

Piña Coladice is a dice game for 2 to 4 players in which you roll the dice to claim one of the available combinations on coasters. Position yourself strategically before your opponents and earn precious points that will bring you closer to victory... or make a PIÑA COLADICE!

# CONTENTS

**5 classic dice** – Each is numbered from 1 to 6, and is used to make different combinations.



**28 Drink tokens in colored wood** (7 per player) – These tokens are used to indicate the combinations you've already made during the game and to keep track of your score.



**25 Combination coasters (double-sided)** – These coasters form the playing area. Each has a dice combination **A** and either 1 or 2 spaces for Drink tokens **B**. On the front **C**, there is always just 1 space. On the back **D**, there are always 2 **C**. In the top-left corner, there is an ingredient to differentiate each coaster **D**.



**4 Score coasters (double-sided)** – Each has a numbered track from 1 to 25, allowing you to keep track of your score as you play.



**1 1<sup>st</sup> player / Happy Hour variant coaster (double-sided)** – This coaster indicates the first player. The Happy Hour side is used for the variant described at the end of this rulebook (see page 12).




# SETUP

**1** Randomly choose the 1<sup>st</sup> player.

**2** The 1<sup>st</sup> player takes the **5 dice** and the **1<sup>st</sup> player coaster**, which they place in front of them, *Toucan* side up.

**3** Each player then chooses a color and takes the **matching pieces**, which include:



 7 Drink tokens

















































 1 Score coaster

**4** Place your 7 tokens next to your coaster to form your reserve.

**5** Place one of your **Drink tokens** on your Score coaster depending on your position in turn order: the 1<sup>st</sup> player places their token on 1, the 2<sup>nd</sup> on 2, and so on.

**6** Shuffle the **25 Combination coasters** and arrange them randomly into a 4x4 grid in the center of the table. Put the remaining coasters back in the box.

Depending on the **number of players**, place the coasters on their  or  side as shown below:

2 players	3 players	4 players
   	   	   
   	   	   
   	   	   
   	   	   



To make the game easier to read, make sure all coasters are facing the same direction.

## SETUP EXAMPLE FOR 3 PLAYERS





# GAMEPLAY OVERVIEW

A game of *Piña Coladice* plays over several rounds, until one player has **20 points** or makes a **PIÑA COLADICE!** Take turns, starting with the **1<sup>st</sup> player**, then playing clockwise.

## TURN OVERVIEW

On your turn, take all **5 dice**, then complete each of the following steps:

1

ROLL  
DICE

2

PLACE  
DRINK  
TOKEN

3

CHECK FOR  
END-GAME







## ROLL DICE

You have a total of **three rolls**, and can stop at any time. Only your first roll is required, and must use all 5 dice. For the next two rolls, choose which dice you wish to re-roll (all or some of them), and set aside any dice you wish to keep.

Before rolling, you can always take back any dice you have set aside from a previous roll. Once you've completed your three rolls or decided to stop, continue to step **2 PLACE DRINK TOKEN**.



## PLACE DRINK TOKEN

### ROLL EXAMPLES



**Example:** You roll the dice for the first time and get a 2, 2, 5, 4, and 1. You decide to set aside the pair of 2s.

On your second roll, you re-roll the remaining 3 dice and get a 5, 1, and 5. You decide to keep the pair of 5s.

On your third and final roll, you re-roll the remaining die, along with the pair of 2s you previously set aside. You get a 3, 3, and 5.

With your final results, you can make several combinations:

Pair.

Three of a kind.

Full House.

### 1<sup>ST</sup> ROLL



### 2<sup>ND</sup> ROLL



### 3<sup>RD</sup> ROLL



### RESULT



See possible combinations on page 11.



## 2

## PLACE DRINK TOKEN

### Choose a space:

Place one of your Drink tokens onto a coaster in the center of the table, keeping in mind the following rules:





The dice combination shown on the coaster must match your final result.

*You can only place one token per turn. If your dice roll can make more than one combination, you must choose which one to claim.*



There must be at least one empty space on the coaster you choose.

*Depending on the number of players, some coasters have a limited number of spaces available at the start of the game. Coasters on their  side only have 1 space, while coasters on their  side have 2 spaces. There won't be room for everyone!*



No more than one token from the same player may be placed on each coaster.

*You can only claim each combination once.*



**Mixologist's advice:** Pay close attention to the color of the coasters! The **green** ones are always Pairs (or Double Pairs), the **blue** ones are always Three of a Kind, and the **red** ones are combinations of several dice, which are more difficult to claim, but worth lots of points!



