CHICKEN FRIED DICE

SOLO MODES



SOLO MODE

Prepare to face off against your rival chefs at the food truck festival! You'll play the game by the standard multiplayer rules, but your chosen rival will interact with the dice and score points using their specific rules. Are you up to the challenge?

Important: Make sure to read the general rules before reading these instructions!

SETUP

1. Your rivals are shown on the back of each player truck board. Select a rival based on the level of difficulty you'd like for this game - see chart (pg. 3). Each compost tile has a back side that matches each rival. Find your rival's matching compost tile and place it behind their truck. Your rival does not need station tiles.
2. Set up a different truck, compost tile, and bonus board for yourself as you would in the multiplayer version of the game. You may select either the menu or picnic side of the bonus board.
3. Shuffle starter customers and deal 3 of them to yourself, returning the rest to the game box. Shuffle normal customers and form a customer draw pile in the center of play space. Place the 3 Head Chef dice in front of your truck.
4. Set up the coop in front of you with the point facing away. Place two sets of each color of ingredient dice in the coop (10 total).
5. See your selected rival for their unique setup instructions.



Rival Chef	# of Ingredient Dice Sets	Chef Star Rating (Difficulty)
Boba Boss	2	★
Siam's EZ Eats	2	★★
Suzi Rolls	3	★★★
The Handsome Chad	2	★★★★
Hangry Hippo Bistro	ALL	★★★★★

You are the Head Chef every round when rolling and deciding the order of the Head Chef dice. The number and order of the dice in your prep station will be the same as the number and order of dice in your rival's prep station and will dictate how your rival will act.

RIVAL'S PREP STATION



The first prep space, coop typically determines the number preference for the round when the rival plucks a die:

1-3 sets the rival's preference for the lowest available number in the coop.

4-6 sets the rival's preference for the highest available number in the coop.

Important: If there's more than one die with the same number that the rival could pick, choose the die that's farthest from you in the coop.

The middle prep space, ribbon is added to the rival's end game score. After each round, transfer this number to one of the score tracking ribbons, or equivalent, on the rival's board.

The last prep space, takeaway triggers unique rules for each rival.

Typically, game play will proceed as follows: You will alternate taking turns with your rival, where each of you will pluck a die and perform an action 4 times per round. Follow the alternative plucking rules to take 1 die at a time. Your rival's selected die will usually be placed on their compost tile to keep track of the total amount of dice they've plucked. Refer to specific rival rules for unique situations and additional plucking conditions.

BOBA BOSS

DIFFICULTY: ★

SPECIAL RULES

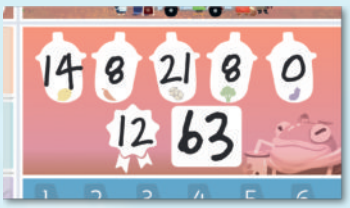


- Writing a 5 or 6 in the takeaway space means Boba Boss will pluck an additional (5th) die during the round. This extra die is taken before you pluck your first die.
- On the rival board, after each of Boba Boss' pluck actions, fill in the lowest free space along the track corresponding to the color matching the plucked die. These color tracks will give additional points to Boba Boss at the end of the game based on the highest-reached level of each color.
- If a track is completely filled in and Boba Boss would pluck that color die, pluck the next available die following their numerical preference instead.

END GAME

After 5 rounds, add up your score as normal.

Boba Boss' final score will be the sum of the highest value ribbon reached on each color track and all ribbon round points earned.





SIAM'S EZ EATS

DIFFICULTY: ★★

SPECIAL RULES

- Siam will pluck first and take 5 actions every round.
- When Siam plucks a die, mark off the highest free space on the number track matching the plucked die number. If the matching numbered track is completely filled in, the plucked die instead follows the arrow to start filling in the highest free space on the next track. If Siam's tracks 3 or 4 are completely full and she plucks a matching die, Siam will IMMEDIATELY WIN 🐔.



