



4 Dadi in Padella



un gioco di: [Massimiliano Sabato](#) - IG

Regolamento:

Tipo di Gioco: **Party Game**

Età Consigliata: **8**

Durata del Gioco: **Circa 10 minuti**

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

Introduzione:

Preparati alla sfida culinaria più stramba che ci sia!

In **4 Dadi in Padella**, ogni chef si cimenta nella realizzazione di gustose ricette facendo saltare i dadi nella padella per ottenere le combinazioni richieste.

Ma in cucina non si sta mai fermi! Ogni turno un'azione imprevedibile renderà la sfida ancora più divertente: spadella come uno zombie, con una mano sola o al ritmo di una danza scatenata!

Sii pronta a spadellare nei modi più strani.

Chi completerà più ricette sarà eletto "Master Dice Chef" ma ricorda:

"In cucina contano abilità, fortuna... e tanta follia!"

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)

50 carte Ricetta-Recipes

30 carte Azione-Actions

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 rosso diverso dal valore del dado verde.

- Quando un giocatore riuscirà a soddisfare le condizioni richieste su una delle carte ricetta scoperte sul tavolo dovrà dichiararlo ad alta voce, esempio: “Pizza Pronta!”, ed posare la padella sul tavolo. Il gioco si ferma temporaneamente per verificare le condizioni, tutti i giocatori controllano la combinazione nella padella e sulla carta ricetta. Se la combinazione è giusta la ricetta risulterà realizzata e il giocatore piazzerà la carta davanti a sé, se invece avrà sbagliato prenderà la carta e la piazzerà davanti a sé al contrario.



Esempio ricetta realizzata



Esempio ricetta sbagliata

- Quando verrà presa l'ultima carta/ricetta il round termina.
- Si pescano altre carte ricetta e si pongono sul tavolo.
- 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 realizzate ai quali verranno sottratti i punti per le ricette sbagliate.

PUNTI BONUS FINE PARTITA

- 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 Facili (Verdi) 5 punti vittoria aggiuntivi a fine partita

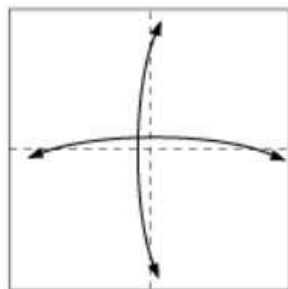
VITTORIA

- 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 piz... ops la vittoria.

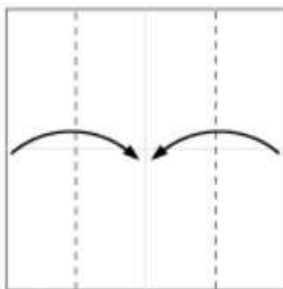


Idee per Creare autonomamente le padelle:

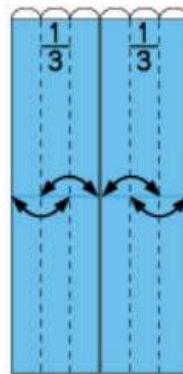




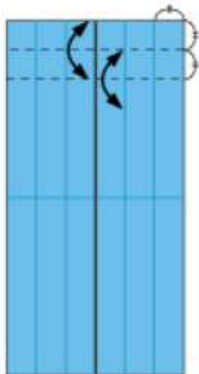
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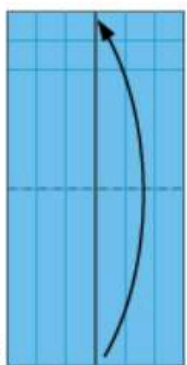
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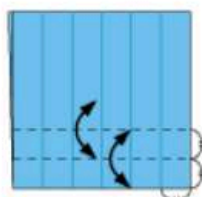
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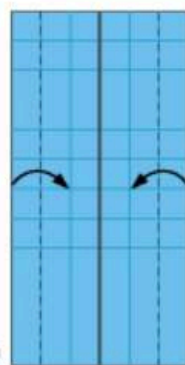
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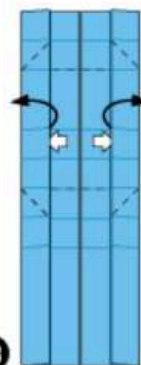
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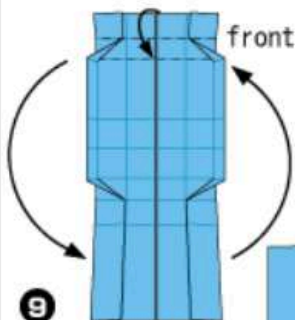
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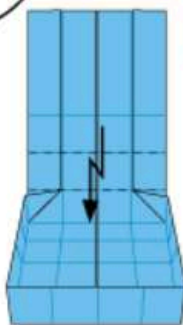
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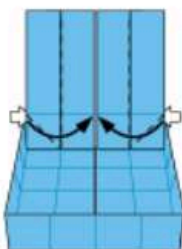
8 Open the part assembles it



