

FEASTING FIENDS

Designed by:
Kristian Karlberg & Kenny Zetterberg

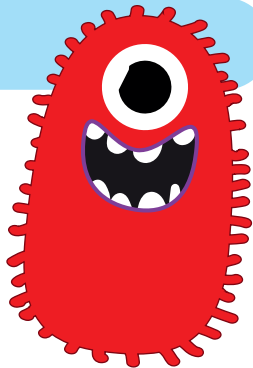


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Components

1x Game Board
112x Score Tokens
40x Fiend Cards
13x Objective Cards
40x Food Cubes
8x Action Tiles
9x Bonus Discs



Goal of the Game



Players compete to have the most Victory Points (VP). Players earn Food Tokens by playing cards to the Game Board and matching the cards' symbols with the row of cubes on the game board.

The value of each Food Token is determined at the end of the game. The value is based on how many Victory Point symbols are visible on the board.



Green Broccoli
VP-Symbol



Green Broccoli
Food Tokens



VP-Symbols and Food Tokens

Setup

- 1 Place the game board on the table between the players.
- 2 Take the single Black Card and place it on the board's center card slot (marked with a black rectangle).
- 3 Sort the Fiend Cards by color into 4 decks. Shuffle each deck separately.
- 4 Take all tokens and the Bonus Discs and place them within easy reach for both players.
- 5 Both players take one of each type of Action Tile and place in front of them with the Food Token symbols face up.
- 6 Place all Food Cubes near the board.
- 7 Shuffle the objective cards, draw 3 and place face up next to the game board.

Before the game starts

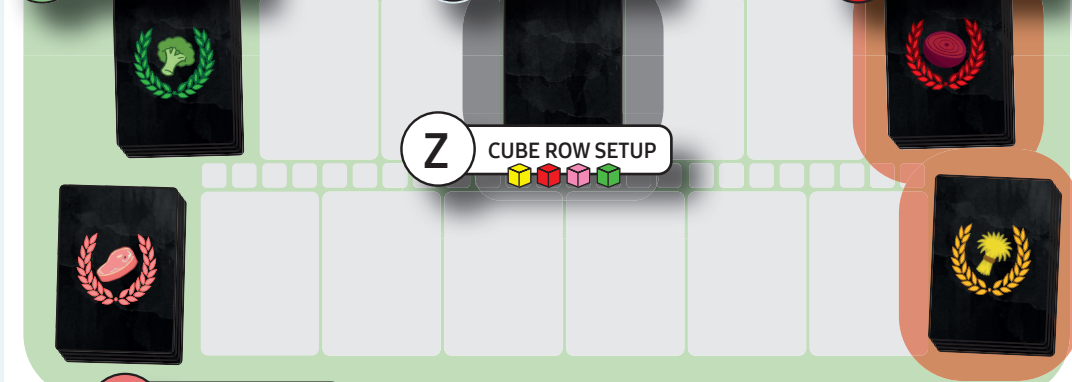
- The player who last ate something is the starting player.
- Y Deal one of each type of card to each player so that both players start with five cards in their hand (each player has 4 creature cards and 1 objective card). Cards are kept secret from your opponent.
- Z The non-starting player takes 1 Food Cube of each type and places them on the 4 dedicated spaces near the board's center (in any order they want). This is the cube row. The player may look at their own cards before placing the Food Cubes.



7 OBJECTIVES



1 GAME BOARD

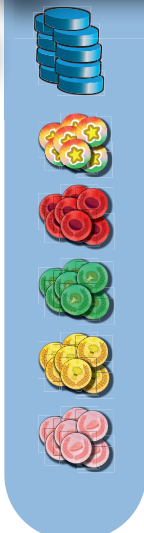


2 BLACK CARD

Z CUBE ROW SETUP

3 FIEND CARDS

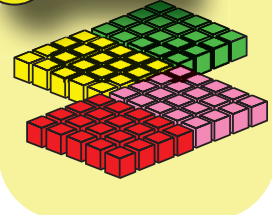
4 TOKENS



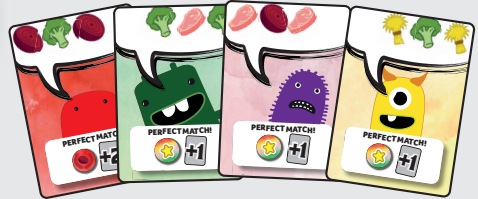
5 ACTION TILES



6 FOOD



Y PLAYER AREA / HAND



How to Play

Players take turns performing one of the four available actions, adding Food Cubes to the table or playing cards to seat Fiends by the table, until all food spaces are filled.

