

4 Dadi in Padella

un gioco di: [Massimiliano Sabato](#)

Regolamento:

Titolo del Gioco:  **4 Dadi in Padella** 

Ambientazione: **Street Food**

Età Consigliata: **8**

Durata del Gioco: **Circa 10 minuti**

Numero Giocatori: **da 2 a 8 giocatori**

Introduzione:

Benvenuti  **4 Dadi in Padella** 

Immergiamoci nel magico mondo del food, scaldiamo l'olio , prepariamoci a spadellare dadi per realizzare più ricette possibili.

Componenti:

4 Padelle (vedi idee alla fine del regolamento)

16 dadi colorati (4 per ogni colore) (normali dadi a 6 facce, importante è che tutti abbiano gli stessi colori e possibilmente con colori simili a quelli indicati sulle carte ricetta)

60 carte ricetta previste

20 carte Round/azione previste

10 token Bonus/Malus (in aggiornamento)

Scopo del gioco:

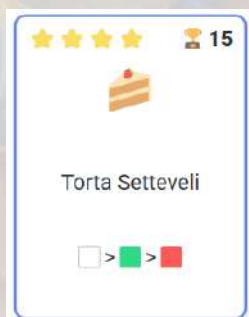
Realizzare più ricette possibili spadellando i dadi per soddisfare le condizioni indicate.

Preparazione:

1. Ogni cuoco prenderà una padella e 4 dadi colorati (uno per ogni colore)
2. Mescolate le carte ricetta e ponete il mazzo a portata di mano
3. Mescolate le carte round/azioni poi pescatene 5 (o in numero uguale a quanti rounds volete giocare) e mettetele in un mazzo coperto a portata di mano, riponete il resto delle carte round/azione nella scatola senza guardarle.
4. Pescate e scoprite al centro del tavolo un numero di carte ricetta parti al doppio del numero dei giocatori più 1, esempio in 3 giocatori pescate 6 carte ($3 \times 2 + 1$).

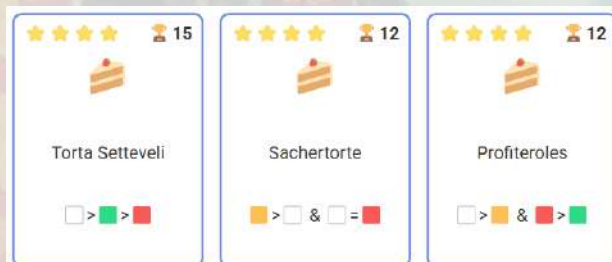
Svolgimento:

- Ogni cuoco prende padella e dadi e quando tutti sono pronti si scopre la prima carta del mazzo round/azioni
- Rispettando quanto riportato sulla carta round/azioni (esempio “cantare”) i cuochi dovranno spadellare i dadi cercando di soddisfare le condizioni sulle carte ricetta presenti sul tavolo.



esempio: per realizzare questa ricetta il giocatore dovrà avere il valore del dado bianco maggiore del dado verde e il dado verde maggiore del dado rosso.

- Quando riuscite a soddisfare le condizioni della carta dovranno dichiararlo ad alta voce, esempio: “Pizza Pronta!”, il gioco si ferma temporaneamente per verificare le condizioni, se sono giuste il cuoco che ha dichiarato piazzerà la carta davanti a sé, se invece avrà sbagliato prenderà la carta e la piazzerà davanti a sé al contrario.
- Quando verrà presa l’ultima carta/ricetta il round termina.
- Non appena i cuochi sono pronti si scopre un’altra carta round/azioni e si inizia un altro round.
- Si continua fino così fino al 5° round al termine del quale si contano i punti indicati sulle carte ricetta realizzata ai quali verranno sottratti i punti per le ricette sbagliate.
- Inoltre ci saranno punti bonus per set di carte ricetta: 5 punti vittoria aggiuntivi per ogni 3 carte ricetta facili (3 aperitivi o 3 streetfood), 7 punti vittoria aggiuntivi per 3 carte ricetta medi (3 primi o 3 secondi), 10 punti vittoria aggiuntivi per 3 carte ricetta difficili (3 piatti delle feste o 3 dessert).

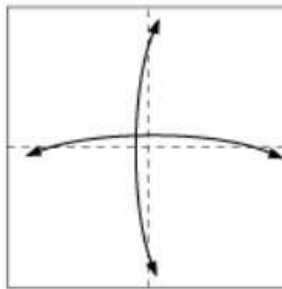


esempio di bonus: per 3 carte dessert 10 punti vittoria aggiuntivi.

