

FOODFIGHT

Who doesn't love a canteen that is simply heaving with delicacies such as bean soup, spinach, fried eggs, sponge cake and chicory coffee? In this game, servings of unappealing canteen food just keep piling up in front of you, and the lovely dinner ladies just keep piling on second helpings. You'll have to try to get rid of your food cards very cleverly, because whoever has the most in front of them at the end will have to eat every last scrap!

7+
YEARS
OF AGE

15
MINUTES

2-7
PLAYERS

HOW TO PLAY

You can find a video explaining the rules via the QR-code link!



GAME CONTENTS

- 60 food cards (12 types in 5 colours)
- 18 action cards (cards with white backgrounds)
- 1 rulebook



GAME VERSIONS

In addition to the basic level game, there are two other ways to play:

If you're playing with younger children (ages 5-6), follow the rule additions in the green frames.



And once you have got really good at the game, try the advanced version—the rules are marked with a brown frame.



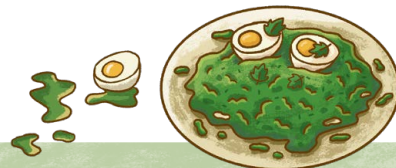
PREPARING TO PLAY



For younger players, remove the four „Stray Dumpling“ cards from the deck and put them back in the box. You will not need these cards for this game.

THE AIM OF THE GAME

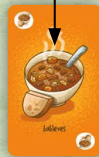
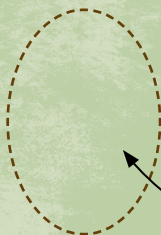
The aim is to have the smallest food pile at the end of the game! So, when it's your turn, try to get rid of as many items from your own food pile as possible!



DRAWDECK | Shuffle the deck and deal 3-3 cards to each player. Use the remaining cards to form a draw deck.



DISCARD PILE | Flip a food card face up in the middle of the table. This will be the discard pile (If you flip an action card, shuffle it back into the pack and flip a new one!).



GAME CARDS | Keep the cards in your hand secret!



YOUR FOOD PILE (IT'S PLACE) | At the beginning of the game there is nothing here! Later, if you can't play a card at the beginning of your turn, you must draw, and this is where the drawn cards will be stacked, face up.



HOW TO PLAY

The player who last ate at a canteen starts. Then it's the next player's turn, and so on.

YOUR TASK: PLAY AT LEAST

1 CARD FROM YOUR HAND OR FROM THE TOP OF YOUR FOOD PILE!

CARDS OF THE SAME COLOUR OR PATTERN |

If you have a card in your hand or on top of your food pile that matches the colour or pattern of the card on top of the discard pile, you can place it on top of the discard pile. Then you can continue in the same way, stacking as many as you can!



discard pile

OR ACTION CARDS | You can also play an action card, also placed on top of the discard pile (except SECONDS, which you can place on another player's food pile, see under action cards).



IF YOU CAN'T OR DON'T WANT TO PLAY A CARD

neither from your hand, nor from the top of your food pile, then you have to draw! You then stack the drawn cards **ON YOUR OWN FOOD PILE** (see the PREPARATIONS image), one on top of the other, until you draw a card that you are able to play (because its colour or pattern matches the card on the discard pile or it's an action card).

If you draw a card that you can discard, then discard it! If you can lay any cards from your hand or from the top of your food deck, you can keep laying cards onto the discard pile for as long as you can (see example on next page). If you can't place any more, your turn ends.

In the simpler game, your turn lasts until you manage to play 1 card onto the discard pile. At that point your turn ends and it's the next player's turn.

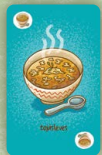


FOR EXAMPLE

You are holding a blue card (1), which is the same colour as the card on top of the discard pile. You play this one first. You also have in your hand another wormy apple card (2), which you place on top of the card that you played before. Since a red card is now on top, you can put your red card (3) on top of that.



draw deck



discard pile



food pile



game cards

DON'T END UP WITHOUT ANY CARDS AT THE END OF YOUR TURN!

