

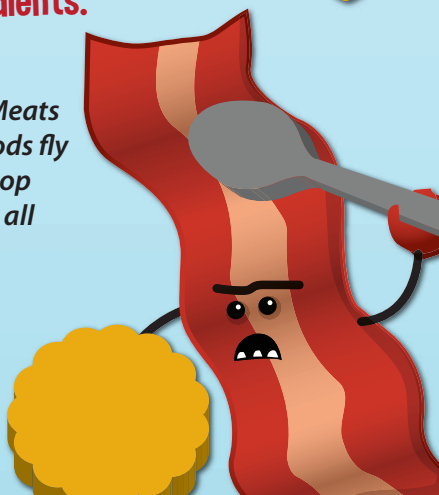
# FOODFIGHTERS



**A battle game with all the right ingredients.**

*Late at night, your kitchen comes alive in a food-flinging battle to rule the tabletop. The Meats march into battle against the Veggies, and foods fly as the factions clash! Who will emerge as the top banana, the big cheese, the burger king? That all depends on YOU!*

Foodfighters is a fast-paced battle game where you command a faction of foods... literally, food fighters. To win, use every trick in the pantry to knock out three of a kind from the other team!



8+



2



20min.

## COMPONENTS

**18 Fighters**  
(9 from each team)



**2 Normal Dice**  
**and 1 Bonus Die**



(Notice that all three dice have different Splats and Bean results on them!)

**6 Power cards**  
(3 from each team)



**1 Price card**  
(With player aid on the back)



**2 Pans**



**4 Spoons**



**30 Beans**



**6 Crackers**



**18 Thought**  
**Bubble Clingers**

These are only used if you want to play with our awesome Expansions or make custom teams... see the back page to learn more!



# 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
  - *Try not to look at your fighters as you go, so that it's random.*
- 2 Make stockpiles of all the other game pieces; this area is called the *Pantry*.
  - *The Price card, dice, and Beans go in the middle; they are shared.*
  - *Each player gets their team's 3 Power cards, 3 Crackers, 2 Spoons, and 1 Pan on their own side of the Pantry.*
- 3 That's it! To get started, both players roll all three dice; the player with the most beans showing goes first (*re-roll if you tie*).



## PLAYING THE GAME

The game goes turn-for-turn until one player wins by knocking out **three of a kind** from the other team. On your turn in this order:

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

...then play passes to your opponent.



# 1. ROLL FOR BEANS or SWAP or ATTACK

## ROLL FOR BEANS

Roll both dice, and collect the number of Beans showing.

If any of the dice show Splats, re-roll those Splats until you get all Bean results.

*Example: You Roll for Beans, and after re-rolling a Splat, your dice end up showing 3 Beans. You collect 3 Beans from the Pantry!*



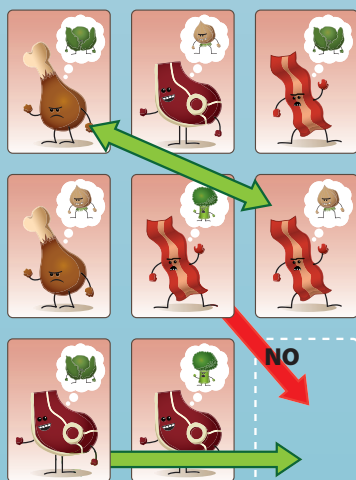
## SWAP +

Swap the positions of **any two** of your own fighters, **or** move one of your fighters into an **empty space** in the **same row** it is already in.

Then take **1 free Bean** from the supply.