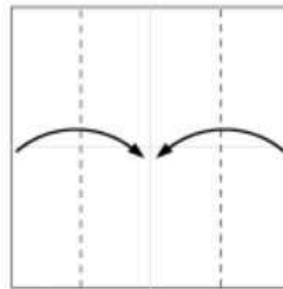
- Vince Il cuoco con il punteggio più alto, in caso di parità vince il cuoco che avrà realizzato più ricette, in caso ancora di parità vince il cuoco con meno ricette sbagliate, in caso di parità vincono si divide la pizz.... ops la vittoria.



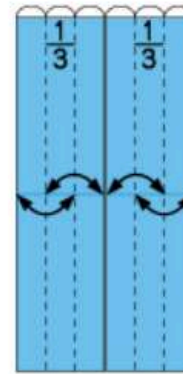
Idee per Creare autonomamente le padelle:



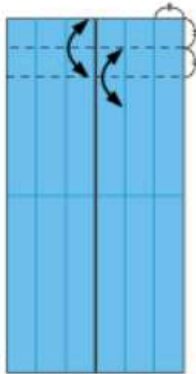
1 Fold in half twice to make creases and fold backline



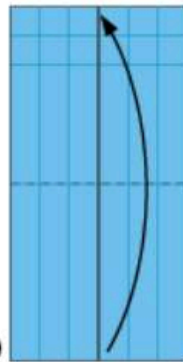
2 Fold to meet the center line



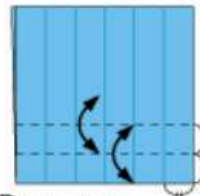
3 Fold to make a crease and fold back



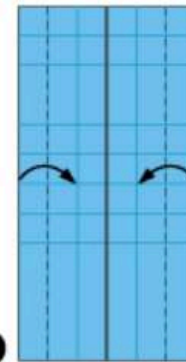
4 Fold to make a crease and fold back



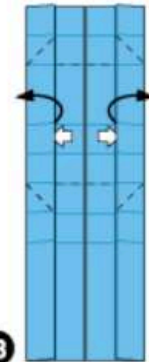
5 Fold in the dotted line



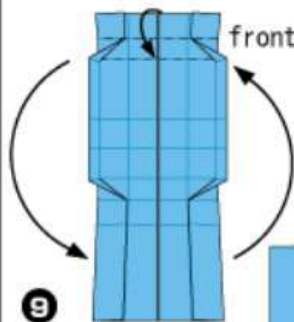
6 Fold to make a crease and fold back



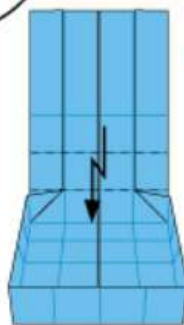
7 Fold in the dotted line



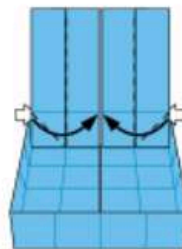
8 Open the part assembles it



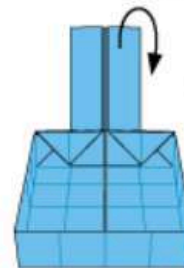
9 Fold in the dotted line and turn around