If by the end of your round you don't have any cards left in your hand, draw three new cards from the draw deck. If you still have cards in your hand, you don't have to draw, it's the next player's turn.



THE END OF THE GAME

The game ends when a player draws the last card from the draw deck. That player may still play that card (except when it has been drawn into an empty hand at the end of the turn). Then all the players throw the cards that remain in their hands onto the discard pile and count the number of cards in THEIR OWN FOOD PILE. The player with the fewest cards wins. If there is more than one winner, they can celebrate their victory together.



In the advanced game version, when it's your turn, you can decide if you want to throw your card on the discard pile or attack another player, or indeed both!

You can attack if you have a card in your hand or on the top of your food pile that matches the food that's on the top of the food pile of the other player. If you have such a card, place it on the other players food pile! After that you can lay down as many of the same colour or pattern as you can, making the other players' food piles bigger!



If you didn't have a playable card at the beginning of your turn, but draw a card that allows you to attack, you can! Stack as many food cards as you are able onto your opponent's food pile!

If you are no longer able to increase your opponent's food pile, you may still throw cards on the discard pile if you can!



EXAMPLE


You have a red breakfast club tea card in your hand (1), and your opponent has a breakfast club tea card on the top of their food pile! So, you can attack them by putting your card on their food pile. After that you can put your red cocoa swirl (2) on their pile too! Actually, you also have a cocoa swirl on the top of your food pile, an orange one (3)! Thus, you may continue. You can even lay the second card from your food pile since it is also orange (4)!



ACTION CARDS


Action cards are played onto the discard pile, except for Seconds, which can be placed on any player's food pile. When you play an action card, you must immediately perform the action shown on the card.

'SECONDS' – MRS. MARSH / MRS. GISSY/ MRS. OODLES / MRS. WHINNIE /MRS. MITTY / MRS. ROSE
Deal 4 cards from the draw deck onto someone's food pile!

 You force-feed someone another plate of food! Choose a player and place this card on their food pile, then draw 4 new cards onto it face up. (If they didn't have a food pile before, then you have now started one for them!) You can lay any card, food or action onto a SECONDS card.

THE CANTEEN FAIRY

Choose a colour

 Today, you can wish for anything you like! Throw the canteen fairy onto the discard piles and name a colour! Now only cards of the same colour or a chosen action card can be laid on top.



STRAY DUMPLING

Take a card of your choice into your hand from one of the food piles!



This stray cat is your buddy, it will dig out anything you want it to! Play it onto the discard pile and choose a player (even yourself). Look through their food pile and take from it the card of your choice.

You can only put a food card on Dumpling if the drawing is one of the foods under the kitten, or an action card of your choice.

GUZZLE-GUS THE DOG



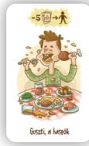
Throw 5 cards from your food pile onto the discard pile!

Tufty is hiding under the table and he will eat anything! Play the card on to the discard pile, then put 5 cards onto it from the top of your food pile.

You can lay any card, food or action, onto Tufty.

CHAZ THE CHOWHOUND

Transfer 5 cards from your food pile to someone else's food pile!

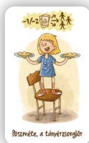


Someone is going to eat instead of you today! Lay Chaz onto the discard pile, then choose a player and put 5 cards from your food pile onto theirs.

You can lay any card with Gus – whether food or action card.

JUGGLING JILL

Dole out 1 or 2 cards from your food pile to every player!



Play Jill onto the discard pile and then distribute a card each to every player's food pile from your own (starting with the player coming after you). Thereafter, if you still have enough cards on your food pile to give one more each, do so! (If they didn't have a food pile before, you have now started one for them.)

You can put any card on Gooseberry – whether food or action card.

MR. RISOTTO – FORM MASTER

Serve every player (except yourself) 2 cards from the draw deck!



Play Mr Risotto onto the discard pile, then serve 2 cards each from the draw deck onto the food pile of every (other) player. (If they didn't have a food pile before, you have now started one for them!) You can put any card on Mr. Risotto – whether food or action card

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Not suitable for children under the age of 3!

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