SPECIAL ACTION: BURNT ENDS

- When you toss a plucked die on your turn, you also have the option to slow Siam down and erase her potential points using the special action, Burnt Ends.
  - Based on the value of your tossed die, you can erase the lowest spot in a corresponding number track on Siam's board. If your tossed die is even, erase from an even track. If your tossed die is odd, erase from an odd track.
  - You can use this option up to 5 times during the game. Keep track by marking off the hot pad spaces ◇ on Siam's board after each use. The first 3 spaces are available at the beginning of the game. The last two spaces require you to fully upgrade your toss station to become available.
- However, Siam can block you from using Burnt Ends based on her takeaway space.
  - If her takeaway space 🥡 value is odd, her odd numbered tracks are protected.
  - If her takeaway space is even, her even numbered tracks are protected.

You can use Burnt Ends once per die, no matter how many times you toss it.



END GAME

After 5 rounds, add up your score as normal.

Siam's final score will be the sum of the highest value ribbon reached on each numbered track and all ribbon round points earned.





SUZI ROLLS

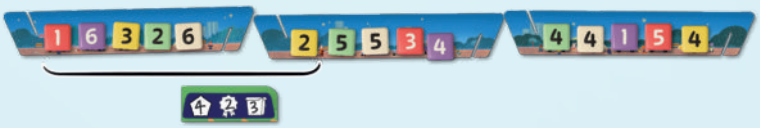
DIFFICULTY: ★★★

ADDITIONAL SETUP RULES



- You will not set up the coop. Instead, take any 3 of the 5 coop segments and place them in a line next to each other above Suzi's truck. Place these coop segments with the illustrated food trucks side face up. These three segments form Suzi's sushi conveyor belt.
- Keep an additional set of ingredient dice (15 total) and put the rest in the game box.
- You will be placing a set of dice onto each coop segment. At the start of every round, shift the leftmost coop segment to the right, repositioning them if needed. Then, roll each set of dice separately and place each die onto the matching truck color

SPECIAL RULES



- The coop space ⬠ determines the group of dice from which the player is allowed to pluck off of the sushi conveyor belt. Starting with the leftmost coop segment, the player may pluck from any of the dice equal to or higher than the value of the coop space plus 2 (i.e., if the coop space is a 4, the player may pluck from the first 6 dice on the sushi conveyor belt).
- Suzi always plucks the die immediately after your plucked die, and she only takes 4 turns per round.
- If the player plucks the last die on the sushi conveyor belt, Suzi receives a 6 for all her remaining turns in that round.
- All numbers plucked by Suzi are written onto the giant sushi on her truck.
- All dice to the left of your plucked die are removed and are no longer available that round. Keep removed dice off to the side.



If a player needs to pluck a die and there are no dice left on the belt, the player will not get a die for that turn.

- During the round, Suzi will modify any die she plucks based on the following rules:
  - The value written below the roe chops her plucked number in half, rounded down to the next whole number (i.e., 5 divided by 2 equals 2.5, which rounds down to 2. Additionally, a 1 die, if plucked and halved, would round down to 0).
  - The value written below the wasabi multiplies her plucked number by 2.
- Suzi will score the sum of these sushi numbers each round, and that score is written into a lantern on the right side of Suzi's truck.
- The ribbon space determines Suzi's round points and is written into a lantern on the left side of her truck.
- To slow you down, Suzi prevents you from tossing, saucing, or chopping any ingredient matching the number on the takeaway space.



SPECIAL ACTION: HIRAZUKURI

- You may use the special ability, Hirazukuri, to slow down Suzi while playing. After every turn that you perform the chop action, the next number plucked by Suzi is halved and rounded down to a whole number.
- If you use the Hirazukuri action before Suzi plucks a die to place under the wasabi, these actions cancel each other out and the number will be written down as-is.

END GAME

After 5 rounds, add up your score as normal.

Suzi's final score will be the sum of all the sushi points earned plus the sum of all ribbon round points earned.



HANDSOME CHAD

DIFFICULTY: ★★★★

ADDITIONAL SETUP RULES

After dealing yourself 3 starter customers, deal 3 starter customers to Chad. Place the customers in a row below his truck, forming the queue.



