

DICEY DELIGHTS



2-6
PLAYERS
25ISH
MINUTES

Components

50 request cards, 1 shop card, 3 dessert dice, 2 variant cards

How to Win

Have the most points after *last call*.

Setting Up the Game

1. Give the scorekeeper **pen & paper**.
2. Give all 3 **dice** to whoever's going first.
3. Lay out the **shop card** with "open" up.
4. Shuffle all **cards**. Deal 3 to each player. Lay your cards face up in front of you.
5. Put the **deck** in the middle of the table. Play moves to the left around the table.

The Happiest Campers

Camp is ending. As counselors, you all feel like your campers have earned a treat, so you've asked them for requests. And what a list they've made!



ROLL DICE TO FULFILL REQUESTS

Roll dice to see what you can find at the dessert cart. The more requests you match, the more points you'll score for the effort.

STRATEGIZE WITH SPECIAL ABILITIES

You can't always get what you want. Use this lesson to gain special abilities that let you score extra points, improve your next trip to the cart, and mess with the others.

IT'S A RACE TO LAST CALL

Someone getting to 40 points triggers *last call*, where everyone gets 1 last attempt to claim the title of *coolest counselor at camp*.

Understanding the Cards

Every camper has their own unique request and different potential special ability.

requested
desserts

your
camper



points you'll get for
matching 1, 2, and 3
dessert requests

special ability's
timing, name,
and effect

On Your Turn

1. **Roll all 3 dice.** You're trying to match the desserts shown on your request cards.
2. **Re-roll up to 2 times.** Do this in "groups." For example, you might re-roll just 1 die for your first re-roll, then all 3 for your second.
3. **Cash in up to 2 cards.** To *cash in* a card, remove it from your line, either scoring its points or gaining its special ability. You **must** cash in at least 1 card each turn. See **Cashing In Cards**.
4. **Replace cashed-in cards.** Draw them from the deck. If the deck runs out, shuffle the discard pile to replenish it.

Your turn is then over. Give all 3 dice to the player on your left for their turn.



Cashing In Cards

You **must** cash in at least 1 card per turn, though you may cash in up to 2.

SCORING POINTS

If your dice match **at least 1 request** on a card, you can cash it in for points. (Kids can share; you can use each die once *per card*.) See its **cash-in value** for how much matches are worth. Discard cards as you score them.

GAINING ABILITIES

If your dice match **no requests** on a card, you can cash it in for its special ability. You can only do this once per turn.

Abilities can score you extra points, take points from others, boost your next turn's potential, and more!

Pay attention to the timing of *when* they activate. See *Using Abilities*.



Using Abilities

Use abilities strategically to get ahead.

TIMING

Abilities activate in 3 *timings*:

- **Right Now** means do this right now.
- **This Round** means do this any time before the start of your next turn.
These usually involve interacting with other players on their turn. Note that you must activate these abilities *before* they'd be consequential. For example, *Sugar Overload* makes someone roll 2 dice for their turn instead of 3. You must activate this *before* their turn's first roll.
- **Next Turn** means do this on your next turn.

DISCARDING SPENT ABILITIES

Keep cashed-in abilities on the table, but outside your line of campers. Discard them once you use them, or their timing expires.

Last Call

Once someone ends their turn with 40 or more points, they trigger **last call**. Flip the **shop card** and give it to that player. During *last call*, all other players get 1 last turn to try to boost their points the highest.

TAKING YOUR LAST CALL TURN

Last call turns work a little differently:

- You can cash in **up to all 3 of your cards** instead of just 2
- You can still only cash in 1 ability, but it **must be a Right Now** ability
- You can also cash in **no cards** this turn, which can happen due to not being able to cash in *This Round* or *Next Turn* abilities

LAST CALL REBUTTALS

Once everyone goes, if the player triggering *last call* no longer leads, they get a *last call* turn of their own to try to win it all.

Ending the Game

The player with the most points after *last call* wins, earning the coveted title of *coolest counselor at camp*.

BREAKING TIES

The player triggering *last call* wins all ties. Otherwise, each player wins ties over all players who finish after them.

Variants

This game comes with 2 **variant cards**. Read each card for their rules.

If you choose to play with either (or both), place its variant card(s) on the table so everyone knows the rules.