

Food Court Frenzy

Congratulations! You won a shopping spree at the Arbor Springs Mall - but there's a twist. The Mall's brand new Food Court just opened, and in order to claim your prize, you have to outlast the other finalists in an eating contest. Can you eat the most without spending all your Food Bucks? Do you have what it takes to come out on top of the Food Court Frenzy?!

Food Court Frenzy is a board game of competitive (over)eating for 2-4 players, ages 6 and up.

Setup

- ① Each player attaches their Player Piece Pants to their Player Piece Stand. Your Player Piece is the one of the same color as the central Food Stall facing you (Veggie Hut is Green, Salad Kingdom is Red, Diner Delite is Blue, and Tastee Fry is Yellow).
- ② Each player starts with the 20 Food Bucks in front of them.
- ③ Each player places their Player Piece on their same-color Food Stall.
- ④ The oldest player begins the game. Turns proceed to the left.

How To Play

- ① On your turn, roll the die and move that number of spaces in either direction around the board. You cannot move onto any of the circles (the center, either ATM or either Restroom), only on Food Stall squares.
- ② If you land on an empty space, pay the number of Food Bucks indicated, and place one Food Bit from that Food Stall in your Player Piece Pants. If you would land on a Food Stall with no remaining Food Bits, you must go the other way. If you have no choice but to end on a Food Stall with no Food Bits, you lose your turn.
- ③ If you would land on a space occupied by another Player Piece, you Bully them! Roll the die again, and do whatever the Bully Table tells you to do. The Bully Table is found in the center of the board.
- ④ If you start your turn on a corner square (next to either Restroom or either ATM), you only move if you roll 1 through 4. On a 5 or a 6, you either have to take one Food Bit out of your Player Piece (if next to a Restroom), or gain one Food Buck (if next to an ATM). If you don't have any Food Bits yet, or if neither ATM has any Food Bucks on it, you lose your turn.

Ending the Game

- ① The game ends when a player either cannot place any more Food Bits in their Player Piece Pants; has a Food Bit pop out of their Player Piece Pants after they've taken their hand away; runs out of Food Bucks; or if their Player Piece falls over! IMPORTANT: The Player Piece falling over only counts if that player was the only one to touch it; if it falls over because of the action of another player, then simply stand it back up and continue playing.

Winning the Game

- ① Once the game ends, whoever has the most Food Bucks left wins!
- ② If multiple players are tied for Food Bucks, count the Food Bits in their Player Piece Pants. Whoever has the MOST bits wins!

Alternate Rules

- ① For a longer game, simply eliminate each player once they fulfil one of the conditions listed under Ending the Game. Whoever is the last one standing is the winner!
- ② For a faster game, eat two Food Bits instead of one whenever required.

Contents:

4 Player Piece Stands
4 Player Piece Pants
(Red, Blue, Green and Yellow)
10 Food Bits for each of the
12 Food Stalls
20 Food Bucks per player
(80 total)
1 Instructions Sheet
1 Play Tray
1 Die

IMPORTANT

You can only use
ONE HAND when
placing or
removing Food
Bits!