

POTLUCK!

rules



Welcome to **POTLUCK!** You're hosting an intergenerational potluck, during which your job is to seat people from different generations around every table. Each round, the results of the dice rolls determine who arrives at your potluck. The person who held the most intergenerational potluck (the highest score) at the end of the game is the winner.

1. Roll some Dice

POTLUCK! uses a Rondel (the wheel-shaped diagram) to determine the "generation" of each guest who needs to be seated at your meal. At the beginning of the game, both dice start on the *Wild* [?] space.

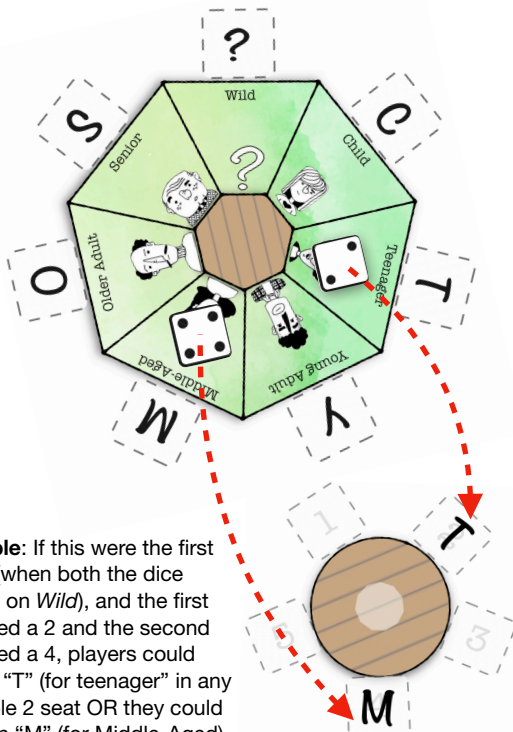
All rounds begin with someone (one person or shared among the players) rolling one die and moving it clockwise around the Rondel the indicated number rolled. Then, the second die is rolled and moved in the same way. *(It may be helpful to put your finger or a coin on the starting spot of a die before rolling it.)*

Once both dice are rolled and moved, you must seat one of the two guests.

If **doubles** are rolled, you may also unlock a bonus on the serving table. More about doubles bonuses below.

2. Seat some People

After rolling both dice and moving each clockwise to their new location, each player must seat **one** person based on the results of the rolls. The *location* of the die gives you the "generation" (in a single letter) which you must write in an available seat that matches the *number* on the chosen die. If you choose to use a die that lands on the *Wild* [?] wedge, you can choose any generation, but you must still use the number rolled.



Example: If this were the first round (when both the dice started on *Wild*), and the first die rolled a 2 and the second die rolled a 4, players could write a "T" (for teenager) in any available 2 seat OR they could write an "M" (for Middle-Aged) in any available 4 seat.

Servers' Wild



Players can earn a **Wild** guest (any generation and number) by enlisting rolled guests as servers for your potluck. When both server spaces are filled, a **Wild** guest may be placed immediately. This **Wild** may NOT be saved and the server spaces are NOT scored.

Seating Rules

1. You must place your guest in a seat matching the rolled number if you are able.
2. Only one guest may sit in a seat. (This is a classy potluck.)
3. You cannot seat a person of the same "generation" next to one another.
4. If you are unable to seat a guest, then you must place them in the red lawn chairs [?] for negative points.
5. A seated guest cannot be moved, except when using a **Doubles Bonus**.
6. Guests moved from the lawn chairs to table seating with bonuses may ignore the *number* seating requirements.

Doubles Bonuses

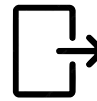
When **DOUBLES** are rolled, you can unlock one of the bonuses of your choice. Check the box above each bonus to show it's unlocked. Fill in the box when it's used. Each bonus may only be used once, but may be used at any time. Multiple bonuses may be used during the same round. Once all six bonuses are unlocked, doubles have no effect.



Use the results of both dice. Seat both people in the same round.



Use your chosen die twice in the same round.



Erase one previously seated guest.



Erase and relocate a guest ignoring the seat *number*.



You may change the "generation" letter of one die result of your choice.



You may change the number of one die result of your choice.

3. Score some Points

Game End The end of the game is triggered when any player completely fills their sixth table or seats a guest in the third lawn chair (worth -10 points). When this occurs, one more round must be played and all players must seat one more guest (if they are able, even in a lawn chair). This last round is the final chance to use any bonuses.

Scoring After the final round, each table is scored separately and the points are written in the center of the table. Each table is worth the square of the number of generations present at the table (see the player help on the player sheet for reference). "Two Seat Wild" locations are NOT scored. If the table is full (all the seats are occupied), then that table scores a **full-table bonus** by adding the number of seats at the table to your generational score. Then, add the scores from all tables together. Finally, subtract any lawn chair seats' negative points from the total.

The player with the most points is the winner. In the case of a tie, all tied players are winners.

Example: Table A is worth 30 points. It has five different generations seated (5x5=25 points), and it scored the **full-table bonus** (5 seats = 5 points). 25+5=30 points. Table B is only worth 9 points, because it only scored its 3 generations (3x3=9 points).

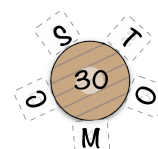


Table A

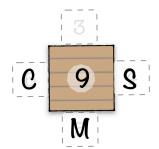


Table B