When performing an action, that action must be performed in the exact order depicted on the action card. An action may not be performed if any part of the action is not possible (i.e., there are no free spaces to seat a fiend or no more space to place a cube).

Using Actions

On a player's turn, the player may use one of their 4 available action tiles. The player performs all actions depicted on the card (from left to right) and then flips the action tile, revealing a new action that can be used on the player's next turn.

You may only use the Action Tile if you can perform ALL of the listed actions (you cannot skip an action).



Front side



Back side

Anatomy of an Action Tile

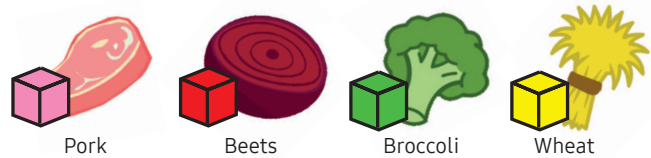


Current Actions

Action on the opposite side of the Action Tile.

Placing Food Cubes

There are 4 main actions that allow players to place Food Cubes to the game board.



Pork

Beets

Broccoli

Wheat

When placing food cubes, they must always be placed at the end of the row of food cubes. I.e., the placed cubes must always be placed adjacent to an existing cube.

Example Action



The active player decides to use the Red Action. The players must take all of the indicated actions and perform them in order from left to right.

1



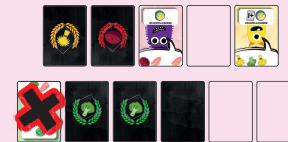
Place a red Beet Cube from the supply onto the game board, next to the other Food Cubes. (Remember all cubes must be adjacent to each other).



2



Remove any played card from the board.



3



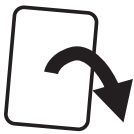
Play a card from your hand to the board. (and score points).

4



Flip the used Action Tile.

Actions:



Play a card from your hand onto any unoccupied space on either side of the board (and score points). There can only be 1 card on each space.



Remove a card from the Game Board. The card can be either the Black Card, a Fiend, or a flipped card.



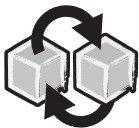
Draw 2 cards from the supply to your hand. You may take from different decks.



Take 1 Bonus Disc from the supply. Keep this disc in your play area.



Play a Bonus Disc from your play area. Place the disc on any face-up card that does not already have a Bonus disc on it. Gain the "Perfect Match" bonus from that particular card.

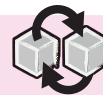


Swap 2 Cubes in the row. If this action causes any cubes and cards to have a perfect match, you gain those Perfect Match bonuses immediately.



Remove one of your Score Tokens and gain two of another type (not a star token). (You must have at least one score token to be able to perform this action).

Swapping Cubes Example



Swapping Cubes might result in a Perfect Match, awarding the player bonuses without playing a card!

1



2



3



4



A perfect match has occurred! Gain the bonuses depicted inside the Perfect Match box! (You do not score the moved cube)

5



Because there was a Perfect Match, flip the card!

Scoring Points

Players score points either by:

- Playing a card to the game board.
- Activating a Perfect Match Bonus.

(Swapping cubes does not earn you more points, except for the perfect match bonus).

For each symbol of the card that matches a Food cube on the row of cubes, the player scores a corresponding Food type point. The symbols of the cards must match the exact location of the cubes in the row.

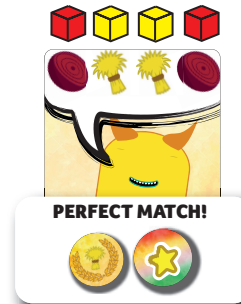
Scoring Points example

The active player used the Play Card Action and then placed a card on an unoccupied slot on the Game Board.



