

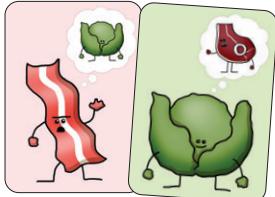
# FOODFIGHTERS

A 2-player game for kids and adults by Josh & Helaina Cappel

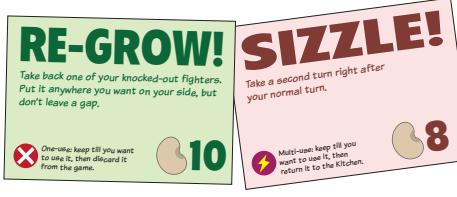
Foodfighters is a two-player game where each player controls a team of foods trying to win a food fight against the other team. First player to knock out three matching foods from the other team wins!

## COMPONENTS

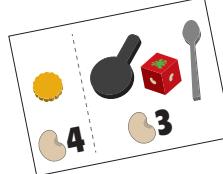
18 Fighters (9 from each team)



6 Power cards (3 from each team)



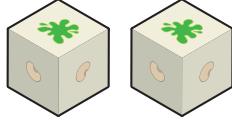
1 Price card



2 Pans



2 Normal Dice



1 Bonus Die



6 Crackers



4 Spoons



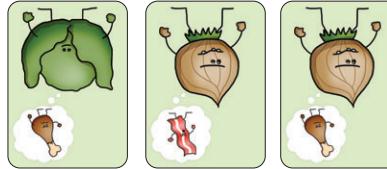
30 Beans



## SETUP

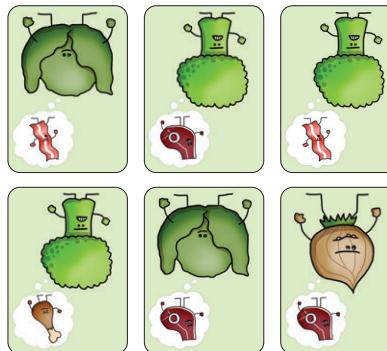
1 First, decide who will play which team. Each player shuffles their own fighters and randomly lays them out in a 3x3 grid as shown, facing the other player's fighters.

Place your fighters without looking at them as you go, so that the layout ends up being random.



2 Put the Price card near the grid and make stockpiles of Beans, Crackers, Dice, Bonus cubes, Pans, and Spoons near it. This area is called the *Kitchen*.

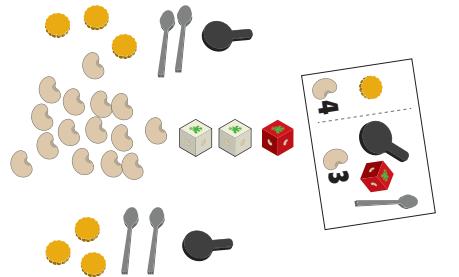
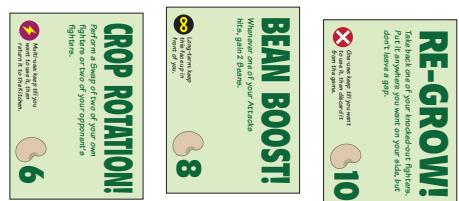
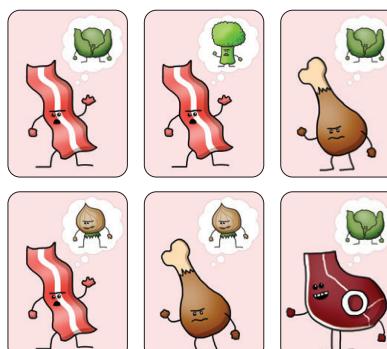
Make sure that each player has only 3 Crackers, 2 Spoons, and 1 Pan on their own side of the Kitchen.



3 Place each player's 3 Power cards face up on their side of the Price card.



4 That's it! The player who most recently ate one of the foods on their own team goes first.



**RE-GROW!**

Take back one of your knocked-out fighters. Put it anywhere you want on your side, but don't leave a gap.