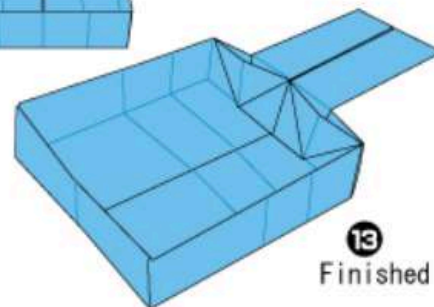
10 Step fold in the dotted line



11 Open the part and flatten



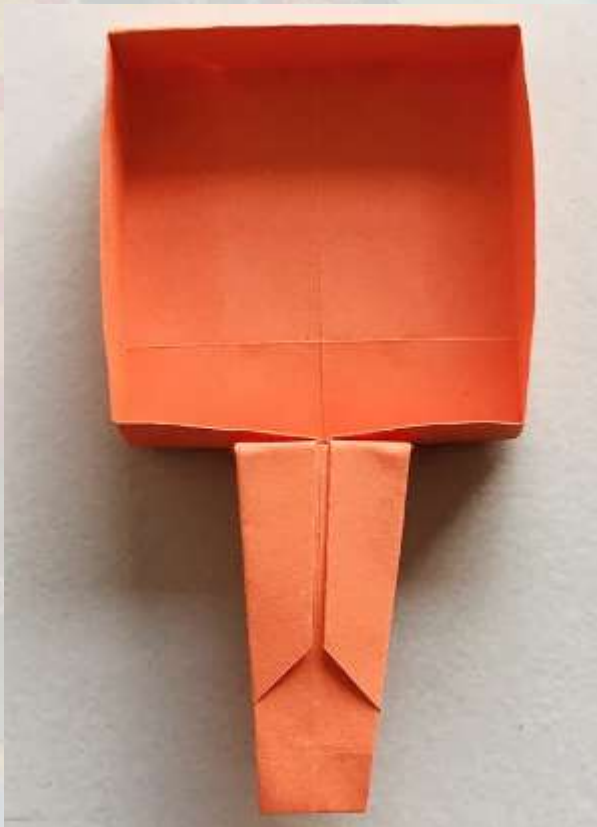
12 Fold backward in the dotted line



13 Finished

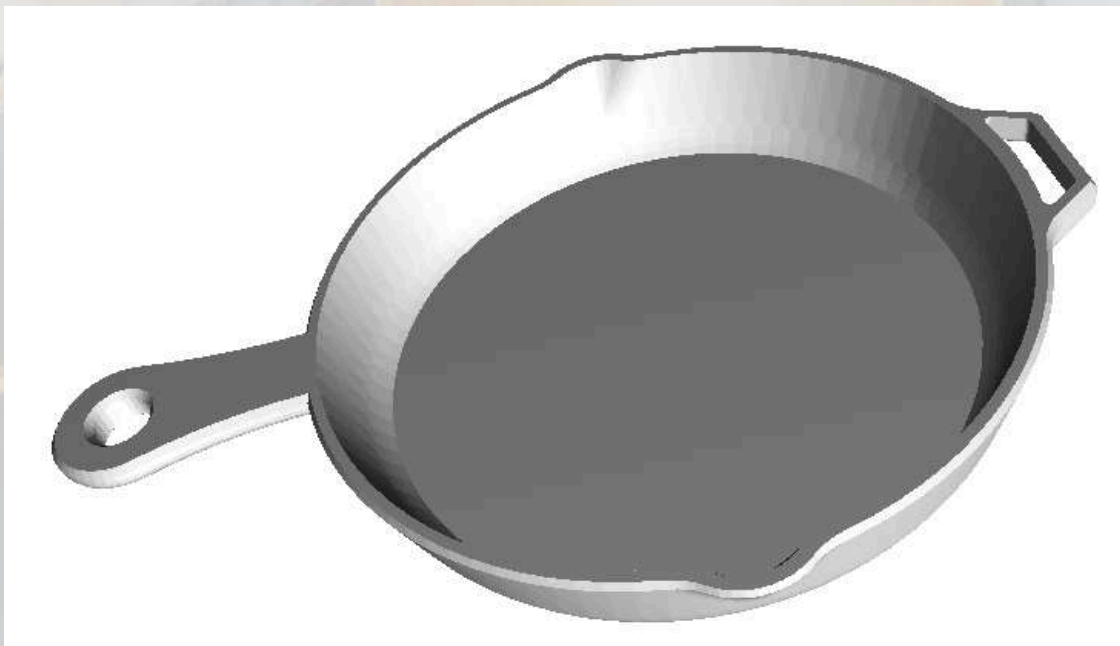
*Copyright:Fumiaki Shingu

Frying pan



<https://www.youtube.com/watch?app=desktop&v=uVVVGi9xEKY>

file per stampa in 3d all'interno dell'archivio e a questo indirizzo:
https://drive.google.com/file/d/177rVmUKB4vmC3_HEuu4EoTfHZiUA1zU1/view?usp=drive_link





4 Dice in the Pan

a game by: [Massimiliano Sabato](#)

Rules:

Game Title:  4 Dice in the Pan 

Setting: Street Food

Recommended Age: 8

Game Duration: About 10 minutes

Number of Players: 2 to 8 players

Introduction:

Welcome  4 Dice in the Pan 

Let's dive into the magical world of food, heat the oil, get ready to sauté dice to make as many recipes as possible.

