

**FOOD CARDS REFERENCE KEY:**



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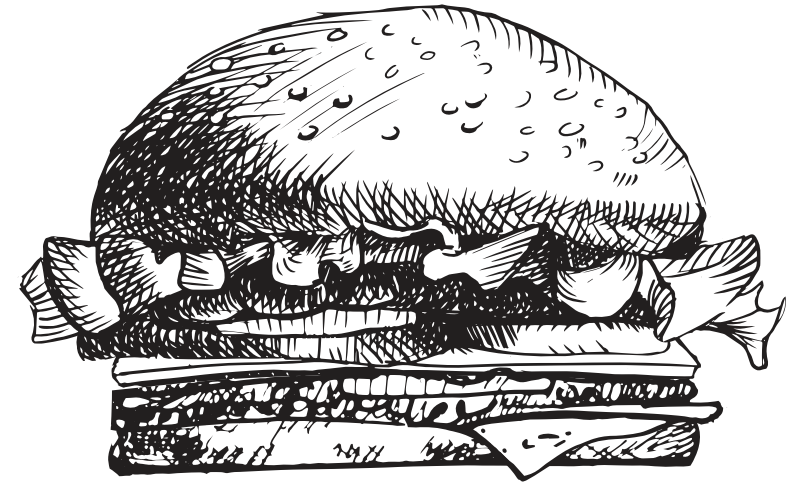


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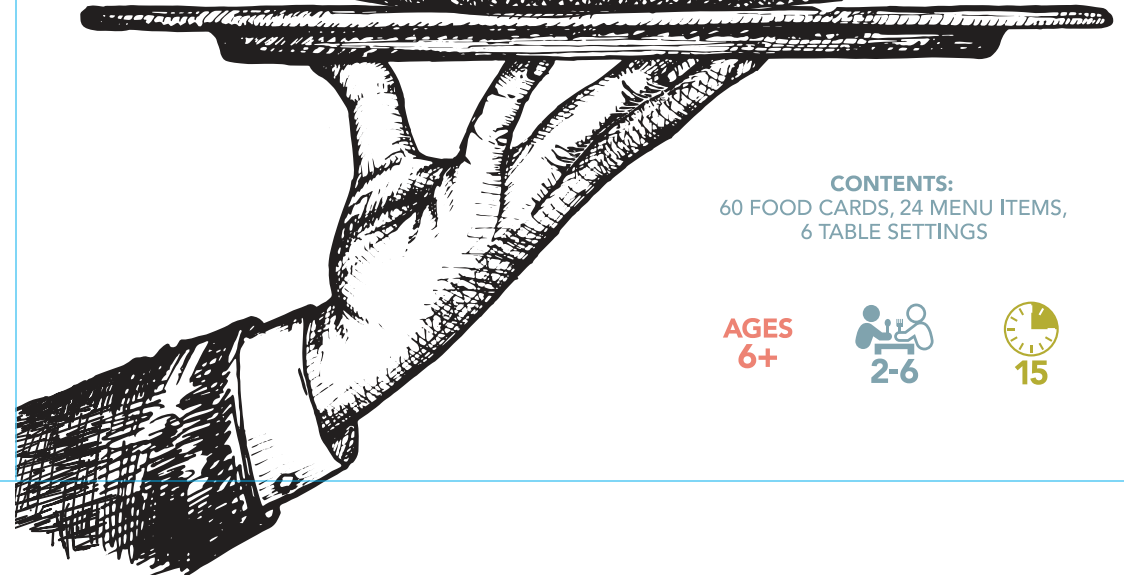


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**HANGRY**



**CONTENTS:**  
60 FOOD CARDS, 24 MENU ITEMS,  
6 TABLE SETTINGS

**AGES**  
6+



### OBJECTIVE:

Be the first to fill your Table Setting with one Main Course, one Side Dish, one Drink, and one Dessert.

### MEAL PREP:

- Each player takes one Table Setting.
- Turn all the Menu Items **face up**, separate according to size, and place to the side.
- Shuffle the deck of Food Cards and deal them evenly **face down** among all players. If there are any extra Food Cards, remove them from the game.
- All players should now have a deck of Food Cards face down in front of them.
- Don't look at (or hold) the Cards.

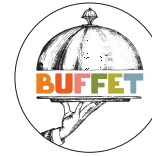
Example of a 3-player game set up.



### HOW TO PLAY:

- At the same time, all players flip over the top Card from their deck into the center of the play area where everyone can see. *\*Tip: Have everyone count together "One, two, three, FLIP!"*
- **LOOK FOR MATCHING FOODS!** If there are any matching Food Cards on the table, be the first to slap the matching Cards while shouting the name of the food. (For example, "Pizza!")
  - You can use both hands to slap matching Cards, but you can't take more than two Cards.
  - If you slap one Card and another player slaps a matching Card, you each get to keep the Card you slapped first.
  - If you forget to say the food's name, or shout the wrong food while slapping the Cards, you may not collect the Cards you slapped. However, those Cards are still in play and other players can poach them.
- Keep collected Food Cards in a separate pile to the side.
- **IMPORTANT:** Any Card that doesn't have a match stays in play - those Cards are still there for the taking!

### ALSO ON THE MENU...



- The **Buffet Card** is a free Card that can be slapped and taken without a matching pair.



- The **Hangry Cards** can also be slapped and taken without a matching pair. Each Hangry Card has a number: +1, +2, or +3. The player who slaps the Hangry Card gets to steal 1, 2, or 3 Food Cards from another player. *\*Note: The Cards should be taken from the pile they have already collected, not from their deck.*

- When there are no Food Cards left to flip, the round is over.

### END OF A ROUND:

- Everyone counts their Food Cards. The player who collected the **most** Cards gets to choose **TWO** Menu Items to put on their Table Setting. The player who collected the **second most** Cards gets to choose **ONE** Menu Item to put on their Table Setting.
- To start a new round, once again shuffle the deck of Food Cards and deal them evenly **face down** among all players.
- The game continues until a player fills their Table Setting with one Main Course, one Side Dish, one Drink, and one Dessert.

### WINNING:

The first player to fill their Table Setting is the winner! Bon Appétit!

This is an example of what a winning Table Setting might look like. This player has filled all open spaces with a Main Course, a Side Dish, a Drink, and a Dessert.

