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## SUMMARY

#### Collect as many points as you can, whether sweet or salty.

- The first non-action card played becomes the trump card.
- On your turn, you can play whatever card you want, but whoever plays the last trump or chonk wins the round and the cards played in the round.
- The round ends when it circles back to the first player. They can decide if they want to continue the round only if they've got a trump or a chonk.

#### TOTAL NUMBER OF PLAYERS: 2







Because Player 1 has no reason to continue the round.

## SETTING UP

#### **NR. PLAYERS**

#### For 2 players

Toss out these action cards: war (1), choose (1), and skip (4).

#### For 3 players

Toss out these action cards: skip (4).

For 4-6 players All cards on deck!

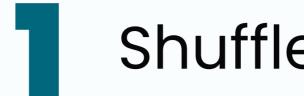
DRAW DECK







## SETTING UP



Shuffle the deck

- **Deal 6 cards to each player.**
- Deal an extra hand face down meet your discard deck.
- Place the remaining cards in the center that's your draw deck.

# ROUNDS

#### HOW A ROUND LOOKS

- The Munchies Master (last person to snack in a brand-new game, previous winner otherwise) starts the round by playing any card from their hand face up.
- The first non-action card played becomes the trump card. Play continues clockwise.
- Players take turns placing one card face-up on top of the previous card.
- The round ends just before it returns to the Munchies Master. All players should have the same number of cards left.

#### **CONTINUING A ROUND**

The Munchies Master can keep the round going by playing a trump or a chonk.

No chonk or trump? You can play an action card instead, but only one that entails you to draw and play another card.

These include: Choose, Steal, See, or War.

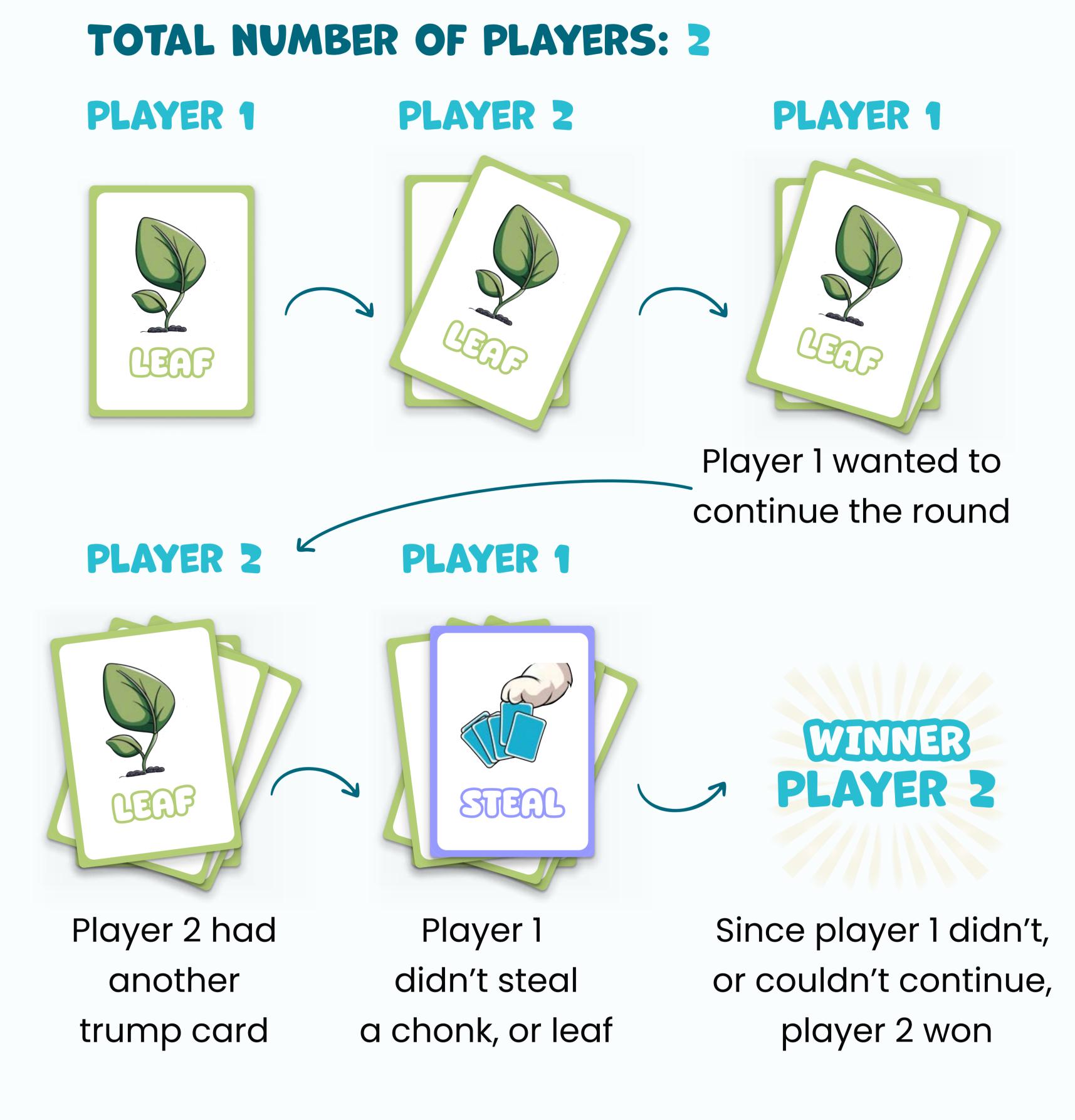
If you still don't have a chonk, or trump, the last player that played one collects the cards played in the round.