Components:

4 Frying Pans (see ideas at the end of the rules)

16 colored dice (4 for each color) (normal 6-sided dice, it is important that they all have the same colors and possibly with colors similar to those indicated on the recipe cards)

60 recipe cards provided

20 Round/action cards provided

10 Bonus/Malus tokens (updated)

Object of the game:

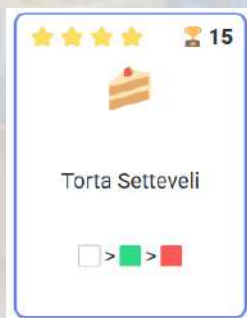
Make as many recipes as possible by rolling the dice to satisfy the indicated conditions.

Preparation:

1. Each chef will take a pan and 4 colored dice (one for each color)
2. Shuffle the recipe cards and place the deck within reach
3. Shuffle the round/action cards then draw 5 (or a number equal to how many rounds you want to play) and place them in a covered deck within reach, put the rest of the round/action cards back in the box without looking at them.
4. Draw and reveal in the center of the table a number of recipe cards equal to double the number of players plus 1, for example in 3 players draw 6 cards ($3 \times 2 + 1$).

Gameplay:

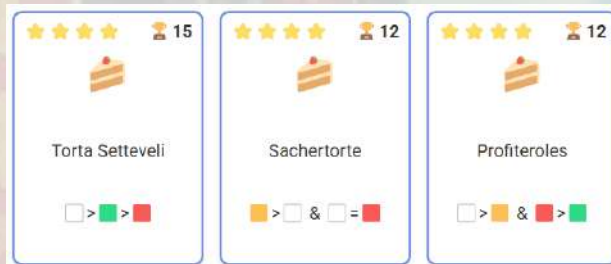
- Each chef takes a pan and dice and when everyone is ready the first card of the round/action deck is revealed
- Respecting what is written on the round/action card (for example "sing") the chefs will have to sauté the dice trying to satisfy the conditions on the recipe cards on the table.
-



example: to make this recipe the player will need to have the value of the white die greater than the green die and the green die greater than the red die.

- When you manage to satisfy the conditions of the card they will have to declare it out loud, for example: "Pizza Ready!", the game stops temporarily to check the conditions, if they are correct the chef who declared will place the card in front of him, if instead he is wrong he will take the card and place it in front of him upside down.
- When the last card/recipe is taken the round ends.
- As soon as the chefs are ready another round/action card is revealed and another round begins.
- This continues until the 5th round at the end of which the points indicated on the recipe cards created are counted from which the points for the wrong recipes will be subtracted.
- In addition there will be bonus points for sets of recipe cards: 5 additional victory points for every 3 easy recipe cards (3 aperitifs or 3 street food), 7 additional victory points for 3 medium recipe cards (3 first courses or 3 second courses), 10 additional victory points for 3 difficult recipe cards (3 party dishes or 3 desserts).

