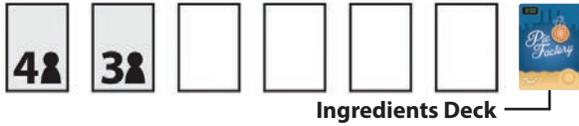


# Game Setup

1. If this is a two-player game, remove any cards with a 3+ player icon.
2. Shuffle the Assembly deck and deal four cards to each player. The remaining cards become the Ingredient Deck.
3. Reveal cards from the deck and place them in a straight line to the left of the Ingredient Deck to form the Assembly Line. Reveal 4 cards in a 2-player game, 5 in a 3-player game, 6 in a 4-player game (as shown below).



4. Each player chooses a Player Card (shown below) to represent them during the game. Shuffle the chosen cards and place them face up in a line to establish initial player order. Give each player a corresponding reference card.



# Order of Play

The game is played over two "days". The first day is the first time through the Ingredient Deck. The second day is the second time through. Each day is played in a series of rounds during which each player takes one action. After a round is over the Player Order is adjusted and the Assembly Line refilled. Then play continues.

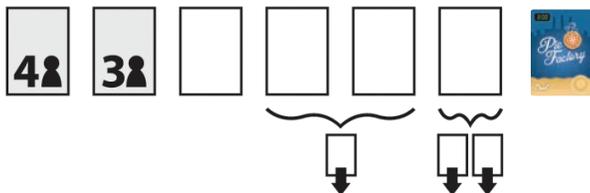
## 1. Take an Action

In player order, each player may **either** Draft a Card from the Assembly Line, **or** Play a Card from their hand, **or** Box Pies, **or** Draw a Card from top of the Ingredient Deck.

### Draft a card from the Assembly Line

Take a card from the Assembly Line, paying any associated costs (see below), and put it in front of you to indicate what you drafted this turn. If you plan on playing it face down as a Crust, go ahead and place it face down in front of you.

Depending on the number of players, the number of Ingredient cards that are free changes. The card closest to the Ingredient Deck costs a discard of two cards from the hand. The next two cards always cost a discard of one card. The rest of the cards in the Assembly Line are free to draft.



**Note:** The Assembly Line does not shift or refill whenever a card is drafted. Any costs in discarded cards remain in place for the cards in the Assembly Line according to where they were at the beginning of the round.

### Play a card from your hand

Place a card from your hand in front of you to indicate what you played this turn. If you plan on playing it face down as a Crust, go ahead and place it face down in front of you.

### Box Pies

This is how you earn points. Score the top card of any or all of your pies by placing it into your score pile. Discard the rest of the cards. A facedown card used as a Crust is worth \$0 if boxed and isn't added to your score pile. A faceup Crust may be boxed if it is the only card in a pie. **Note:** If you take this action, you automatically go last next turn.

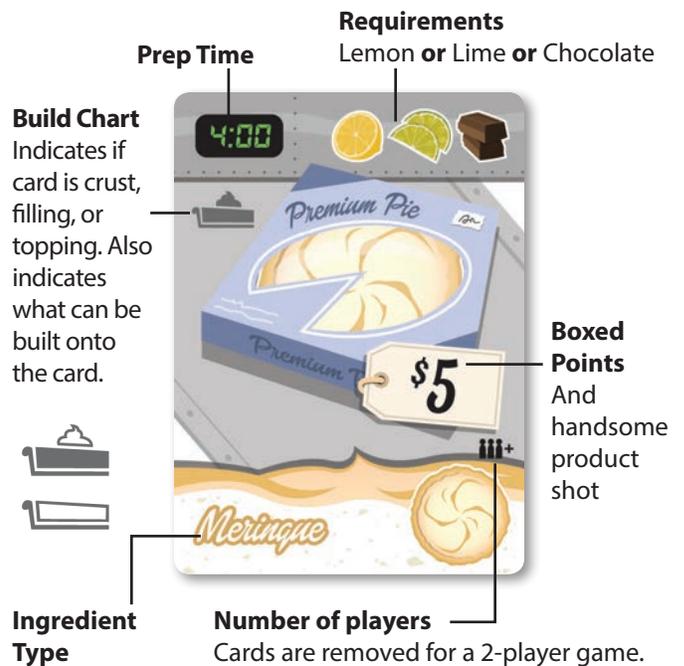
**Note:** In the extremely rare case of a player not being able to take any legal actions on their turn, they must box one or more pies as their action. If they have no pies to box, they must pass as their turn.