In this example, the player would score two points for the yellow (Wheat) Food type and one point for the red (Beet) Food type. The player takes these corresponding Food Tokens from the supply.

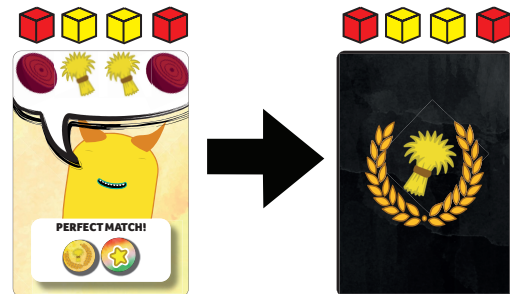
Perfect Match



When all symbols of a card match perfectly with the row of Food cubes on the game board, the player is rewarded with a perfect match bonus.

The Perfect Match Bonus is printed on the bottom of each card. The player gets the point(s) or specific action(s) indicated.

After a perfect match has been awarded, the card is flipped to its backside.



The perfect match effect of cards gives players score tokens, star tokens, and extra actions.

Additional Perfect Match actions



Gain a Star Token. This token can be used at the end of the game.



Draw 1 card from the supply to your hand from any Fiend deck.

Playing Bonus Discs



Just like when a player accomplishes a perfect match, players can also trigger the perfect match bonus effect by playing a Bonus Disc.



If you have a Bonus Disc in your supply, you place that token onto a face-up card on the Game Board by using the action on the backside of the pink action tile.

Each card may only have one Bonus Disc on it.

Objective Cards



Players can earn points at the end of the game by satisfying criteria on objective cards. There are three types of criteria: All types of food, Majority, and Single food type.

Majority objectives will be awarded to the player with the most points for that type of food.

Single food type objective cards are awarded to a player if they reach at least X amount of food of that type of food.

All food type objectives are awarded to a player that reaches a certain amount of food on all types.

An objective can be rewarded to more than one player if both players satisfy that objective card's requirements.

Three objective cards are public, and both players can achieve them. Each player is also dealt one secret private objective card that only they can achieve.

Majority Objective



Get 7 VP if you have the most Wheat.

Single Food Objective



Gain 10 Points if you have 12 or more Wheat.

All types of Food Objective



Get 10 VP if you have 7 or more points in each category.

End Game Trigger

When the last food cube space on the Game Board has been filled, the game ends. If the first player triggered the game end, the second player gets to take one last turn so that the players get an equal amount of turns.

Note: the second player MUST perform another turn, if possible, even if he doesn't benefit from it.

Final Round Example

1

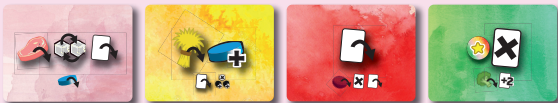


In this example, the starting player just placed the final food cube on the board. The board is now full of cubes, and the end game is triggered!

2

The second player will now take the final action of the game. (So that each player has had an equal amount of turns).

Available actions:



Valid Actions:



Pink and Yellow actions cannot be used since there is no more space to play Food Cubes. Red Action cannot be used since there is no available space to play a card. Thus the only available action for this player is the Green Action.

Using Star Tokens



Star tokens are considered “wild” and can be used as any type of Food at the end of the game.

When the game has ended, players must choose where they want to score their Star Tokens. The starting player begins assigning his Star tokens. When the starting player is finished, the second player assigns their Star Tokens.

These can be used to accomplish certain objective cards or max out the scoring opportunity of a specific food type.

Using Star Tokens example



This player has earned two Star Tokens during the game!

1

The player assigns the Star Tokens to the red Beet tokens to improve their Red Score.

2

This player now fulfills the objective of having the value 6 of all types of food objective.



End Game Scoring

First, make sure that each player has used their Star Tokens.

Each player now sums up the total Victory Points by multiplying the number of food tokens with the corresponding visible backsides. (Remember that the fiend decks are also part of the visible back sides). Finally, the players add victory points gained from all fulfilled objective cards.

