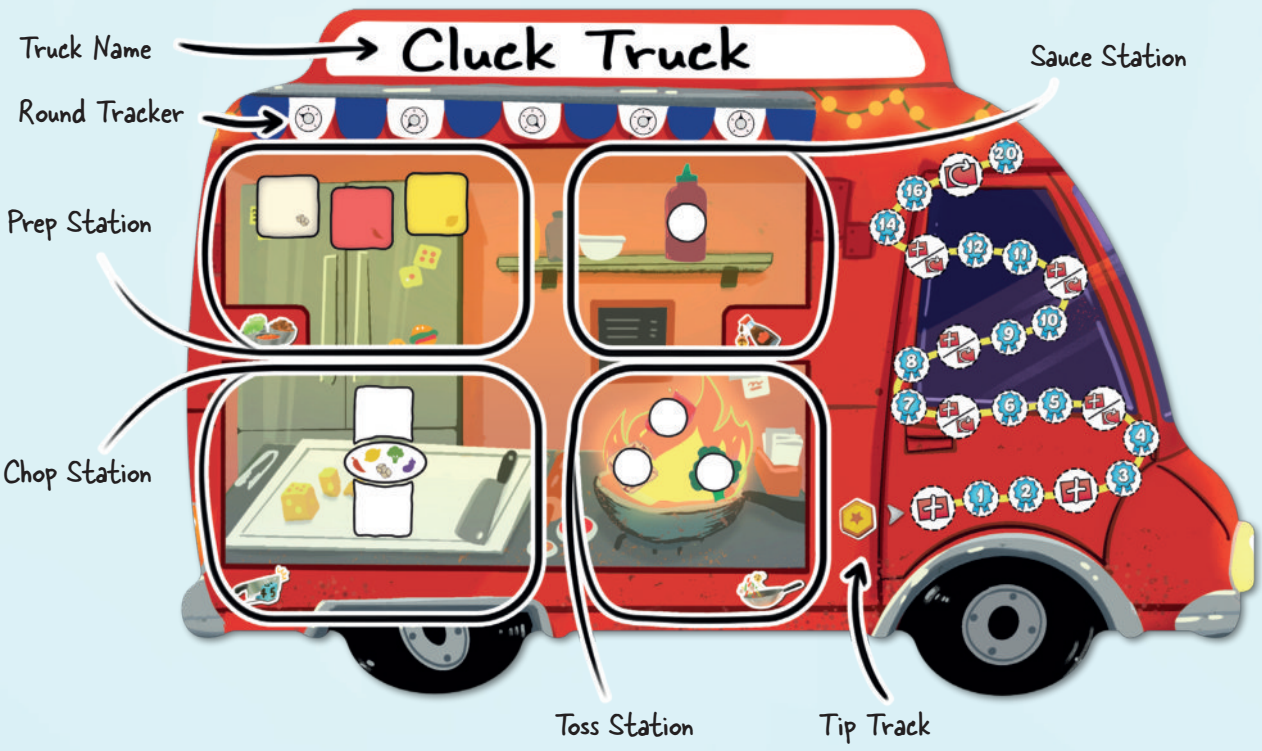

Any 1 flavor

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 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.



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 (i.e., 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



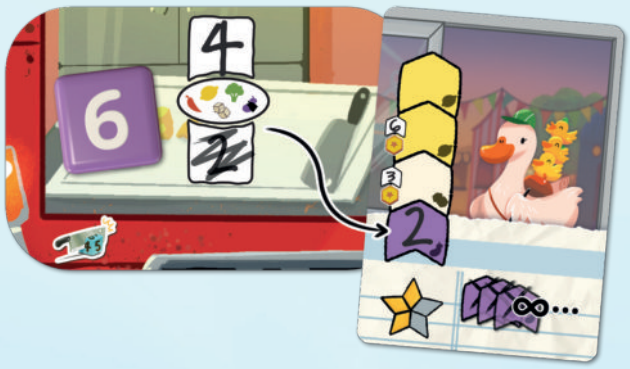
Players can use the toss station to reroll a die. Each time you reroll, cross off one of the toss station spaces. You may re-roll the same die multiple times, but it costs one space for each roll.



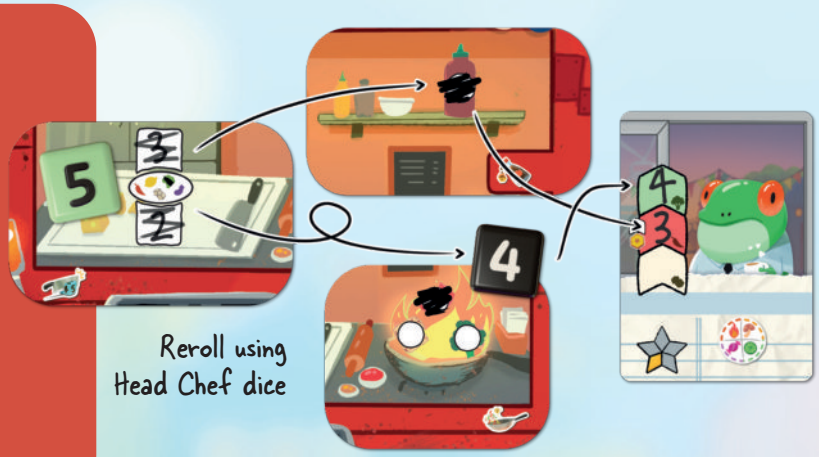
CHOP STATION



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 between 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 use multiple stations on an ingredient 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.