10

**BEAN BOOST!**

Wear one of your Knocked-out fighters. Put it anywhere you want on your side, but don't leave a gap.

10

**RE-GROW!**

Take back one of your knocked-out fighters. Put it anywhere you want on your side, but don't leave a gap.

10

**SIZZLE!**

Take a second turn right after your normal turn.

8

# GAMEPLAY

The game goes turn-for-turn until one player wins. On your turn in this order:

1. You may either Swap or Attack or Roll for Beans
2. You may spend your Beans to buy one thing from the Kitchen.
3. Your opponent fills any gaps in their formation.

...then play passes to the other player.

## 1. SWAP OR ATTACK OR ROLL FOR BEANS

### SWAP

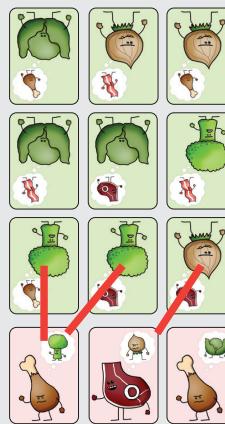
To swap, simply swap the positions of two of your own fighters, or swap one of your fighters into an empty space in the same row it already occupies. A swapped fighter brings along any carried items (such as Spoons or Crackers or Pans). When you swap, you also get 1 free Bean from the supply.

### ATTACK

To attack, indicate (by touching with your finger) which of your fighters is attacking, and which enemy fighter is being attacked. Your fighter may only attack an enemy that it can reach and that it is thinking about.

“In reach” means that the enemy is right next to the attacker, either in a straight line or diagonally. (Spoons can extend the reach of your fighters, see Spoons for details.)

“Thinking about” means that the enemy is pictured in the attacker’s thought bubble. It does not matter what the target is thinking about.



Example: Nobody in your second or third row can reach any enemies, so let’s look at your front row only. Your Chicken on the left is thinking about Broccoli. He could attack either of the two Broccolis indicated, but not the Broccoli that’s further away.

Your Steak is thinking about Onions; he could attack the indicated Onion but not the further ones.

Your Chicken on the right is thinking about Cabbages; all three Cabbages are out of reach, so he may not attack anybody.

Once you have indicated a legal target, roll the 2 normal dice.



If you get no splats, you have missed; this is not so bad since you get a very nice consolation prize; collect the number of Beans showing on the dice from the supply.



If you get at least one splat, you have hit your target. The target is knocked out, and you take it over to a discard area off to the side, keeping it visible. (Crackers can protect your fighters; see Crackers for details.) Remember that you are trying to knock out three of a kind (for example three Broccolis or three Chickens) to win the game!

Note: You do not collect any Beans showing on your dice when you score a hit.

# ROLL FOR BEANS

To Roll for Beans, roll both dice (or all three dice if you currently hold the Bonus Die, see below), and collect the number of Beans showing. If any of the dice are Splat, **re-roll those Splat**s until you get all Bean results.

## 2. BUY SOMETHING FROM THE KITCHEN

After your Swap or Attack is finished, you may buy 1 thing from **your side** of the Kitchen if you have enough Beans and want to. Return the Beans to the supply, and take the thing you bought. You can't buy something if there are none of that thing remaining in the Kitchen.

*The Bonus Die is not considered to be on either player's side of the Kitchen; if it is there, you may buy it.*

A single fighter may never hold two duplicate items at once. So at most, a fighter may be equipped with one Spoon, one Cracker, and one Pan.

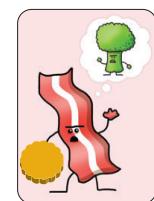
### CRACKERS (4 BEANS)



*You may not buy a Cracker if one of your Crackers was smashed on your opponent's last turn.*

When you buy a Cracker, place it on one of your fighters hands, like a shield. When that fighter is hit by an attack, the Cracker is **smashed** and is removed from the game but the fighter is **not** knocked out. **Exception:** If the attacker rolled at least **2 splats**, the cracker is smashed and the fighter is knocked out.