Example of Scoring of Red Beets



For each of the visible Red Beet card backs, multiply them with the amount of Red Beet Food Tokens you have.

$$\begin{array}{c}
 \times \\
 \begin{array}{ccc}
 \text{Red Beet} & & \text{Red Beet} \\
 \text{Red Beet} & & \text{Red Beet} \\
 \text{Red Beet} & & \text{Red Beet} \\
 \text{Red Beet} & & \text{Red Beet}
 \end{array}
 \end{array}
 = 28$$

4 card backs X 7 Points = 28 VP

Example of a players final score



Green Broccoli are worth: 4
 $4 \times 9 = 36$



Red Beets are worth: 4
 $4 \times 7 = 28$

Yellow Wheat are worth: 3
 $3 \times 7 = 21$

Pink Pork are worth: 1
 $1 \times 6 = 6$

Player earned 7 + 10 Points for Fulfilling Objective cards



$$= 108$$

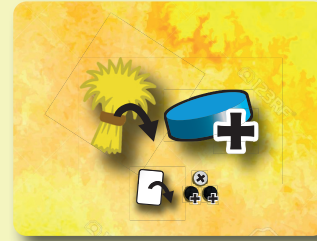
Action Tiles Overview



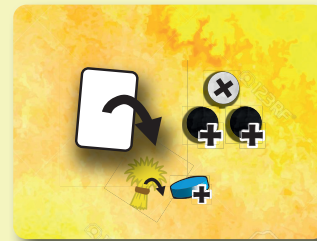
- 1 Place a Pink Cube**
Take a Pink Cube from the supply and put it on the Game Board.
- 2 Swap 2 Cubes**
Swap any 2 Cubes that are on the Game Board. Gain any Perfect Match bonuses that might occur.
- 3 Play a Card**
Play a card from your hand to any available space on the board.



- 1 Play a Bonus Disc**
Play a Bonus Disc from your player area. Place the disc on any Perfect Match text box and gain that perfect match bonus. There may only be 1 Disc per card.

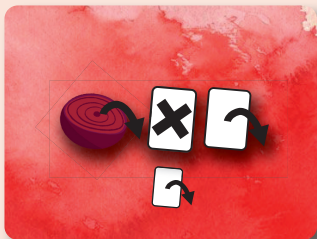


- 1 Place a Yellow Cube**
Take a Yellow Cube from the supply and put it on the Game Board.
- 2 Get a Bonus Disc**
Take a Bonus Disc from the Supply and put it in your player area.

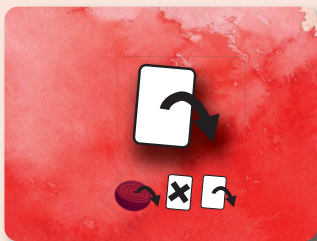


- 1 Play a Card**
Play a card from your hand to any unoccupied space on the Game Board.
- 2 Exchange Score Tokens**
Remove one of your Score Tokens and gain two of another type (not a star token).

Action Tiles Overview



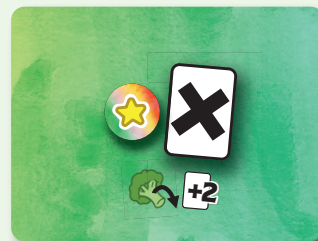
- 1 Place a Red Cube**
Take a Red Cube from the supply and put it on the Game Board.
- 2 Remove a Card**
Remove any card from the board. This can be a creature, an already flipped card, or the black card at the board's center.
- 3 Play a Card**
Play a card from your hand to any available space on the board.



- 1 Play a Card**
Play a card from your hand to any available space on the board.



- 1 Place a Green Cube**
Take a Yellow Cube from the supply and put it on the Game Board.
- 2 Get 2 Cards**
Take 2 cards from any of the available Fiend Decks. You may take cards from different decks.



- 1 Get a Star Token**
Take a Star Token from the general supply and place it in your play area.
- 2 Remove a Card**
Remove any card from the board. This can be a creature, an already flipped card or the black card at the center of the board.

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Designed by:

Kristian Karlberg
kristian@lemonicgames.com

Kenny Zetterberg
kennyzetterberg@hotmail.com

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