

Piñata Dice is a family and competitive game where you will use your skill to collect as many candy as you can. Roll the dice and collect at full speed those that are equal to the cards in your hand to score the most points and be the winner.

SET UP



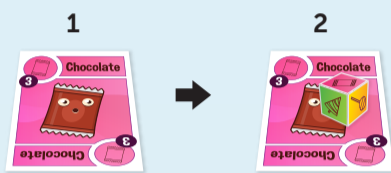
1. Place the dice in the center of the table.
2. Shuffle all the candy cards and deal 7 to each player.
3. The remaining deck must be available to everyone face down.
4. Assign the first player token to the last one who went to a piñata party.



GAME RULES

NORMAL MODE

To start the round, the initial player takes the dice and drops them to the center of the table, each player must simultaneously collect as many dice as possible that are equal to those of the cards in his hand. For the collection to be **VALID**, you must first put down the candy card you want to collect and then put the dice on top of it. Any other order in that move is considered **INVALID** and that die is discarded that round. This means you **CANNOT** take the die first and then put down the card.



It is **NOT** permitted to put down several cards at the same time and then just collect the dice.

When all the dice are claimed from valid moves (die on a card of the same type) or no one can collect any other, the cards that have die on top are saved as **VICTORY POINTS** equal to the value of the card, then and all the dice are returned to the center of the table.

To start a new turn, the first player token is assigned clockwise, each player takes one card and only one from the deck (it does not matter if you put down cards or not, you will always take one extra card) and the previous steps are repeated.

Turn example:

- Reassign the first player token.
- Draw a card from the deck.
- Throw the dice.
- Collect cards in a valid way.
- Score victory points.

The round ends when there are no more cards left in the deck or when at least one of the players cannot draw a new card. Finally, all the cards left in the players' hand are discarded and the victory points of the claimed cards are counted. The player with the highest number of victory points wins that round and receives a winner token, whoever gets 2 winner tokens wins the game.



Notes: If any die rolls during the collect and changes its starting face, it is discarded during that turn.

It is strictly forbidden to take dice that are already on top of another player's card.

EXPERT MODE

If you are an expert Piñata Dice player, add the black die to the basic set up. The black die prevents the collection of all candy of that type that appear in that turn. You **MUST NOT** collect the type of candy marked by the black die, if you do so, these cards are considered **INVALID** and you **MUST DISCARD** them from your hand for the game.



EASY MODE

If you are playing Piñata Dice with young children, we recommend not using the victory points on the cards, nor the black die and simply count the number of cards collected at the end.



Total play time: 20 min.
Ages: 7 years and older.
Players: 3 to 6.
Components: Dice and cards.
Complexity: Low.

