

# FOOD CHAIN

A game for 2-4 players  
~15 minutes game length

## BASIC RULES

### INTRODUCTION

You and your friends are attending a neighborly cookout and are competing against each other to present the most impressive dishes! However, you all forgot to bring your own ingredients and have to share what is left at the cookout. Sabotage for your friends in the battle to be known as the greatest chef around town.

### SETTING THE GAME UP

To play food chain, first set up the board as seen in the setup example; Three cards face-up in the centre of the table with the deck next to it. Deal four cards to each player from the deck. **The player who last cooked food** becomes the first **active player**. The game is split into rounds.

### THE GAME ROUND

**The active player** puts a card face up from the deck in the **face-up area**, then picks one of the face up cards and puts it in their hand.

**STEP 1: The active player** places two cards from their hand in front of them, one face up and one face down. **All other players** then place one card face down in front of them.

**STEP 2: The active player** chooses one of their two cards on the table to use and returns the other card to their hand. If the chosen card was face down - reveal it. Now reveal all other face down cards on the table - this is the dish the **active player** has made and will be scored on. The **active player** keeps this 'dish' consisting of all the cards played (This will be the same amount of cards as there are players).

**STEP 3:** Put these cards to the side in a pile, make sure each dish is separated as they will be your score at the end of the game (Remember to keep track of your points as the game goes on.)

**The player to the left of the active player** now becomes the **active player** and begins a new game round.

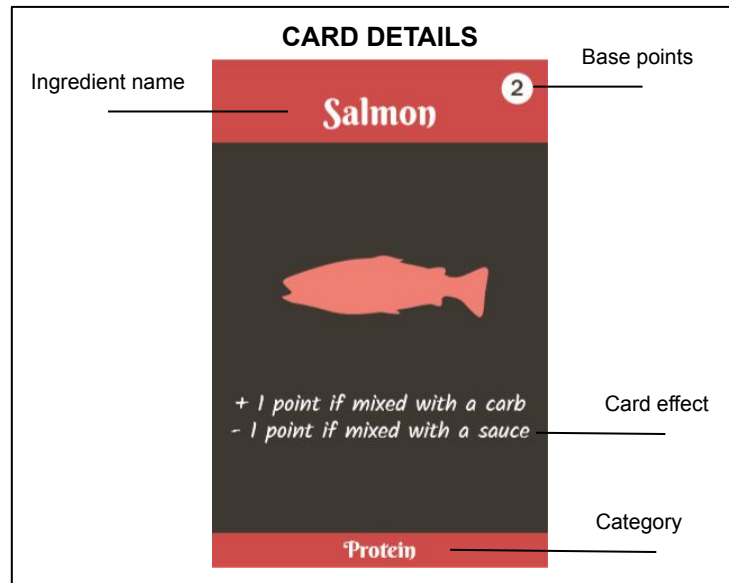
**At the end of a round**, all players with less than four cards draws a card from the deck.

### GAME END

**Once a player reaches 15 points**, or the deck is empty, the game ends (Note that all players have to have had the same amount of rounds, in either case, so continue until enough rounds have been played)

**After the game is over**, each player sums up the points value of their own dishes and compares them to each other, whoever has the highest score wins.

## SETTING THE GAME UP



Most cards have additional rules on them which relate to scoring. The game includes 56 cards with different ingredients on them. **The number in the top right of each card signifies the amount of points that card gives when part of a dish, this score can be modified by the effect on this, or other, card(s).** Note that unless otherwise specified, a card can only modify its own points value.

### SETUP EXAMPLE



## THE GAME ROUND

