

Diced Cheese - Rules Summary (v1)

Concepts & Terminology:

- **Wheel of Cheese** is cut into 8 slices
- The **flat side** of a slice is what you want to roll to reassemble all the pieces into the wheel (**G.O.A.T. side**)
- The **flip side** of this is like Swiss Cheese with **small holes** all across the top of the slices (**Queso side**)
- A slice of cheese **on its edge** is out of play (**No Gouda**)
- A slice of cheese can also end **upright on its round edge** (**Leaning Tower of Cheesa**)
- **Available cheese dice** are dice that are not out of play and not part of assembling the Wheel of Cheese

Setup:

Choose **Starting Player**

- Each player rolls one cheese die
- First player to roll a **Leaning Tower of Cheesa** is the starting player (tied players reroll)

Game Play Overview (play usually is clockwise):

On their turn, each player continues rolling cheese dice until they either fail or win a round. The first player to win 3 rounds is the winner of the game!

Players Turn Detail (repeat until there is a winner):

Note: all 8 cheese dice are available to the starting player!

1. Roll all available cheese dice.
2. Move all the cheese dice with their flat side up (**G.O.A.T. side**) to the center of the table to assemble the Wheel of Cheese
 - The cheese dice that are part of assembling the Wheel of Cheese are never rerolled until the round ends with a winner.
 - **WIN:** If the Wheel of Cheese is completed with all 8 slices:
3. If any cheese dice are on their flip side (**Queso side**), those dice are rerolled and **continue at step 1**.
4. If any cheese dice are upright on their round edge (**Leaning Tower of Cheesa**), reroll all cheese dice that are not already part of the Wheel of Cheese and **continue at step 1**... unless:
 - **Instant WIN:** If a player rolls FIVE (or more) of these
5. **FAIL:** All remaining cheese dice not part of assembling a Wheel of Cheese are on their sides (**No Gouda**). Next player!
 - If there is **only ONE** No Gouda, then play **continues at step 1** with the person that cheese die is pointing at!
 - If there are **more than one** No Gouda, then the next player clockwise **continues at step 1**.

End of Round:

- **Instant Winner** by rolling 5 Leaning Tower of Cheesa
- **Winner** by placing the final 8th slice into the Wheel of Cheese

End of Game:

The player who wins three rounds wins the game!

Notes:

- Dice rolled off the table must be rerolled within 5 seconds or lose your turn.
- A cheese die on top of another? Abort the round! Reset all 8 cheese dice! The next player clockwise starts a new round.

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