SPECIAL RULES

- When drawing customers for Chad, cross off all white ingredient spaces. Each round after the first, deal 3 normal customers to Chad. If there is a 5 or 6 written in the takeaway space, Chad will get an extra customer (4 total) for the round. Place them in the queue to the right of his existing customers.
- Chad will always pluck the die farthest away from you in the coop. After Chad plucks a die, write a dash in the top-most empty ingredient space matching the color of for all customers in Chad's queue. If there are no matching spaces, cross off the top-most empty space for the left-most customer in Chad's queue instead.



Chad plucks a red die and writes a dash on the first red space for each customer in his queue.



Chad plucks a red die, but there are no more red spaces. Instead, Chad crosses off the top-most available ingredient space on the left-most customer in his queue.

- The number on the die Chad plucks does not matter. However, for the number you write in the coop space, you will block Chad from earning tips on spaces that have that number tip icon. Instead of writing a dash on these spaces when Chad plucks an ingredient matching the color, cross out the space to show that no tip was earned.



- The ribbon space determines Chad's round points and is written into a license plate on the bottom of his truck.

- When Chad plucks a white ingredient, it will be treated as a wild: cross off the top-most empty ingredient space for all customers in Chad's queue. When Chad earns a white cross off bonus action, cross off only the top-most empty ingredient space on the left-most customer in Chad's queue. If Chad earns a white multi-cross off bonus ability treat it the same as a plucked white die.
- If a customer order is completed, move the customer off to the side. If the customer ingredient spaces with a tip icon have dashes, Chad will earn tips for these spaces. For each tip Chad earns, he will move along the map collecting bonus actions to use on his customers.
- If this is the first tip earned by Chad, choose a starting spot on the map and mark off the first bonus space. After that, follow the path that you started. When Chad uses a bonus action from his map, he will apply it to his customers from left to right when finding eligible spaces to cross off. Chad does not use bonus actions from customer cards.
- When Chad fulfills a customer order, he will also earn star segments. These are tracked on the marquee surrounding the map on his truck. Starting from the top-left, fill in one space per star segment. Take note of the diamond star spaces on the marquee. This is how Chad will score (see chart below).

Note: Chad does not earn bonuses on customer cards. Chad's customers also do not get ticked off.



Chad plucks a white die. Each customer has the top ingredient crossed out because a white die acts like a wild ingredient..



Chad plucks a green die and completes the next customer in his queue. The dash on the tip space means that he earned a tip for that customer and can progress on the map. The bonus actions on each map space are used immediately and Chad completes his final customer.



END GAME

After 5 rounds, add up your score as normal.

Chad's final score will be the sum of the furthest diamond star space reached on the marquee plus the sum of all ribbon round points earned.

Stars	1	2	3	4	5	6	7
Points	10	20	30	45	60	80	100

HANGRY HIPPO BISTRO

DIFFICULTY: ★★★★★

ADDITIONAL SETUP RULES

- After setting up your food truck, take one die from each color not represented on your prep station (e.g., if you have white, yellow, and purple then you will grab red and green dice) and roll them.
- On Humphrey's Hangry Hippo Bistro truck, place the die with the highest number on the color row and the die with the lowest number on the number row #. If the dice are the same number, roll again.
- Place all 23 remaining ingredient dice into the coop.

SPECIAL RULES

- If Humphrey's takeaway space is an even number, double the ribbon space number when writing it in as a score for the round.
- Each new round will have fewer dice, depending on how Humphrey plucks and how well you utilize the special action (Sauce 'n Swap).



Immediately after filling any set:

- Remove all dice from that row and put them into the game box.
- Mark the next space on the completed sets track (starting at the 10). After Humphrey plucks a die, mark off one space on his compost tile to track how many dice he has plucked this round.



When Humphrey advances on the sets track, and earns a Burger, immediately draft an additional die for them.

Humphrey can only pluck a maximum of 5 dice total in a single round.