*It is very important to note that a Cracker is removed from the game when it is smashed, unlike the Spoons and Pans which return to the Kitchen when used. This means that you have only 3 Crackers per game, use them wisely!*



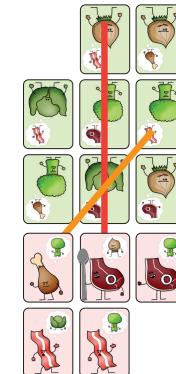
*This Bacon is holding a Cracker, so will be able to defend himself from a single splat!*

### SPOONS (3 BEANS)



*You may not buy a Spoon if you just used one to attack on your turn.*

When you buy a Spoon, place it on one of your fighters hands, like a spear. That fighter's reach is now increased so that it may attack **any distance (in a straight line or diagonally)**. This means that a fighter with a Spoon could possibly attack even when not in your front row. When the fighter uses the Spoon to attack a target that is out of normal reach, the Spoon is **lost** (return it to the Kitchen) **whether the attack hits or not**. (If a Spoon-carrying fighter attacks an enemy in normal reach, the Spoon is **not** lost.)



*For example if you gave a Spoon to the (Onion-thinking) Steak shown, it could use it to attack the Onion way at the back in a straight line. It can't attack the Onion beside that one since it is not in a straight line. Attacking the diagonal Onion wouldn't use the Spoon since it is in normal reach.*

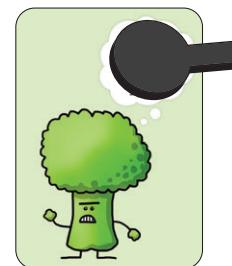
*If you gave it to your Chicken instead, it could use the spoon to attack the distant Broccoli shown in a diagonal straight line. Attacking the Broccoli straight ahead wouldn't use up the Spoon since it is in normal reach.*

### PAN (3 BEANS)



*You may not buy your Pan if you successfully hit with it on your turn.*

When you buy the Pan, place it over one of your fighters' thought bubbles. That fighter is now permitted to attack **any enemy type (obeying normal reach rules)**. When the fighter with the Pan attacks **and hits** a target, the Pan is **lost** (return it to the Kitchen). Unlike the Spoons, the Pan is **not** lost when this fighter attacks and misses.



*This broccoli is allowed to attack any enemy fighter in reach!*

## THE BONUS DIE (3 BEANS)



*You may not buy the Bonus die if you just rolled it on your turn.*

When you buy the Bonus die, take it and keep it next to you for now. The next time you roll dice (whether for attacking or rolling for beans), you will roll all three dice instead of just the normal two. This means that you'll have an increased chance to hit (and especially to score powerful 2-splat hits), and that even if you miss, you will earn more Beans than usual. Return the Bonus die to the Kitchen after you roll it.

## POWER CARDS; VARIOUS PRICES

Each team has three unique Power cards; you may only buy a Power card from your own team. Each Power card displays its cost in Beans, and describes its own ability. There are three different symbols that help determine how the Power cards are used:

 One-use. You may use this card immediately or keep it to use it later (but only on your own turn). Once used, discard this Power card from the game.

 Multi-use. You may use this card immediately or keep it to use it later (but only on your own turn). Once used, return this Power card to the Kitchen, where it becomes available for your future purchase. You may not re-buy this card on the same turn that you use it.

 Long-term; keep this card face-up in front of you when you buy it. Its benefit immediately becomes active and stays active while the card remains in play.



## 3. YOUR OPPONENT FILLS ANY GAPS

If there is a gap in your opponent's formation, your opponent must fill it. (A gap exists when a fighter is missing from a row and there are any fighters left anywhere in the row or rows behind it.) The opponent must choose one of their fighters from the farthest-back row that still has fighters in it, and put that fighter into the gap. This is not part of their turn.

## GAME END

The game ends when one player wins by knocking out three of a kind of the opponent's fighters!

*For example if you are the Veggies player and you knock out all three Steaks, or all three Bacons, or all three Chickens.*

