



What The Food?!

Rulebook

Nobody's sure what started the incident.

It might have been a mushy grapefruit or a few frozen fish sticks...

Or perhaps it was just that the kids of Washington, Taft, and Fillmore High Schools - forced to eat together in the same cafeteria following school budget cuts - were looking for any reason to lob something!

Objective

Pick up and throw funny food combos at your opponents and avoid "humiliation" points. When any player reaches 10 points, someone has 'alerted the principal' and the fight is over.

The winner is the player with the **LOWEST** score.

Components

Base Game

- 10 character ID cards
- 8 condiment target cards
- 24 starting action cards
- 10 character special actions
- 12 bonus action cards
- 36 food cards
- 9 topping cards
- 9 condition cards
- 9 event cards
- 3 blank "write-on" cards
- 100 humiliation tokens
- 1 hamburger (starting player token)

Special Edition (sold separately)

- 5 character ID cards
- 12 food cards
- 6 topping cards
- 6 condition cards
- 5 character special actions
- 2 event cards
- 2 bonus action cards

What the Food?!

is a game for 3-8 players*

*See page 10 for 2 player rules. Combine sets or bonus cards available online for 8+ players.

SET UP



1. Deal everyone a **Target** card (colors are just for flavor) and a set of starting **Actions**: 1 Duck, 1 Throw, and 1 Grab.
2. Deal everyone a **Character ID** card and the matching special **Action** card for that character.
3. Put all unused **Target**, **Character ID** and starting and special **Action** cards back in the box.
4. **The Deck**: shuffle all cards together except **Event** cards.
5. Deal 2 cards to each player, 5 face up cards to make the **Floor**, and 3 face up cards to start the **Trash** pile.
6. Now shuffle the **Event** cards into the **Deck**.
7. The player with the relish **Target** card starts first. If relish was not dealt, the player who ate last begins...





FOOD – basic ammo: worth 1pt of humiliation. May select 2 (if available) when grabbing.



TOPPING – can be thrown solo (as a food), otherwise adds to food for 1 more humiliation.



CONDITION – 2pts, but must be combined with food or topping. Optional advanced rules available.

Card Types



EVENT – global events. When drawn (face up or down), play and resolve immediately.



ACTION – your abilities in the game. Once drawn, these are yours to keep and use on future rounds.

PLAYING the GAME

The food fight is played in **Rounds**

Each round is **3 Actions**

Each Round:

- 1. New Starting Player!**
Pass the starting player token (hamburger) clockwise. (Except round 1).
- 2. TARGET!**
In clockwise order from the Starting Player, everyone points (aims) their target card at someone.
- 3. Choose Actions!**
Everyone chooses 3 actions to play this round, placing them in one facedown pile, putting action #1 on top.
- 4. Take Action!**
Each player flips over his/her top action. Then, in clockwise order, Starting Player first, each player acts out the instructions on their card.
- 5. Get Humiliated!**
Players gain or remove humiliation tokens as directed by the card icons.
Repeat steps 4 and 5 for your next 2 actions.
- 6. Check for Game End!**
At the end of the round, if anyone has reached 10 points, the game is over. See page 7.
- 7. Go Again!**
Start a new round!

Food Fight!

Icons



HUMILIATION – a splat with number indicates a gain or loss of points.



ANY CARD – top card from a pile or any card from floor or your hand.



CONDITIONS – only condition cards.



ANY FOOD – only food and topping cards.



ANY THROWABLE – foods, toppings and conditions.



TARGETING – rule affecting targeting or normal play.



ACTION TYPES – standard (fork), special (fork and knife) and bonus actions (all).

Starting Actions


Grab – this is the primary way to gain cards in your hand. You may select any 1 card, or 2 food cards.


Throw – attack (discard) 1 food or topping card from your hand. May add 1 topping and 1 condition to make a combo.

Duck – no action on your turn, but you avoid all damage from thrown foods while showing this card.



How to SERVE UP a delicious(???) COMBO!

 = 1 pt

 = 1 pt

 +  = 2 pts

 +  = 2 pts

 +  = 3 pts

 +  = 3 pts

 +  +  = 4 pts!!
& you drop 2pts

 +  +  = 4 pts!!
& you drop 2pts

READ 'EM LIKE SO:

Condition
+ Food
+ Topping



topping style -
(ignore if thrown solo)

Cafeteria Rules

"What the Food?!" - Whenever 3 cards are played together in one attack and they hit, it's called a "What the Food?!" The whole table should yell it! It's so cool and impressive that the attacker drops 2 points!

More on the Floor - Every time a floor card is taken, it is immediately replaced by a card from the deck. (**Exception:** if the floor already has 5 or more cards.) Everyone should get in the habit of replacing their own floor draws, to better track turns and so that events play on the correct person.



Events FYI - Always play out one event fully before beginning another. Also, event cards affect the "active player", i.e. the player who drew the event card, unless the card says otherwise.