### Draw a card from the Ingredient Deck

You may draw the top card from the Ingredient Deck, but it must go directly into your hand. If you already have four cards in your hand you cannot take this action. If there are no cards to draw, you cannot take this action. **Note:** If you take this action, you automatically go last next turn.

**Golden Rule #1:** You cannot have more than 4 cards in your hand for any reason, ever.

## Card Anatomy



## 2. Adjust Player Order

Players compare the Prep Times indicated on the Ingredient Cards they drafted or played this round. If a player drafted or played a card to be placed face down as a Crust, all facedown Crusts have a Prep Time of **three minutes**.

The player with the lowest Prep Time will go first next round, followed by the second-lowest time, and so on. If two players tie, their order in relation to each other stays the same as the current round. Player Cards are adjusted to reflect this.

Players who Boxed Pies or drew a card from the Ingredient Deck will go last next round. If multiple players took these actions, the Worker Cards of these players are moved to the back of the player order in order of who took the action first.

*Example: Christine decided to Box Pies this round. Then, Sam chose to draw a card. When adjusting the player order, Christine's Player Card will be placed at the end of the player order. Then, Sam's will be placed behind hers because he took an action that makes him go last AFTER Christine took her action.*

## 3. Place cards

Players may now place the cards they drafted or played this turn. A card must be placed legally if it can be, but if it cannot be placed it goes into your hand. Mind the hand size limit of 4 cards. You may place a card you just drafted or played face down as a Crust.

*Example: Jaime drafted an Apple Filling from the Assembly Line. Both of his two pies in play already have fillings, so he cannot place it on either of those. He hasn't started a third pie yet, so he will have to place the filling face down as a Crust as it is his only legal play. If he did not have a legal play he would have placed it into his hand.*

**Golden Rule #2:** You can only build 3 Pies at once.

## 4. Fill the Assembly Line

Shift all remaining Ingredient Cards in the Assembly Line to the left and refill spaces from the top of the Ingredient Deck. If no cards were drafted this turn, any cards that would have been free to draft are discarded (3 cards for 4 players, 2 cards for 3 players, 1 card for 2 players), then cards shift and refill normally.

### Running Out of Cards

If, while drawing, there are not enough cards left in the Ingredient Deck to refill the Assembly Line, three things happen:

1. This marks the end of the first day of play. When this happens a second time, the game ends after step 2 below.
2. A pie was left out overnight and goes stale. Each player must discard one pie containing at least a filling (it can also contain a topping) they haven't yet boxed. They may choose which pie to discard, but they must discard all cards being used to build that pie. A player cannot discard a Crust card only. If a player has no pies with fillings, they need not discard a pie.

3. The discard pile is shuffled and the Assembly Line is filled to represent the second day. Play continues.

## Game End

If you don't have enough cards to fill the Assembly Line a second time, the game ends. First, follow the rules for **Running Out of Cards** previously mentioned. Then, players Box all of their remaining Pies by scoring the top-most card.

## Scoring

Players receive points for the following things:

- **Points in Dollars** in their score pile
- **Influencer majority bonuses** (President +5, Foreman +4, Secretary +3)
- **Most boxed pies bonus** (+3)

The player with the most points gets the promotion! If there is a tie, the player who boxed the least Crusts wins. If there's still a tie, you both get promoted!

### Influencer Majority Bonuses

During final scoring, players compare the number of each influencer icon they have in their score piles. If a player has the majority in an influencer they receive the corresponding bonus. If two players tie, no bonus is given.

- **President** +5 points 
- **Foreman** +4 points 
- **Secretary** +3 points 

### Grandma

If you boxed Grandma, you may use exactly one of your President icons as a Foreman or Secretary icon instead of as a President during scoring. This must be decided while comparing President majorities.

### Most Pies Bonus

The player who boxed the most pies (not including boxed Crusts) receives a 3 point bonus to their score. Each player should count up the total number of filling and topping cards to see if they have the most.

## Clarification: Building Pies

Pies are built by placing a Crust card into play (or any card face down as a Crust) during your turn. On a subsequent turn, you may then place a Filling card on the Crust card, splayed up. Some Filling types also allow a Topping card to be placed on top of them. A Crust may be boxed on its own, or combined with a Filling, or even with a Filling and Topping.



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