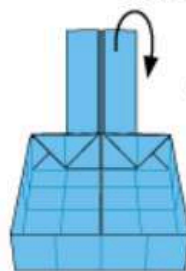
9 Fold in the dotted line and turn around



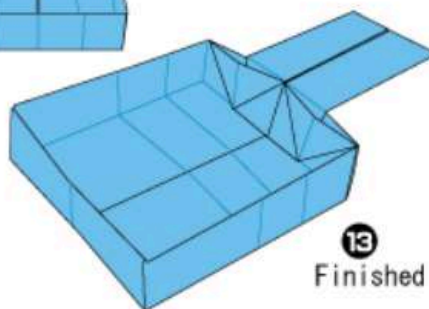
10 Step fold in the dotted line



11 Open the part and flatten



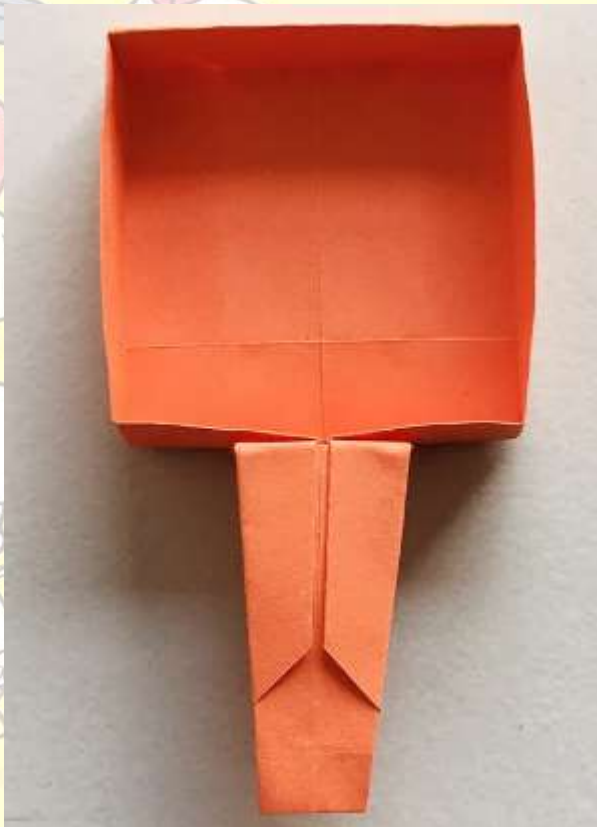
12 Fold backward in the dotted line



13 Finished

Frying pan

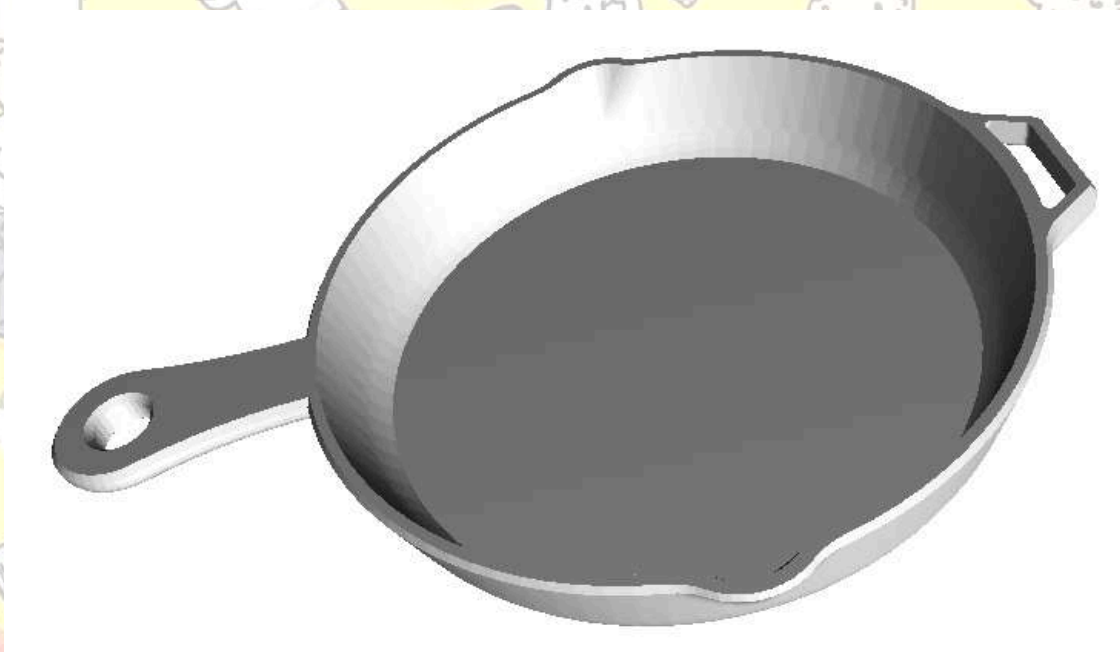
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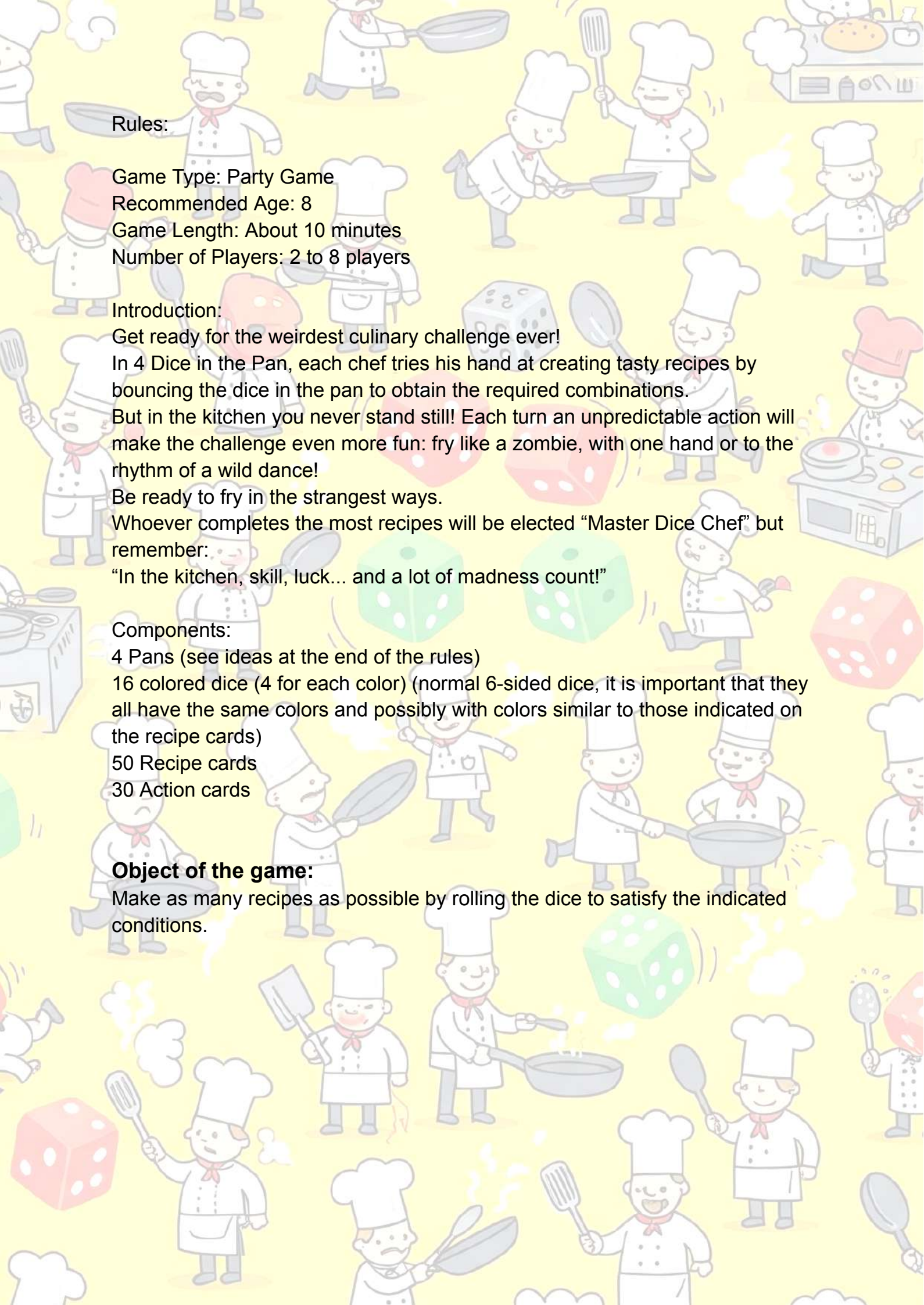
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The background of the entire page is a repeating pattern of cartoon chefs in white uniforms and tall hats, engaged in various cooking activities like stirring, flipping, and holding pans. Interspersed among the chefs are several large, colorful dice in red, green, and white. The overall theme is a fun, chaotic kitchen environment.

