Do Eat!

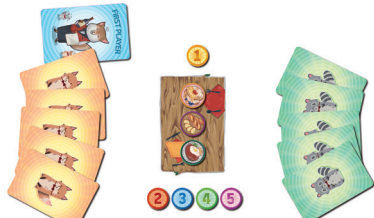BLOOM GAMES · 6 MINI · 2 players · age 8+ · 10 min

You are hungry raccoon and fox in the forest. Who will be the winner of a great dinner?

COMPONENTS

– 12 Cards :
  10 Game cards, 1 First player card, 1 Table card
– 3 Food Tokens (Double sided)
– 5 Round Markers
  (Front 1,2,3,4,5 / Back D,o,E,a,t)
– 1 Rule sheet

SET UP

1. Deal 1 set of 5 game Game Cards to each player. Each set can be distinguished by their back. Players hide their card from opponent.

2. Place a Table card between players and place 3 Food Tokens on it.

3. Place the five round markers in the numbered sides (1–5), and set aside the marker showing the current round number next to the table.

4. Player who had a meal recently takes the First Player Card. Throughout the game, player with the First Player Card begins each turn.

Set up example (1st round)

GAME PLAY

1. Each player plays one of their cards face down. It's best to place the two cards facing each other with the table card positioned between them. ⓐ

2. Reveal both cards simultneously. From the first player, they apply their card's effect. However, 'Cancel' card effect is applyed first regardless the turn order. ⓐ (See 'Card Effect')

3. After playing both cards, first player passes over the First Player Card to opponent.

4. Then, each player chooses two of their 4 remaining cards and decides their order. Place those cards beside the played card (ⓐ) face down. At this time as well, each card should be placed facing the other. ⓑ

5. Reveal the first of two face down cards at same time. The first player's card applies its effect then opponent's one. After playing both cards, reveal the second card and repeat it. Then, pass over the First Player Card.

6. If you already have one food token in front of you and a card effect places a second one there, you immediately gain the current round token. If the round token has already claimed, it cannot be claimed again during this round.

7. Repeat Step '4' and '5' with 2 remaining cards in each player's hand. Now they used all their 5 cards.

8. If there is no winner, pass over the First Player Card. Each player takes their 5 cards back into their hands. Leave the food tokens where they are.

9. If no one has claimed the current round token, remove it from the game and place the next round token beside the table. A new round now begins.
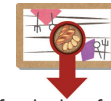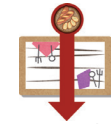
GAME END

Game will end in two ways.

1. If any player gets all 3 Food Tokens, the game ends immediately and that player wins the game!

OR

2. If there is no player who has all 3 Food Tokens until the end of the 5th round, the player with the most Food Tokens wins the game. If there is a tie, The player who has collected the most round tokens wins!

CARD EFFECT

There are 4 types of cards. Sometimes the case you cannot use a card's effect can be happened.

Move one of the food token from the table to your side. (There are two identical card in one set.)

Move one of the opponent's food token to your side.

Move one of the opponent's food token to the table.

Cancel the opponent's corresponding card immediately. (Apply this first, regardless who is the first player)
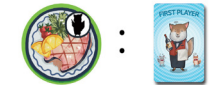
* EXPERT RULE *

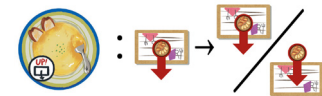This variant is for experienced players.

SET UP & GAME PLAY

1. Place 3 Food Tokens to show the expansion side (with icons) on the Table.
2. Gameplay is the same with the original rule.
3. Each Food Token has a special effect that can be used by its owner (who has it in front of him.) When the token is away from its owner, he cannot use its effect.

At the beginning of each round, before choosing your first card to play, you can see the card played by the opponent. The card effects are applied from the first player as normal.

You don't pass the First Player Card.

The card which moves a food token from the table to your side- is upgraded! When you use this card, you can choose its original effect or another one-(from opponent side to the table.) You can choose just before applying the effect.