If Humphrey finishes the completed sets track (10 total sets), he IMMEDIATELY WINS.

COMPLETING SETS

Humphrey is trying to complete sets of dice to serve in the Hangry Hippo Bistro. When Humphrey plucks a die, he MUST place the die in the following order if the set condition is met and a space is empty:

1. Same color
2. Same number #
3. Any die ?



SPECIAL ACTION: SAUCE 'N SWAP

When playing against Humphrey, the sauce station is uniquely changed. When you take the sauce action:

You MUST swap your sauced ingredient with one of Humphrey's previously placed dice on the Hangry Hippo Bistro truck. If you are saucing a drawn die, physically swap it with one from Humphrey's truck. If you are saucing a prep station ingredient (only when your prep station has been upgraded), you must take a die from Humphrey's truck but youwill not replace it.



The die you take from Humphrey must change to match the number on the die or prep ingredient that you originally had. The number of your die stays the same when it moves to the Hangry Hippo Bistro truck.

During the Cleanup Phase, clean Humphrey's compost tile.

END GAME

After 5 rounds, add up your score as normal.

Humphrey's final score will be the sum of the highest value ribbon on the completed sets track and all ribbon round points earned.



SOLO CHALLENGES

Turn up the heat with a series of challenges you can attempt to do while playing against your rival. Before the game starts, take note of the challenge you're attempting by writing the challenge number next to the name of your food truck. If you complete it, fill in one of the shapes. Challenge your friends and family to complete the challenges as well by selecting a different shape to fill in. **Or...are you too Chicken? BAGAWK!**

No.	Rival	Bonus Board	Beat Your Rival...	
G01	Any	Menu	by 30 or more points	○ □ ⬡
G02	Any	Picnic	by 30 or more points	○ □ ⬡
G03	Any	Picnic	and completely fill the large banquet table (B)	○ □ ⬡
G04	Any	Any	and have 6 or fewer tick offs on customers	○ □ ⬡
G05	Any	Picnic	and score over 100 points	○ □ ⬡
G06	Any	Menu	and complete 2 flavor bonus tracks	○ □ ⬡
G07	Any	Menu	by at least double your rival's final score	○ □ ⬡
G08	Any	Picnic	using at least 4 shared plate bonus actions	○ □ ⬡
G09	Any	Picnic	and completely fill at least 3 full tables	○ □ ⬡
G10	Any	Any	with at least 8 of each ingredient color served	○ □ ⬡
G11	Boba Boss	Any	without upgrading your food truck	○ □ ⬡
G12	Boba Boss	Any	with Boba Boss only having plucked 3 different colored dice	○ □ ⬡
G13	Boba Boss	Any	while Boba Boss plucks at least 5 of each color dice	○ □ ⬡
G14	Siam EZ Eats	Menu	and pluck 6 ingredient dice in a single round	○ □ ⬡
G15	Siam EZ Eats	Any	while not using the Burnt Ends special action	○ □ ⬡
G16	Siam EZ Eats	Any	with Siam completing the 3 and 4 skewer	○ □ ⬡
G17	Suzi Rolls	Menu	and score over 120 points	○ □ ⬡
G18	Suzi Rolls	Any	with Suzi having plucked only dice that were 4 or higher	○ □ ⬡
G19	Suzi Rolls	Any	without using the Chop ability	○ □ ⬡
G20	Handsome Chad	Menu	and reach extra scoring conditions on all flavor tracks	○ □ ⬡
G21	Handsome Chad	Any	while Chad has 12 or more cross offs on ingredient spaces with tips	○ □ ⬡
G22	Handsome Chad	Any	while completing fewer customers than Chad	○ □ ⬡
G23	Humphrey	Picnic	using at least a shared plate bonus action from each table	○ □ ⬡
G24	Humphrey	Any	without having a white die being removed from game	○ □ ⬡
G25	Humphrey	Any	without upgrading your sauce station	○ □ ⬡
G26	Humphrey	Any	with Humphrey only completing color and number sets	○ □ ⬡