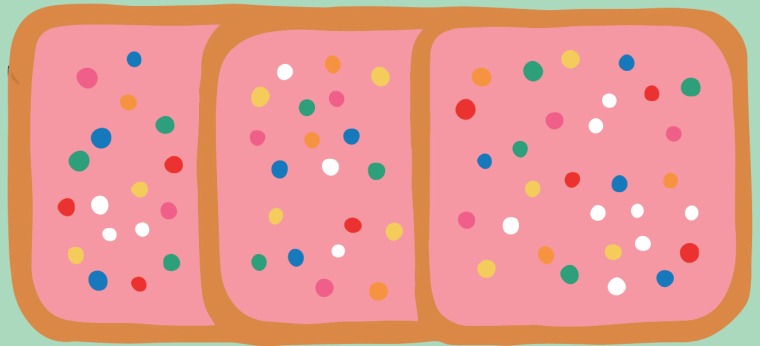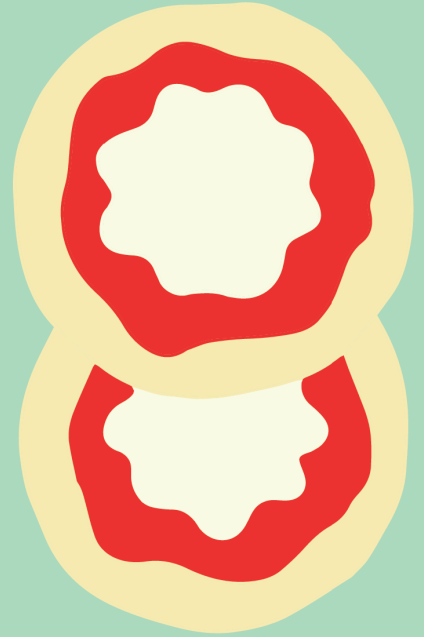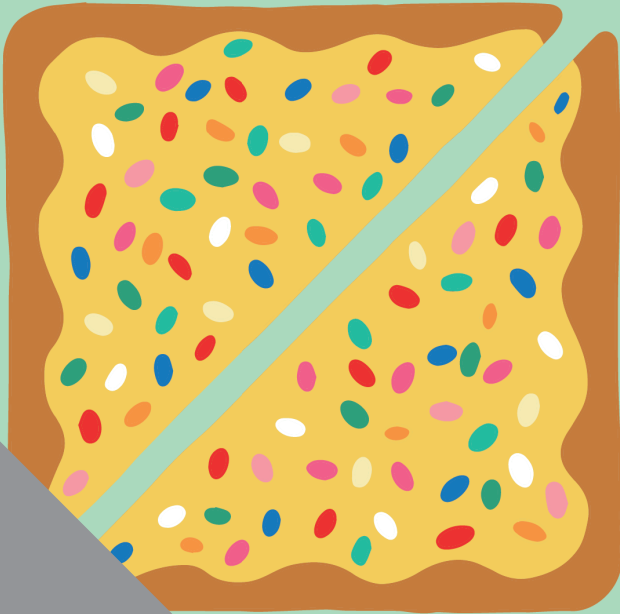# Pass the Party Food

Rules of play

DRAFT

Welcome to Pass the Party Food!

Throwback to 1989 and dig in to your all-time favourite party food!
There's fairy bread, lamingtons, green snakes and more.
Working together, the players need to collect their favourite treats
and share them with their friends at the right time.
But watch out, Ziggy the mischievous puppy is trying to grab food off the table!
If you can outscore him as a team you will all win the game together.
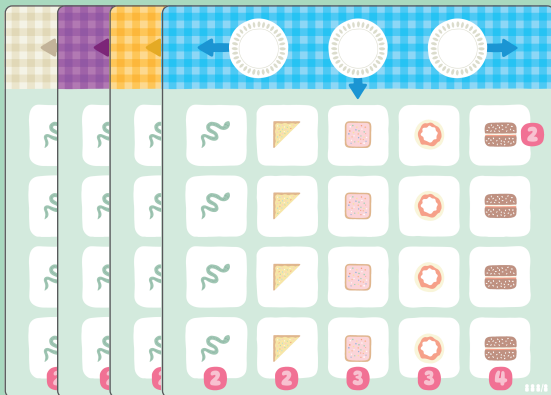
Credits

Game design by Phil Walker-Harding.
Illustrations by Meredith Walker-Harding.
Special thanks to the Dunk, Haviland, McCorquodale,
Smith and Walker families.
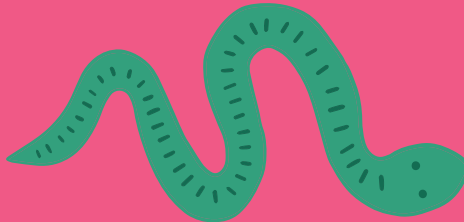
Game contents

4 player boards

Each player has their own board where they store food tiles. At the top are 3 plate spaces which you use to distribute food each turn.