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 'N Pluck** phase (page 5). There are also 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 'N 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. Points are granted for the furthest step reached in each track.

Whenever you feed a customer and earn a flavor bonus action, go to the top-most, unearned step for the track matching the icon. 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 11).

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 four different icons, they will earn 12 points. If they draw two of the same flavor icons touching, they will earn 0 points. However, if a player draws the following going clockwise - fire, mushroom, fire, mushroom - they will still earn 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 four 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 with the same flavor earns the player 20 points.

Independent from the scoring conditions, you can also earn bonus actions by filling in the adjacent table space with any icon. Some bonus actions touch multiple table spaces ("shared plates!") that must all be filled in order to earn the bonus. The bonus action is granted regardless of it the drawn icons match the scoring condition of the table or space. Circle earned bonus actions to indicate they can be used.

The **Chuck 'N Pluck** phase is over when all players have exhausted their ingredients - the dice ingredients, prep ingredients, and any earned bonus actions that they would like to use. Once all players are ready, move on to the **Cleanup** phase.



CLEANUP

The **Cleanup** phase is where players prepare for the next round of chuckin' and pluckin' by cleaning up their stations, marking down their reviews, earning tips, and upgrading their stations. Except in the final round, you will also be ticking off unfed customers and attracting new ones.

1. CLEAN STATIONS

Erase every mark made on your prep, sauce, chop, and toss stations on your food truck. Chefs keep a clean kitchen! Do not erase your truck's name, tip track, or anything on the bonus board or customer cards.

2. REVIEWS

For all customers fed this round, count up the star segments 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 means that they will leave you a tip after they've been fed. Every customer has at least one space showing a tip condition 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.** An X'd out space does not earn you a tip!



For example: Sandra has successfully fed three customers this round. For the first two customers, she earns a total of two tips for using the exact number matching the tip condition on spaces. 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 or allowing you to flip over a station tile already on your truck .

Food truck stations start at Level 1 and can be upgraded twice (Level 2-3). Each upgrade grants points at the end of the game. Level 3, the maximum station upgrade, includes a fire illustration.

Prep Station Upgrades



All levels include space for three ingredients.

Level 1: Prep ingredients **cannot be modified by other stations.**

Level 2: Prep ingredients **can be chopped, sauced, and tossed.** Remember, 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 3: The three prep ingredients are split into one white prep ingredient and two wild ingredients. These can also be chopped, sauced, and tossed. Wild ingredients can be any color when filling in a customer space.

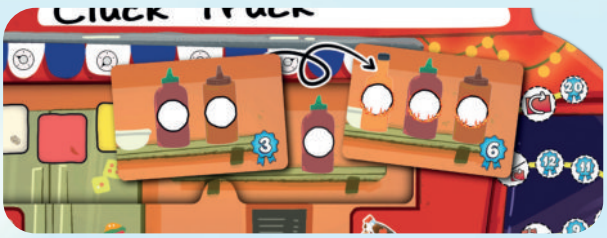
Chop Station Upgrades



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

Level 1: 1 chop **Level 2:** 2 chops **Level 3:** 3 chops

Sauce Station Upgrades



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

Level 1: 1 sauce **Level 2:** 2 sauces **Level 3:** 3 sauces

Toss Station Upgrades



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

Level 1: 3 tosses **Level 2:** 5 tosses **Level 3:** 7 tosses

4. TICK OFF

Reminder: skip this step in the final round.

For all customers not fed, tick off one star segment. This means that the customer will 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 they may still give a bonus and tips.

If no star segments remain when you go to tick off a segment, this customer becomes hangry and will leave your truck to find a meal elsewhere. Erase everything on the customer and return the card to the bottom of the draw pile.



At the end of the next round, this customer will get hangry and leave!

5. ATTRACT NEW CUSTOMERS

Reminder, skip this step in the final round.



Draw three 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. If you choose to discard any customers, draw the same number that you discarded from the customer deck and add them to your queue. You will not get the option to discard a second time. You must gain three new customers every round. If the customer draw pile ever runs out, shuffle the discard pile and start a new draw pile.

If you completely filled in a star on your bonus board with a customer card icon on it, draw an additional customer card.

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 five rounds, it's time to score points and find out who is Top Chef! Nominate one player to fill out the score card. 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 segment 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!















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REFERENCE

GAMEPLAY SUMMARY

Prep



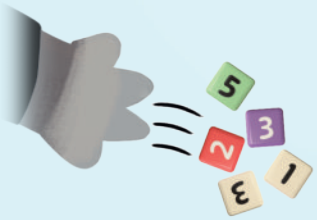
Head chef rolls dice





Everyone sets prep ingredients for the round

Chuck 'N Pluck



Chuck 5 dice





Fill Customer Orders

Cleanup



Clean stations



Review score



Tips + Upgrades



Tick offs



Attract new customers



Pass Head Chef

ICON REFERENCE



Add a station tile



Flip a station tile



Points



Any 1 flavor



Cross off any ingredient



Cross off all green ingredients



Pluck an additional die from the coop



Earn a tip during the Cleanup phase



+1 point for all green ingredient spaces on fed customers



+2 points for all yellow ingredient spaces on fed customers