Hand Limit - There's no hand limit in "What the Food?!" Go ahead and try and hold onto everything AND what's under the kitchen sink.

Position Matters! - Be aware that most action cards are stronger when played early in clockwise rotation. As Starting Player, you'll target first with less information, but have first strike on all 3 of your actions.

The 9 Point Rule - Sometimes enough is enough. Good news for those exactly 1 point away from epic fail - you're immune to event damage and penalties from your own actions. Only points gained by another player's actions will end the game.

Does anyone really

WIN

in a cafeteria
food fight to the
humiliation?!

ENDING the GAME



When any player has 10 or more humiliation tokens at the end of a round, the game ends.

The Winner is the player or players with the **LOWEST** humiliation score.

Ties are ok, although if you want to have a clear victor, by all means settle with another food fight!



Action Reference

Special Actions



Boast

Deflected and splattered food can hit you, as well as non-food attacks of any kind.



Prank

Condition cards don't count for Prank. Target discards the card after taking humiliation.



Cheer

You and someone you choose gain the same bonus. Ignore your target card for this.



Recycle

You may not discard actions. If there are not 3 eligible cards in Trash, take what you can.



Eat

This ability is optional. Must discard both a food and a topping for the 2 pt benefit.



Scare

Scare does not affect action cards.



Flirt

Random draw. May not take action cards. Cannot change a target to target themselves.



Shove

Only food, topping and condition cards count towards this total. Target keeps these cards.



Hunt

Changing your target is permitted before you take the main action.



Sneeze

You cannot end the game with a sneeze, per the 9 point rule.



Mock

No cards required to play. Mock only fails if you were hit during the current action rotation.



Snitch

When the Snitch acts, players currently showing these action cards take damage.



Outsmart

Includes flirts, taunts, etc. A player can hit themselves! Deflections and splatter attacks hit Janey!



Spin

Does not stop non-food attacks, like tackle. Spun food counts as deflected damage.



Pitch

Not eligible for making a combo. If no food or topping cards on the floor, pitch fails.



Transmogrify

This includes action cards except for the 3 starting action cards, which cannot be dropped.

General Actions



Belch

Discarding a card is optional. Follow your target direction unless belching at all players.



Hide

Hide blocks any main attack OR deflection, but splatter does hit. Attackers still discard food.



Catch

Do not collect condition cards as a part of the catch action. Can catch from multiple attackers.



Lob

Hits ducking targets. Lob against spin hits and splatters, while main attack deflects.



Cheat

If played as a first action, cheat has no effect. Cheating while playing this card is encouraged!



Overhead Smash

May not add more cards to a combo than usual. Smash is considered deflected, not direct.



Confuse

It is legal to change your own target. You may not redirect someone to target themselves.



Rally

Return other card to top. May keep events. If so, play immediately (unless using variant rules).



Copy

This action copies both the action and the targeting of the original. As such, it's optional.



Sprint

These cards can be drawn in any order.



Duck

Splatter damage, pitched, lobbed, deflected food, as well as non-food attacks all still apply.



Tackle

Humiliation occurs even without qualifying card to drop. Dropped cards add to floor count.



Goose

Your target chooses which card to give you.



Taunt

Your target must now target you (not optional).



Grab

If no second food card is available or becomes available from floor restock, you only get 1.



Throw

If you do not have food to throw when this action occurs, you throw empty air. (0 points).

2 Player Rules

Can you play a 2 player food fight? Sure thing! Play as normal, but take out the targeting cards. Be aware, some cards may not work or work partially:

Characters: The Mascot, Suzy Floozy, Undead Fred

Actions: Lob, Goose, Overhead Smash, Confuse, Copy

Events: Best Friends Forever, The Janitor

Condition Bonuses: Suspicious, Slimy, Juicy

Variants:

Humiliation Galore!

When playing with any advanced rules, it's recommended you play up to 15 points.

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Advanced RULES




Super Conditions - Every condition card has a unique rule printed on the card, for added strategy when you're ready. Most trigger when connecting an attack, but note that some take effect when held or when played.

Mix it up! - Add unused character specials to the deck! When changing the recipe, keep in mind the usual ratio of ingredients is about 4 food for every 1 topping, condition, event and action, so swap (not just add) cards out for best balance.

Hold the Events! - In this version of the game, when an event flips up on the floor, play it as normal, but when drawn face down, keep it and play it at **ANY TIME!** You can pull that fire drill seconds before you'd be hit!

Timing: One at a time. Even if a second event is played on top of an event, you completely resolve event #1 before taking on event #2, just as usual. Any event played to the floor (dropped, swapped, etc) activates right away. Events played to the Trash or exchanged between players do not trigger.

Card Changes Suggested: Consider any card with  to include events.

For more info, tips, FAQ:
www.whatthefoodgame.com

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Thanks to our Chef Specials:
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Vladimir Sierra, for "Goosey fried plantains submerged in condensed milk"
Sean Kearney, for "Week old monster fish tacos coated in anchovy powder"
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