1 Ziggy board

Each turn, Ziggy gets a food tile and they are stored here.

1 score board
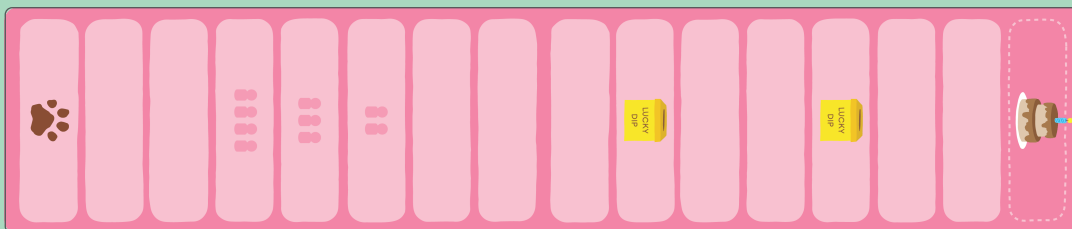
This is used to track everyone's points. If you all make it to the birthday cake, you win!

80 food tiles
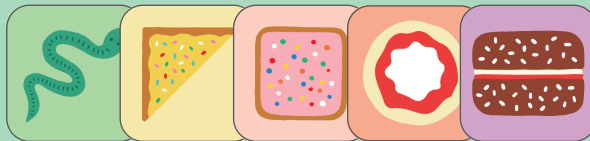
Everyone is trying to collect sets of food tiles. If you fill in a row or column on your player board you get to eat them and score points.

8 swap tokens and 4 take tokens

Spend these to take special one-use actions.

4 player pawns and 1 Ziggy pawn

Pawns are used to mark how many points the players and Ziggy have on the score board.

Setting up the game

Place the **score board** in the middle of the table. Place the **puppy board** beside it.

Each player chooses a player colour and takes the corresponding **player board** in front of them. In a 3 or 4 player game use the side with the 👥/👤 icon. In a 2 player game, use the side with the 👥 icon. Leave any unused player boards in the box.

Each player takes the **player pawn** of their colour and puts it on the scoreboard. Place them on the space with the icon showing the number of players in the game. Leave any unused pawns in the box.

Place the **Ziggy pawn** on the score board on the space with the 🐾 icon.

Place all the **food tiles** in the bag. Give it a good shake. Each player takes **2 food tiles** out of the bag and places them on the top space with the matching picture on their player board.

Each player takes **2 swap tokens** and **1 take token** and places them face-up beside their player board. Leave any unused swap and take tokens in the box.

During the game, a **discard pile** for food tiles will form beside the score board.

IMPORTANT: If you are playing with 2 players, a major rule of the game is different. Be sure to read about it at the end of these rules.

Setup example diagram TBC

How to use the boards

During the game you will be collecting food tiles and storing them on your player board. Here's how it works:

Whenever you receive a food tile, place it on a space with the matching food picture. You must place it on the vacant space that is closest to the top of the board.

If you receive a food tile and you have no vacant space, you must place the tile in the discard pile.

If you have a complete column of 4 of the same food tiles this means you have a **complete set** of food. If the top row is complete with 5 different food tiles, this is also a complete set. You can eat a complete set on your turn and score the points listed at the end of its column or row.

If there is ever a **gap** in a column on your board, immediately slide the food tiles below the gap upwards so they fill it in.

The **Ziggy board** works in the same way. Every turn a food tile will be added to the Ziggy board so follow the above rules when you are placing it. However, Ziggy only needs 3 food tiles to complete a column, and also scores more points for a complete row.

Example diagram TBC

Example diagram TBC

Playing the game

This game is co-operative, which means all the players will either win or lose together.

The players take turns until they **win** by getting all their pawns to the birthday cake space on the score board, or until they **lose** by Ziggy catching any player on the score board.

The oldest player takes the first turn of the game, and then the players take turns moving clockwise around the table.,

On your turn, follow these steps in order:

1. Draw a food tile for Ziggy.
2. Draw and distribute 3 food tiles.
3. You may use swap or take tokens.
4. You may eat a set of food tiles.
5. Check to see if Ziggy has caught you.