### Score points:

After placing your Drink token, score points shown on your chosen coaster space.

Score 1 additional point for each of your Drink tokens that is orthogonally or diagonally adjacent to the token you just placed.



*Mixologist's advice:* If you earn more than 20 points, flip your coaster over to continue the score track on the other side!

Then, continue to step **3** CHECK FOR END-GAME.



**Example:** You just placed a token on the second **Full House** combination space **A**. You score 3 points, as shown on the space **B**. This token is adjacent to 3 of your other tokens **C**, so you score 3 additional points, for a total of 6 points.

### NO COMBINATIONS

If you can place a token, you must do so. However, if your roll doesn't match any of the available combinations, your turn ends without placing a token. Then the player to your left begins their turn.





## CHECK FOR END-GAME

Check if you have achieved one of the three possible end-game conditions:



### SCORE

If you have earned at least **20 points** on your score track, trigger the end of the game (see **END OF GAME**).



### DRINK

If you place your final Drink token on coaster, trigger the end of the game (see **END OF GAME**).



### PIÑA COLADICE!


If your placed tokens form a **row**, **column**, or **diagonal** of 4, you've made a **PINA COLADICE!** You immediately win the game.



If you didn't achieve any of these conditions, the **player to your left** begins their turn.

# END OF THE GAME

The winner is determined by how the end-game is triggered:

 You earn at least **20 points**

or

You placed all **6 of your Drink tokens.**

Continue playing until all players have played the same number of turns. The player with the most points wins the game.

In case of tie, the last player who placed a Drink token wins the game.

 You made a **PIÑA COLADICE!**

You immediately win the game.



*Mixologist's advice: Using the next page, you can describe the drink they just made from the ingredients shown on the coasters.*

**Example:** With your **PINA COLADICE**, you made the following drink:

Tonic + Juice + Lemon + Ginger



*Mmm, so refreshing!*

# MIXOLOGY

Mixology is a term dating back to the 19<sup>th</sup> century. It is the art of creating drinks by skilfully blending spirits, liqueurs, juices, syrups, and other ingredients to produce flavorful, well-balanced beverages.

The practice goes beyond the simple preparation of alcoholic drinks, involving sophisticated techniques and flavor combinations to deliver unique beverage experiences.

## INGREDIENTS LIST

### SPICES



Basil



Ginger



Honey



Mint



Olives



Sugar



Vanilla

### BASES



Coffee



Juice



Milk



Soda



Tonic



Water

### FRUITS AND VEGETABLES



Banana



Carrot



Cherry



Coconut



Grape



Lemon



Orange



Passion Fruit



Pear



Pineapple



Strawberry



Watermelon



# COMBINATIONS



**Pair:** 2 dice of the same value.



**Double Pair:** Pair + Pair  
(they can be the same number).



**Three of a Kind:** 3 dice of the same value.



**Evens:** All 5 dice have a value of 2, 4, and/or 6.



**Odds:** All 5 dice have a value of 1, 3, and/or 5.



**Sum  $\leq 9$ :** The sum of all 5 dice is equal to or less than 9.



**Sum 12/13/14:** The sum of all 5 dice is equal to 12, 13, or 14.



**Sum 21/22/23:** The sum of all 5 dice is equal to 21, 22, or 23.



**Sum  $\geq 26$ :** The sum of all 5 dice is equal to or greater than 26.



**Small Straight:**  
4 sequential dice.



**Large Straight:**  
5 sequential dice.



**Four of a Kind:** 4 dice of the same value.



**Full House:** Three of a Kind + Pair (they can be the same number).



**5#:** All 5 dice have different values.



**Five of a Kind:** All 5 dice have the same value.



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## VARIANT - HAPPY HOUR

Once you are familiar with the rules and the game's different strategies, you can play this variant with the following modifications:

During setup, place the 1<sup>st</sup> player coaster **Happy Hour** side up.

During step 2 **PLACE DRINK TOKEN**, if you can't place any tokens after your 3 rolls during step 1 **ROLL DICE**, roll a die and apply the corresponding effect:



-  Immediately lose 3 points.
-  Remove one of your Drink tokens from a Combination coaster. Return it to your reserve; you can use it on future turns.
-  All other players immediately gain 1 point.
-  Move another player's Drink token to a different, available space. This player does not score points, but this may form a PIÑA COLADICE!
-  Flip any Combination coaster to its other side. If there are Drink tokens on it, return them to the players' reserves. They do not lose any points.
-  Immediately score 4 points.



If you can't apply the effect, continue to step 3 **CHECK FOR END-GAME.**