

# Plate Spinner

Designed by Ellie Dix

2-4\* players | 30 minutes | Age 6+

\*Scales well to 5 players, but more components needed for this player count.

## Aim:

This is the plate-spinning world championships and you're a contender. At the whistle, start spinning... well, rolling! Roll dice to spin plates and try not to break any, particularly the booby-trapped ones.

## Components:

- 8 starting plate cards
- 40 circular plate cards
- 30 plate rims
- 1 star plate
- 40 player dice
- 5 neutral dice
- 3 turn order meeples

## Set up:

- Each player takes 3 dice and 2 **starting plate cards** with the same letter on (e.g. both **plates** marked "A"). Discard any additional **starting plate cards** back to the box.
- Shuffle all remaining **plate cards**. Place the **star plate** in the deck as follows:
  - 2-player game: place the star plate roughly  $\frac{1}{2}$  of the way down the deck.
  - 3-player game: place the star plate roughly  $\frac{3}{4}$  of the way down the deck.
  - 4-player game: place the star plate near the bottom of the deck.
- Shuffle the **plate rims**. Reveal the same number of **plate cards** as there are players in the game and reveal one fewer **plate rims** than there are players in the game. For example, in a 4 player game, reveal 4 **plate cards** and 3 **plate rims**. Create a ring with the **plates** and **rims** in the centre of the table. This is the *market*.
- Place one fewer **meeples** than there are players in the game in the centre of the table. E.g. if there are 3 players, you will use **meeples 1 and 2** and put **meeple 3** back in the box.
- Place the remaining **player dice** and **neutral dice** in reach of all players.

## How to play:

Each round is split into two phases 1) Spinning 2) Drafting.

### Spinning

Simultaneously, all players:

- When all players are ready, count down “3, 2, 1, GO”.
- Now roll all of your available **dice**. After each roll you may assign as many **dice** as you wish to **plates** you are spinning. **Important:** Once a **die** is on a **plate** it cannot be moved or rerolled. Each **plate** has specific requirements.
- You may re-roll as many **dice** as you wish (as long as they aren't assigned to **plates**). You can re-roll **dice** as many times as you like (as long as they aren't assigned to **plates**). Roll quickly and make decisions quickly. This is a speed game!
- When the requirements shown on all of your **plates** have been fully met, you grab one of the player **meeples** in the centre of the table and shout out the number on your **meeple**. Your aim is to grab the lowest number **meeple** possible. You may choose to abandon one or more unfilled breakable **plate** cards to grab a meeple, though you will break these **plates**. Unbreakable **plates** must be filled before you can grab a **meeple**.
- When you have grabbed a **meeple**, that is the end of the phase for you. You now wait for other players to finish too. Time is up for all players as soon as the last available **meeple** has been grabbed. The remaining player is not permitted to roll any **dice** after this time, though they may place **dice** that have already been rolled on **plates**.
- Any **plate** where the **dice** requirements have not been fully met breaks. Broken **plates** are placed on a communal discard pile. Note:
  - **Starting plates** are made of plastic and are unbreakable.
  - Some **plates** contain bombs. If these break then all of the player's other **plates** (except their **starting plates**) also break! It's a good idea to spin your bomb plates before any others if possible.
  - If a **plate** with a **rim** breaks, then the **rim** also breaks and is discarded.

## **Drafting**

The drafting phase takes place in player order. The order is determined by the **meeples** players have grabbed. The player with the number 1 **meeple** goes first.

Each player (except the last player) takes two items (**plates/rims**) from the market. If available, they may choose to take two **plates**, two **rims** or a **plate** and a **rim**. The last player has no choice and only gets to take the last remaining **plate** or **rim**. When a player takes a **plate**, they also take the number of **player dice** shown on the **plate**. If a **rim** shows a die, take this from one of the 5 **neutral dice**, which are available to all players. Player have a maximum of 10 **dice** available, so should bear this in mind when they are choosing **plates**!

Players place their new **plates** in front of them. Players must assign new **rims** to **plate cards** by placing the **rim card** underneath the **plate**. **Rims** make the **plates** more desirable, but also potentially more dangerous.

- You cannot have more **rims** than **plates**. If a **rim** has no **plate**, it must be discarded.
- Once assigned, **rims** remain with their **plate** and cannot be moved.

At the end of the drafting phase, reveal more **plates** and **rim cards** (as in the set up) and put the **meeples** back in the centre of the table.

### End game & scoring:

Game end is triggered when the **star plate** is revealed and placed in the *market*. Remove all other plates and rims from the *market*, the **star plate** is the only plate available on the final round.

Play one last round. Players grab **meeples** as before, but only the player who grabs the **number 1 meeple** gets the **star plate**. Other players get nothing, but of course may lose **plates** and **rims** through breakages.

Calculates your score as follows:

- Total number of victory points on your **plates** and **rims**
- Points for the number of each coloured **plate** as shown below. Note:
  - The star plate is wild. The player must choose the colour for the **star plate**, it can be any colour, but not multiple colours.
  - **Plates** with **rims** of a different colour count as both colours.

### Reds/Blues/Greens

<b>1 = 1 pt</b>	<b>4 = 16 pts</b>
<b>2 = 4 pts</b>	<b>5 = 25 pts</b>
<b>3 = 9 pts</b>	<b>6 = 36 pts</b>

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**Player with most yellows = 6 pts**

The player with the most points is the winner.

In the case of a tie, the tied player with the most yellow **plates** wins.