Rules:

Game Type: Party Game

Recommended Age: 8

Game Length: About 10 minutes

Number of Players: 2 to 8 players

Introduction:

Get ready for the weirdest culinary challenge ever!

In 4 Dice in the Pan, each chef tries his hand at creating tasty recipes by bouncing the dice in the pan to obtain the required combinations.

But in the kitchen you never stand still! Each turn an unpredictable action will make the challenge even more fun: fry like a zombie, with one hand or to the rhythm of a wild dance!

Be ready to fry in the strangest ways.

Whoever completes the most recipes will be elected “Master Dice Chef” but remember:

“In the kitchen, skill, luck... and a lot of madness count!”

Components:

4 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)

50 Recipe cards

30 Action cards

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 ($3 \times 2 + 1$).

Procedure:

- 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 must have the value of the red die different from the value of the green die.

- When a player manages to satisfy the conditions required on one of the recipe cards discovered on the table, he must declare it out loud, for example: "Pizza Ready!", and place the pan on the table. The game stops temporarily to verify the conditions, all players check the combination in the pan and on the recipe card. If the combination is correct, the recipe will be completed and the player 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.



Example of a completed recipe



Example of a wrong recipe

When the last card/recipe is taken, the round ends.

More recipe cards are drawn and placed on the table.

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.

END OF GAME BONUS POINTS

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 streetfood), 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).



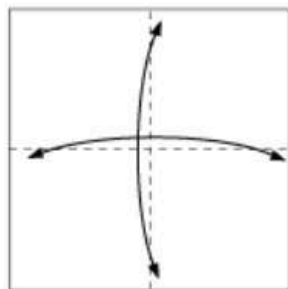
bonus example: for 3 Easy cards (Green) 5 additional victory points at the end of the game

VICTORY

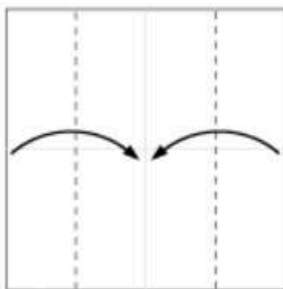
The cook with the highest score wins, in case of a tie the cook who has made more recipes wins, in case of a tie again the cook with the fewest incorrect recipes wins, in case of a tie they win the pizza is divided... oops the victory.

