

CHECK OUT!

RULEBOOK



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It's the start of the day and you are late for work! You rush to your favourite convenience store to grab some breakfast, but unfortunately, it's everyone's favourite too! The clock is ticking, and speed is of the essence! Grab what you can before others can get their grubby hands on it and be the first in queue to check out to get priority access to the sweet, sweet over-the-counter deals! Will you be able to fill your growling hunger and get to work on time?

COMPONENTS



60 Product cards



24 Deal cards



30 Savings tokens



30 Dice



1 Reference card



1 Check Out board

SETUP

Give each player a set of 5 dice of the same colour. Place the Check Out board in the centre, the same distance away from all players.



Shuffle the Products and Deals separately and place them nearby. You are now ready to start!

Check Out! is played over 5 rounds, 4 regular rounds and 1 bonus round. After the bonus round, players compare scores and the highest score wins!!

START OF ROUND

Reveal 2 Products per player and place them in the centre. Then, reveal Deals equal to the number of players and place them next to the Check Out board.



SHOPPING MANIA

Allow each player a few seconds to survey the revealed Products. Then, the player who dealt the Products gives the signal for everyone to start rolling their dice! (We recommend a simple 3, 2, 1, GO! to start with.)



Check Out! is a real-time game, which means that all players take their turn at the same time. Everyone should roll all of their dice simultaneously to try and match the die faces shown on the Products in order to successfully grab it.

HOT DOG



5★

290 CAL

To grab a Product, you must roll enough die faces to match all those showing on the card. For example, to grab this delicious hot dog, you need to roll exactly a 5 and a 6, and place them on the card.

All placed dice are left on Products until the end of the round. You may only grab a Product if you can match all the faces shown in a single roll. You may grab multiple Products with a single roll. Once a Product has had dice placed on it, no one else may place dice on it.

You are allowed unlimited rerolls but must reroll **all** unplaced dice.

CHECK OUT QUEUE

At any time during the round, you may choose to Check Out by joining the Queue...



...represented by these spaces on the Check Out Board.

To join the Queue, shout “Check Out!” and stack all your remaining dice on the rightmost available space. This means that you are done for the round.

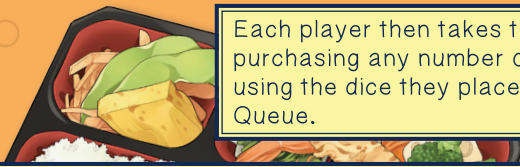
If you are the only player with dice left, you must stop rerolling immediately; make your final grabs with your current roll results if any, then stack all remaining dice on the rightmost available space in the Queue.

CHECK OUT

After all players have placed their dice in the Queue or have run out of dice, the Check Out Phase begins.


First, each player takes the Products with their dice on them.





Each player then takes turns purchasing any number of Deals using the dice they placed in the Queue.

Each Deal has a base price, but some of them may have a promotional price that becomes available if you fulfill its condition.



For example, this bag of Nachos would usually cost 2 dice to purchase. However, if you managed to grab a drink during the round, you may get it for only 1 die!

PROMO CONDITIONS



Grabbed a Drink Product this round.



This is the last Deal card



Grabbed a Food Product this round.



Grabbed a Snack Product this round.

Players take turns starting from the rightmost in the Queue, moving left. Deals are not replenished after being bought.





Instead of purchasing Deals, you may choose to gain a Savings token for each of your remaining die in the Queue. After resolving all players in the Queue, the round ends. Each Savings token is worth 1 point at the end of the game.

If you have no dice in the Queue at the start of the Check Out phase, you may not purchase any deals even if they do not require any dice.

ROUND END


Set aside all leftover Products, they will be used for the Bonus Round. Discard any remaining Deals. All players should flip their Products grabbed this round face down and retrieve their dice.



Add a Savings token to the "Bonus" space on the Checkout board. If there are 4 tokens after adding, it is time for the Bonus Round! Otherwise, start a new round by following the Start of Round instructions again.

BONUS ROUND


For the Bonus Round, instead of the normal set up, use all the Products that were set aside and reveal 1 additional Product from the deck.



You start the round with 0 dice but may gain additional dice by spending 1 Savings token per die, up to a maximum of 5 dice.

Each player must decide at the same time how much they wish to spend this round.

The round plays out like a normal round, with the exception that there are no Deals available for purchase and that remaining dice are not converted into Savings tokens. However, the first player to Check Out gets the 4 tokens on the "Bonus" space.



If only 1 player is participating in the Bonus Round (All other players do not/cannot pay for at least 1 dice), that player sets their dice to any mix of numbers and grabs the matching Products. Then, the Bonus Round ends. Discard the 4 tokens on the Bonus space.

END GAME SCORING





After the Bonus Round ends, each player tallies their final score. The player with the highest score wins!

Score ★ from your Products and Deals.

Score 1 ★ per  in your possession.

Score 3 ★ per set of Products you have. Each set comprises of 1 of each category of Product.

1 Set =  +  + 