
by Istivano

## Number of Players

2-4
Age
8+

## Duration

10-20 minutes

## Components

1 Lazy Susan table card
5 yellow plastic cubes (rice)
5 red plastic cubes (meats)
5 green plastic cubes (vegetables)
5 blue plastic cubes (fruits)
1 white plastic cube for the active player marker
You can replace the cube components with buttons, coins, or other suitable objects of the same number and color.


## Set Up

1. Place the Lazy Susan table card in the center of the play area.
2. Each player sits in front of each side of the Lazy Susan table card. The seating arrangement is crucial for the game dynamics.
3. Place the cubes of corresponding colors around the Lazy Susan table card. This area is referred to as the "table." For 2 players, use 4 cubes of each color. For 3 and 4 players, use 5 cubes of each color.
4. The player who last ate vegetables becomes the first player. Give the white cube to the first player. (By the way, is eggplant considered as a vegetable? You may decide the first player by any agreed-upon method).
5. Starting with the first player, each player takes 1 cube of any color from the table and places it in front of them. These cubes are the starting resources for the game. The area in front of each player is called the "plate."

## How to Play

1. To begin the game, the player who owns the white cube must perform a mandatory action, which is to rotate the Lazy Susan table card 90 degrees to the right or left.
As an additional action, players may rotate the Lazy Susan table card 90 degrees to the right or left by returning one cube from their plate to the table.
2. After that, each player takes 1 action consecutively according to the symbol shown on each side of the Lazy Susan table card in front of them. The order is as follows:

| 2. | Swap <br> The player facing the "Swap" side goes first. Swap 1 cube from your <br> plate with 1 cube from another player's plate |
| :--- | :--- |
| 2.Steal <br> The player facing the "Steal" side goes second. Steal 1 cube from <br> another player's plate and place it on your own plate. |  |
|  | 3. Take 1 <br> The player facing the "Take 1" side goes third. Take 1 cube from the <br> table and place it on your own plate. |
| 4.Take 2 <br> The player facing the "Take 2" side goes last. Take 2 cubes from the <br> table and place it on your own plate. The cubes taken must be of <br> different colors, not the same. |  |

Note:

- The plate can only hold 4 cubes. To add 1-2 new cubes when the plate is full, a player must first return 1-2 cubes from their plate to the table.
- Players cannot perform a "Swap" action when their plate is empty or if they have no cubes. You can't exchange something if you don't have anything to exchange with, right?
- All cubes on the plate are open information for all players.

3. After all players have completed their actions in order, pass the white cube to the next player sitting closest in a clockwise direction.
4. The next player performs actions as described in points 1 to 3 .

## How to Gain Points

When a player has 3 cubes of the same color on their plate, they can immediately return 2 cubes to the table and keep 1 cube as a point. The cube that becomes a point is no longer used in the game, keep it separately. All points are open information for all players.

## Game End

As soon as a player gets 3 points, the game ends immediately. The first player to reach 3 points is the winner!


## An Overview How The Round Progress

The active player in this round is Bob. Bob performs a mandatory action by rotating the Lady Susan table card 90 degrees to his left, so now the "Take 1" side is facing him. The player order in this round is as follows. First, Abigail swaps a blue cube on her plate with 1 cube from another player's plate. Second, John steals 1 cube from another player's plate and places it on his own plate. Third, Bob takes 1 cube from the table and places it on his plate. Lastly, Mary takes 2 different colored cubes from the table and places them on her plate. After that, Bob pass the white cube to John to start the next round.

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