

# Rule Cards

## Game Board

## Meal Cards

## Avatar Cards

## Advice Cards

**This files contains:**

2 ✕ Setting Up The Game Cards

4 ✕ Playing The Game Cards

**Total of 6 Rule Cards**

**Printing instructions:**

Print page 2 - 3 on A4 paper

Cut out the cards in format H x W= 156x78mm

## Rules



### SETTING UP THE GAME #1

- 1 Divide the participants into two teams (or players)
- 2 Place the three game boards centrally in front of player A and B as indicated



- 3 Separate and shuffle the different cards:



- 4 Deal 1 × , 3 ×  and 2 ×  to each player
- 5 Place the remaining  and  face down on their designated places on the game board
  - ⚠ Keep all cards concealed from the other players
- 6 Not-used avatar cards are removed
- 7 Each player familiarize themselves with their individual secret mission on their Avatar card

## Rules

### SETTING UP THE GAME #2

- 8 Each player familiarize themselves with the different types of Meal Cards and their 16 dimensions



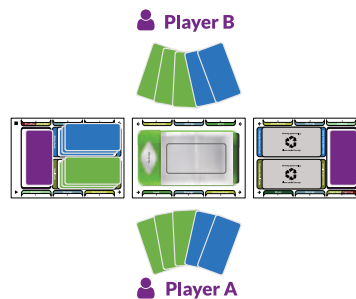
- ⚠ Note that some Meal Cards can be placed on more than one position

- 9 Decide on a game mode (A or B).

- ⚠ Note that the bonus criterion is not the primary winner criterion.

- 10 Decide on which player who should start the game

- 11 You are now ready to play. The setup should now look like this:



## Rules

### PLAYING THE GAME #1

- 1 The player-in-turn (here Player A) may begin their turn by declaring themselves as a winner by revealing their secret Avatar card.

This requires:

- Nine Meal Cards (i.e. no vacant positions)
- A correct combination of meals and mission

The setup may (after some rounds) look like this:



- 2 The other player may check the combination:

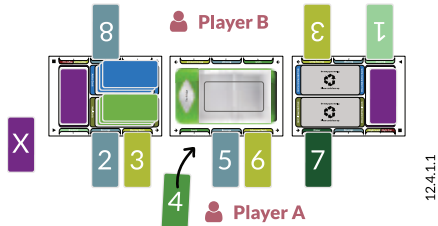
- If it is correct, the player-in-turn wins the game
- If not, the player-in-turn is disqualified and the other player wins
- If you also have the bonus criterion right, then you get the honorary title of *Food For Thought Master!*

Rules

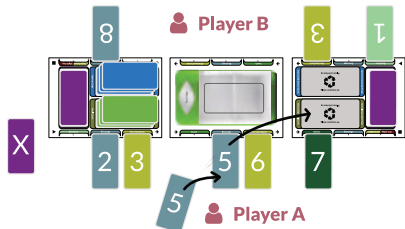
PLAYING THE GAME #2

3 The player-in-turn (here Player A) **must** then play a Meal Card in one of the following ways:

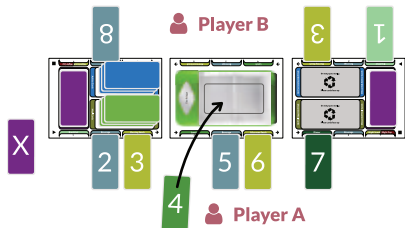
a Directly on a free space



b Replacing another Meal Card



c Directly into the Fridge

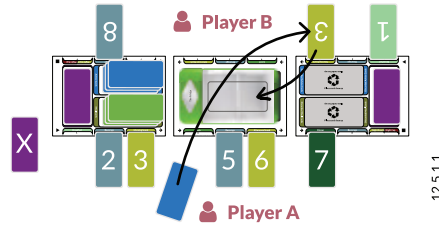


Rules

PLAYING THE GAME #3

4 The player-in-turn (here Player A) **may** then play an *appropriate* Advice Card in one of the following ways:

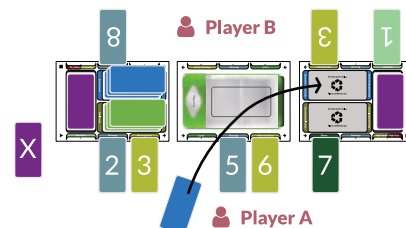
a Move a Meal Card into the Fridge



b Steal a Meal Card



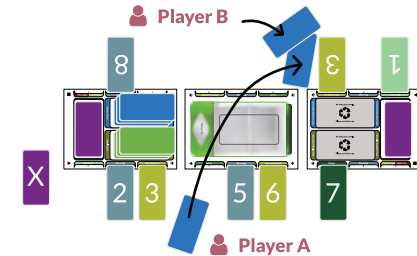
c Place in the Paper recycling



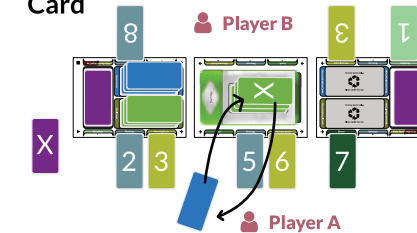
Rules

PLAYING THE GAME #4

d A player that is being attacked by an Advice Card can cancel the attack:

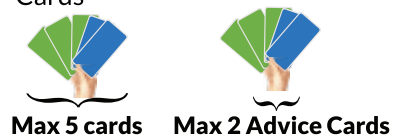


5 Open the Fridge and pick one Meal Card



The remaining Meal Cards in the Fridge retire from the game

6 The player-in-turn must then pick up new Meal and/or Advice Cards



7 The turn is finished and the player to the left becomes the next player-in-turn.