- *All items stay on the moving tiles (for example a fighter carrying a Cracker brings the Cracker).*
- *You may not move a fighter into an empty space in a different row.*

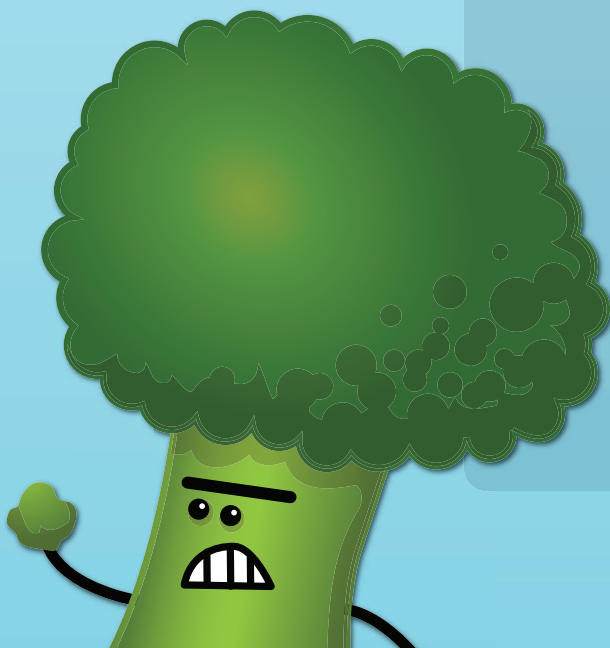


*Example: You could swap **any two** of your fighters (such as the Chicken and Bacon shown)...*

*...OR you could swap **either** of your two Steaks in the back row into the empty space there...*

*... BUT you couldn't swap anything from the front or middle row into the empty space in the back row (like the indicated Bacon).*

*Whichever you choose, don't forget your free Bean!*



# ATTACK



Declare which of your fighters is attacking, and which enemy fighter is being attacked (*touch them both so it is clear to your opponent*). Your fighter may only attack an enemy that it can **reach** and that it is **thinking about**.

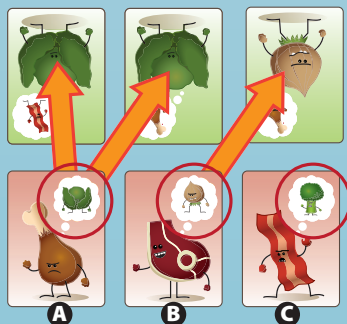
**"In reach"** means that the enemy is **right next to** the attacker, either straight ahead **or** diagonally.

**"Thinking about"** means that the enemy is pictured in the attacker's thought bubble. It does not matter what the **target** is thinking about.



Usually, only the fighters in your front row are in reach of enemy fighters. Here are some examples:

- A** Your Chicken on the left is thinking about Cabbage. It could attack either of the two Cabbages it is next to.
- B** Your Steak in the middle is thinking about Onions; it could attack the Onion it is next to.
- C** Your Bacon on the right is thinking about Broccoli; it is not next to any Broccolis, so it may not attack right now.



Then, 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**; take it over to your **discard area** off to the side, keeping it visible.

**• Do not collect any Beans showing on your dice when you score a hit.**


## 2. BUY SOMETHING FROM THE PANTRY


After your **one action**, you may buy **one thing** from **your side** of the Pantry. Return the Beans to the supply, and take the thing you bought. You can't buy a type of thing if there are none left on your side of the Pantry.


All of the items are explained in detail in **The Pantry** section of the rules, but here is a quick look at them:

**3**  **Spoons** give your fighters longer reach, like spears.

**4**  **Crackers** protect your fighters, like shields.

**3**  **Pans** let your fighters attack any enemy type.

**4**  **The Bonus die** is added to your dice rolls for better results.

**?**  **Power cards** give your team a variety of unique abilities.

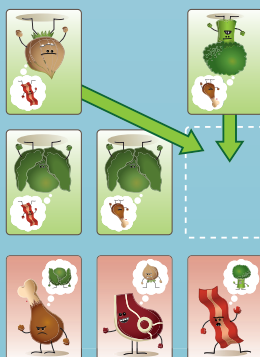
## 3. YOUR OPPONENT FILLS ANY GAPS

If there is a **gap** in your opponent's formation, it must be **filled**. (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 **any one** of their fighters from the **farthest-back row that still has fighters in it**, and put that fighter into the gap.

• **Filling a gap is not part of your opponent's turn.**

Then the opponent's turn begins!



*Example: You just knocked out a fighter in the Veggie front row. Since there are still fighters further back, this leaves a gap that now must be filled.*

*Veggies could fill the gap with either the Onion or the Broccoli in their second row; it is the furthest-back row that still has fighters in it.*

## END OF THE GAME

After your turn if you have three **matching** knocked-out enemy fighters in your discard area, you have won the game... nice work!