1. Draw a food tile for Ziggy

While you are trying to enjoy the party, Ziggy the puppy keeps jumping up on the table and grabbing food! So the first thing you must do on your turn is to find out what food tile Ziggy has taken.

Draw 1 food tile from the bag and place it on the **Ziggy board**. If there is now a complete set of food tiles on the Ziggy board, Ziggy will score points. Move the Ziggy pawn forward on the score board towards the birthday cake space. Move it the number of spaces indicated at the end of the row or column eaten from.

2. Draw and distribute 3 food tiles

At the start of your turn you must draw 3 food tiles from the bag and distribute them. You will give 1 to the player on your left, give 1 to the player on your right, and keep 1 for yourself. Figure out which players need which food and try and give those tiles to them!

Follow these steps in order:

Draw a food tile from the bag and place it on any of the 3 **plate spaces** at the top of your player board.

Next, draw a second food tile from the bag and place it on either of your remaining vacant plate spaces.

Next, draw a third food tile from the bag and place it on your remaining vacant plate space.

Now you must **distribute** these 3 food tiles. The order in which you distribute the tiles does not matter.

Give the food tile on the **left** plate space to the player sitting to your left. They place it on their player board.

Give the food tile on the **right** plate space to the player sitting to your right. They place it on their player board.

Place the food tile in the **centre** plate space on your own player board.

3. Use swap or take tokens

Next, you may choose to use any face-up swap or take tokens that you have. Each token gives you a one-use special action.

To use a **swap token**, take any food tile from your player board and give it to any other player. They place it on their player board. Then that player must give you any food tile from their player board. You place it on your player board. The other player **must agree** to the swap. Swapping tiles helps players complete sets more quickly!

Draw and distribute example diagram TBC

To use a **take token**, take any food tile from the **Ziggy board** and place it on your own player board. Taking from Ziggy's board slows him down from completing sets!

Draw and distribute example diagram TBC

Draw and distribute example diagram TBC

After using a token turn it **face-down**. It may not be used again. You may use **any number** of face-up tokens on your turn.

4. Eat a set of food

Next, you may choose to eat 1 set of food tiles. If you have a completely full row or column on your player board, you may eat that set.

Take the set of tiles from your player board and place them in the **discard pile**. Then **move your pawn** forward on the score board towards the birthday cake space. Move your pawn the number of spaces indicated at the end of the row or column you ate from.

Any number of pawns may occupy the same space on the scoreboard.

If you move through a space with a **lucky dip** or you land directly on it, you get a special bonus! Draw a tile from the bag and give it to any player, or keep it for yourself. Whoever receives the tile places it on their player board.

If you move onto the **birthday cake** space and have extra moves left, stop moving. You have made it to the end of the score board and have brought your team closer to winning! For the rest of the game you may no longer eat food tiles, but you do the other steps of your turn as usual.

5. Check to see if Ziggy has caught you

To finish your turn you must check if Ziggy has caught you. If Ziggy's pawn is now on the same space as your pawn, or ahead of your pawn then you have been caught! Ziggy's behaviour is just too much, and you must stop the party to clean up after him. Unfortunately, this means the game is over, and you have all lost!

Caught by Ziggy example diagram TBC

Important rules

You can only eat a set of food tiles on your own turn, even if you have a full set of tiles at another time.

You may only eat 1 set of food tiles per turn.

You can only get caught by Ziggy at the end of your own turn. It does not matter if he is on the same space or ahead of you at any other time.

If Ziggy catches you on the birthday cake space, you still lose the game.

Winning the game

If all the player pawns are on the **birthday cake space** of the score board, and Ziggy isn't also on that space, you all win the game!

The players enjoy the party together, and even manage to calm Ziggy down. Congratulations!

Changing the difficulty level

If you would like to change the difficulty level of the game, simply change where the player pawns start on the score board during setup.

For an **easier** game, move the player pawns 1 space closer to the birthday cake space. For a very easy game, move them 2 spaces closer.

For a **harder** game move the player pawns 1 space closer to the Ziggy pawn. For a very hard game, move them 2 spaces closer.

2 player rules

If you are playing with 2 players, the rules are exactly the same, with the following exception.

The 2 player side of the player board has only 2 plate spaces and 1 'X' space. During the **draw and distribute 3 tiles** step of your turn, you must place 1 of the food tiles you draw on the 'X' space, just as you would on a plate space.

When you distribute the food tiles, you put the tile on the 'X' space in the **discard pile**. Place the food tile in the **centre** plate space on your own player board. Give the food tile on the **left** plate space to the other player. They place it on their player board.

2 player distribution example diagram TBC