Ideas for Making Your Own Pans:

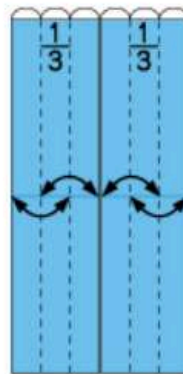




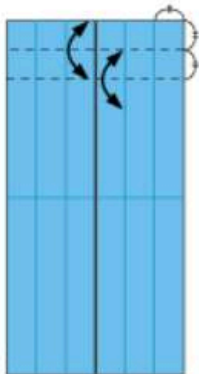
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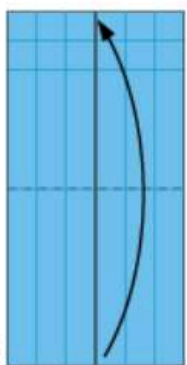
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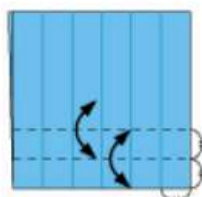
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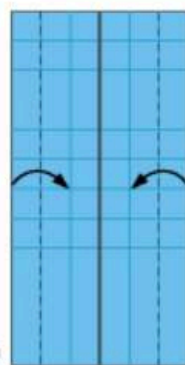
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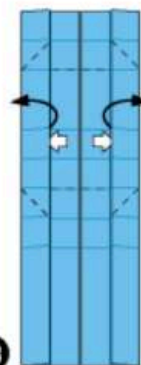
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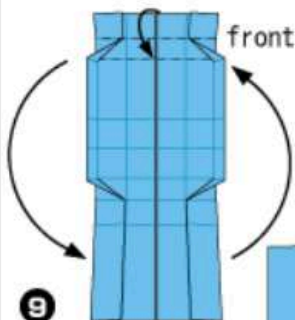
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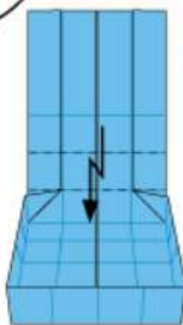
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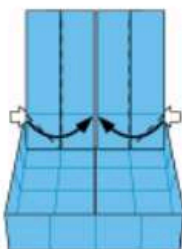
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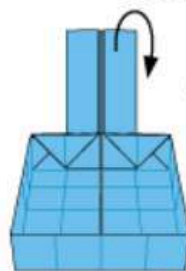
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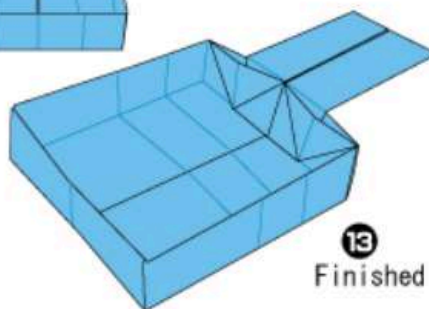
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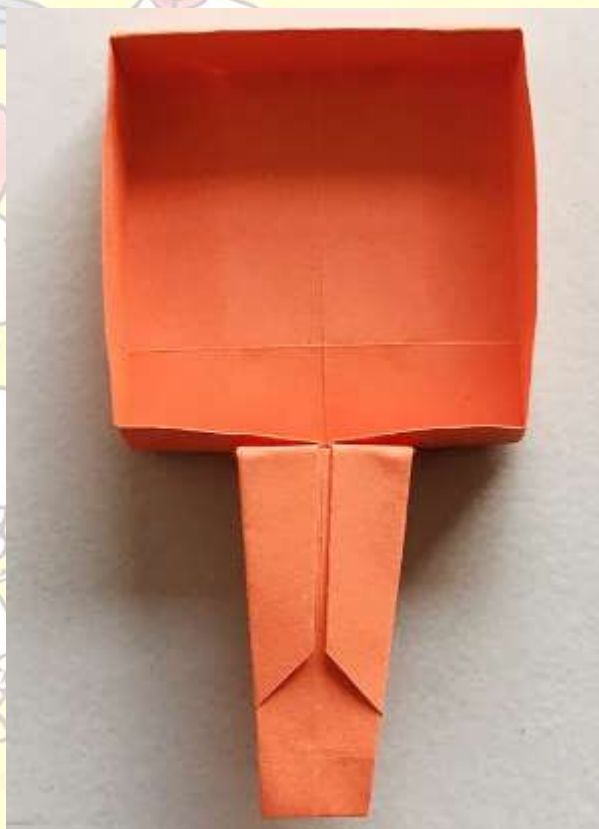
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Frying pan

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<https://www.youtube.com/watch?app=desktop&v=uVVVG19xEKY>

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