*For example the Veggies player could win by knocking out all three Steaks!*



# THE PANTRY

Below is a detailed look at all of the different items.

Some general rules about items:

- *The Bonus Die is not on either player's side of the Pantry; if it's in the Pantry, you may buy it.*
- *A fighter may hold one item in each hand, but never two duplicate items at once. For example, a fighter could hold a Spoon and a Cracker, but not two Spoons.*
- *Most items have another limit to when you may buy them; the general rule is that you can't buy something **right after** you used it. See each item's  text for specifics.*




## SPOONS



COST: 3

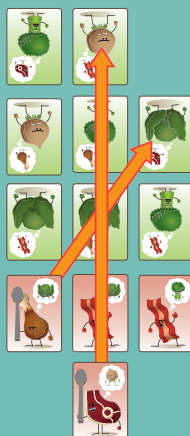


 You may not buy a Spoon if you just threw a Spoon at a distant enemy on this turn (whether it hit or not).

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 you use a Spoon to attack a target beyond normal reach, the spoon is **lost** (return it to the Pantry) whether the attack hits or not.

- If you attack an enemy in normal reach, the Spoon is **not** lost.



For example if your Chicken held a Spoon, it could attack the far Cabbage diagonally. (Both closer Cabbages are in normal reach and don't use the Spoon.)


If your Steak in the second row had one, it could attack the Onion all the way in the back row. (The other Onion is not in a straight or diagonal line from your Steak, so it couldn't be attacked at the moment.)

## CRACKERS



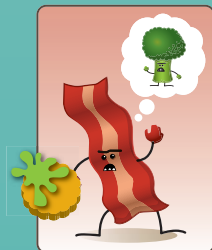
COST: 4



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

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.

- If the attacker rolled **two or more 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 other items which return to the Pantry when lost. This means that you have only 3 Crackers per game; use them wisely!



This Bacon is holding a Cracker, so it is safe from a single Splat... but the Cracker is smashed! A double Splat would have smashed the Cracker and knocked out the Bacon.



## THE BONUS DIE



**COST: 4**



**⊘ You may not buy the Bonus Die if you just rolled it on this turn.**

Take it and keep it next to you for now. The **next time** you roll dice (*for any reason*), you must 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 double Splats*); even if you miss, you will earn more Beans than usual. Return the Bonus die to the Pantry after you roll it.



*Rolling all three dice leads to great attack and Bean-gathering opportunities!*

## PANS



**COST: 3**



**⊘ You may not buy a Pan if you successfully used a Pan to hit an enemy on this turn.**

Place it over the thought bubble of one of your fighters. That fighter is now able to attack **any type of enemy fighter** (*obeying normal reach rules*).

When the fighter with the Pan attacks **and hits** an enemy, the Pan is **lost** (*return it to the Pantry*). The Pan is **not** lost when this fighter attacks and **misses**.



*Example: This Steak has a Pan on its thought bubble... until it hits an enemy, the pan will stay there and the Steak is able to attack any enemy in reach.*

## POWER CARDS



**COST: VARIOUS PRICES**



Each team has its own unique Power cards; you may only buy a Power card from your own team. Each Power card displays its cost in Beans, and describes how it works when you play it. There are three Timing symbols that show how the cards are used:



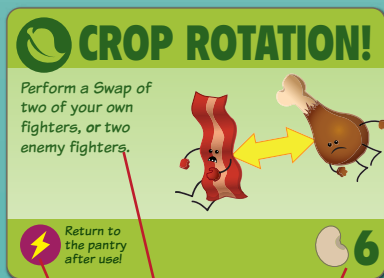
**One-time use; discard the card from the game after you play it.**



**Multi-use; return the card to the Pantry after you play it.**



**Ongoing use; keep the card on the table in front of you.**



**Timing symbol**

**Power description**

**Cost in Beans**

You **may** play a Power card when you buy it, or you may hold on to it until you are ready. You may only play a Power card on your own turn unless it says otherwise.