

The Juicy Details

On your turn, **roll three numbered dice and the Chance Die**. If any of the dice, or the total from any combination of dice, matches the number on the slice card on top of your deck, remove that card and put it face down next to your deck in your discard pile.

For instance, to get rid of your very first slice card, your first dice roll must include a 1. If it doesn't, your turn is over, and play moves to your left. If it does, you're in luck! Discard your 1 card, and keep removing slice cards, one at a time, from the top of your deck, based on the values on the rest of the dice. Not so fast! You can only remove cards from your deck in the order they're stacked.



Example A

Green player rolls. They can only discard slice card number 1 if there is no 2 die, or a combination of dice adding up to 2.



Example B

Blue player rolls. They can discard slice cards 1, 2, 3 (combination of dice 1 and 2), 4, 5 (combination of dice 1 and 4), 6 (combination of dice 4 and 2) and 7 (combination of dice 1, 2, and 4).

At this point, you can end your turn and pass the dice to the player to your left, or you can take a risk.

Taking the Risk

Feeling lucky? After discarding slice cards, you can take a risk and roll the dice again. But if you don't roll the number showing on your top card, your turn is over, and you face a **penalty**:

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Contents:

- 4 Decks of 16 Cards
- 5 Regular Dice
- 1 Chance Die
- 1 "Nope!" Chip
- Instructions



Object

Be the first player to **discard all the slice cards** in your deck.

Getting Started

Each player picks a set of cards in their favorite color and makes sure the cards are in numerical order (with 1 on top and 16 at the bottom). Players then place the deck in front of them.

Place the **five numbered dice**, the **Chance Die**, and the ***Nope! Chip** within reach of all the players. The player who last ate a piece of cantaloupe goes first.

The ***Nope! Chip** stays within reach of all players until a player rolls "Nope" on the **Chance Die** and is able to use it.



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- If your top slice card is *between 2 and 8*, you must *return all cards* to your deck and start again from number 1.
- If your top slice card is *between 9 and 16*, you must *return just the cards through number 9*. Slice card number 8 is a milestone card, so slice cards 1-8 are safe from the penalty, and don't have to be returned to your deck.

Remember: If you don't roll the number you need on your first roll, your turn is over and no previously discarded slice cards are returned to your deck. However, fail on a Risk roll, and all previous discarded cards are returned to your deck.

Higher Cards, More Dice

As you discard slice cards from your deck, you'll increase the number of dice you throw based on the number shown in the upper left corner on your top slice card (see example below). When your top card shows number 7-11, you *roll four numbered dice plus the Chance Die*. When your top card shows 12-16, you *roll five numbered dice and the Chance Die*.



The Chance Die



Every time you roll the dice, you also roll the Chance Die. *If anything other than a blank shows up on the Chance Die, do the following:*

Sweet Deal!



Trade your deck and discarded cards for another player's deck, or keep your own deck. You can base your choice on the numbered dice you just rolled, or whether you want a deck with less slice cards and a higher number on top. You can also opt to not switch decks, and keep your own. Evaluate the dice, and discard slice cards, if you can. If you do trade decks, your turn is over and the dice rolled are ignored.

Sour Situation!



Trade your deck and discarded slice cards with the player whose top card has the lowest number (the most cards in it). **You must trade your deck with another player.** If more than one player has equally low top cards, choose a player to switch with. After switching decks, your turn is over. If you already hold the deck with the lowest card on top, keep your deck.

Nope!



Gain control of the Nope! Chip. If another player has the Nope! Chip, they must surrender it to you. If the chip is on another player's deck, you can choose to leave it there or take it. If the Nope! Chip is on your own deck (you now control the Nope! Chip), remove it before discarding as many slice cards as your dice roll allows.



The Nope! Chip

The Nope! Chip *blocks a player from removing cards from the deck that has the Nope! Chip* on it. You can place the Nope! Chip on another player's deck or use it to protect your own. Hang on to it until you need it.

Block Another Player's Deck

Place the Nope! Chip on another player's deck—even while that player is in the middle of discarding cards during their turn. As soon as you block their deck, their turn is over, and they won't be able to discard any more slice cards until they roll "Nope" on the Chance Die on another turn. Once you place the Nope! Chip on another player's deck, you give up control of the chip.

Tip: Use the Nope! Chip strategically. For example, block an opponent who rolls the combination that will allow them to get rid of their last slice cards.

Block Your Own Deck

Use the Nope! Chip to block a player from switching decks with you when they roll a "Sweet" on the Chance Die. If they make a move for your deck, just show them the chip. However, the Nope! Chip can't protect your deck from a "Sour" roll. If you have the chip and roll a "Sour", you must obey the rules of the "Sour" roll. That is, you have to trade your deck for the player's with the lowest number on top. You still get to keep the Nope! Chip until someone else rolls "Nope" on the Chance Die.



Trade a Blocked Deck

If a deck with the Nope! Chip on it is switched, either with a "Sweet" or "Sour" roll, the chip stays on that deck and that deck remains blocked. You won't be able to discard any slice cards from the blocked deck until you roll "Nope!" on the Chance Die to remove the Nope! Chip.

Tip: If the Nope! Chip is on a deck with less cards with a higher number on top (for example, 14), and your own deck has a low number on top (say, 3), you could take a gamble and switch with the blocked deck in the hope that you'll roll "Nope!" on the Chance Die on your next turn. You'll have a deck with less slice cards to discard to get to 16 and win.

Keep it Going!

Play continues clockwise, with each player rolling as many dice as indicated by the top card of their deck, switching among other players when possible, and trying to discard the number 16 slice card. If any of the dice land outside the play area on a roll, just roll the wayward dice again.

Another Tasty Way to Play

When a player reaches 16, they score 16 points. All players record the score of the highest slice card in their discard pile. If a player still has the 1 card on top of their deck, they have no discard pile, so they score no points. Play continues until a player reaches 16 again. Everyone adds their new score to their previous score, and so on. The first player to reach a total of 100 points wins.