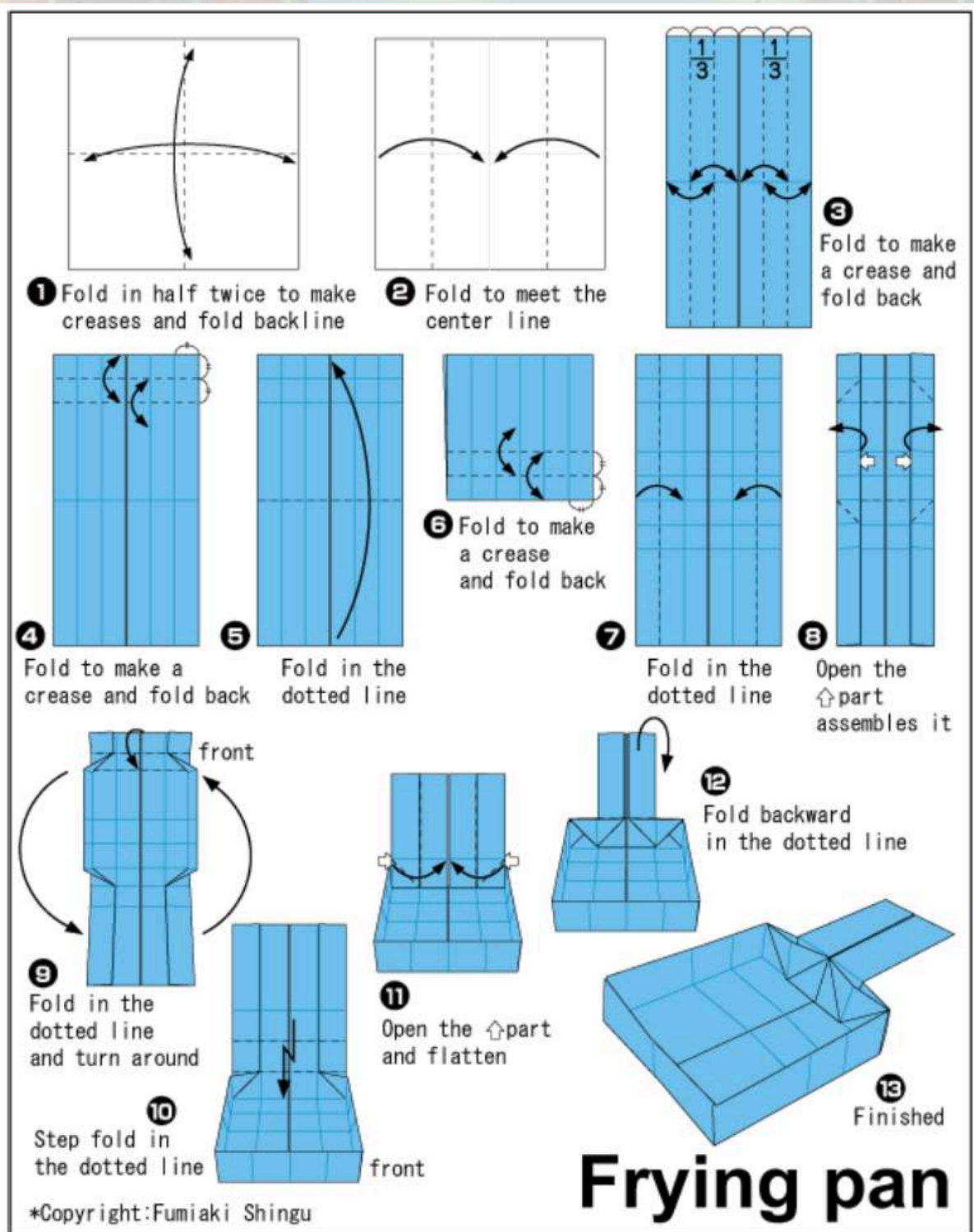
Bonus

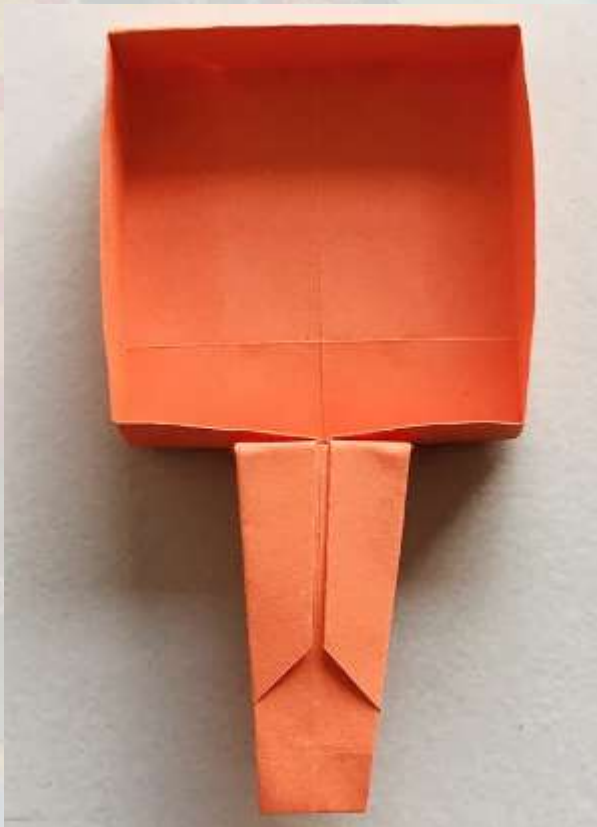


example: for 3 dessert cards 10 additional victory points.

- The cook with the highest score wins, in case of a tie the cook who has made the most recipes wins, in case of a tie again the cook with the fewest incorrect recipes wins, in case of a tie the winners split the pizza... oops victory.

Ideas for Making Your Own Pans:





<https://www.youtube.com/watch?app=desktop&v=uVVVGI9xEKY>

file per stampa in 3d all'interno dell'archivio e a questo indirizzo:

https://drive.google.com/file/d/177rVmUKB4vmC3_HEuu4EoTfHZiUA1zU1/view?usp=drive_link