If the round continues, all cards stay put, and trump remains the same.

This goes on until the Munchies Master runs out of trumps or chonks, or decides to end the round.

#### **WINNING A ROUND**

- Last player to put down a trump or chonk wins the round.
- Gather all played cards from the table and place them in front of you - this is your win pile. Peek at any time, but no playing or drawing from this pile during the game.



#### AFTER A ROUND

Everyone draws back up to 6 cards, starting with the winner and moving clockwise.

If cards run out, share them evenly.

If no cards are left in the draw deck, continue playing until everyone's empty-handed.

The winner of the previous round starts the next one.

PRO TIP: To have a strong start, save the same type of cards to have more trumps.

# 2 MORE THINGS

**Empty Draw Deck:** If an action card requires you to draw and the draw deck is empty, use the discard deck. If the discard deck is empty, the action card that tells you to draw, will have no effect.

**Stacking Action Cards:** You can stack action cards, as long as the previous card said that you need to draw, and play any card.

These include: Choose, Steal, See, or War.

# FINISHING THE GAME

Game over when all cards are played. Count up your win piles:

#### Most points? You win!

Tied? The one with the most CHONK cards wins.

Still tied? The player with the most cards wins.

If a player collects all four -1 points, they automatically win the game. Here, it pays off to fail this badly.

## CARD TYPES

## **POINTS (8 x 2) G**

16 total, 8 sweet, 8 salty, **each worth +1 points.** If sweet is trump, that doesn't mean salty is as well.

For example, if the first card is a sweet point, and the next player plays a salty point, since it's not a trump (a sweet point, or a chonk), first player wins the cards.

#### TOTAL NUMBER OF PLAYERS: 2



## **CHONKS (6)**

**Universal trump cards**. Big, chonky, and as powerful as a trump can be.



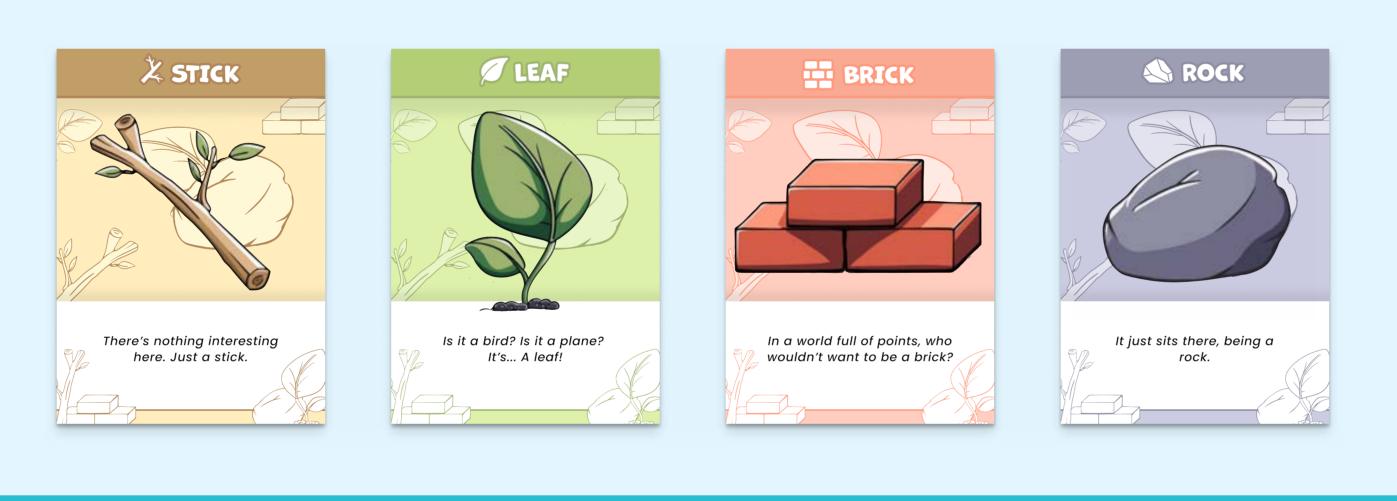
# SPOILED (4) of

**Worth -1 points**. Collect all four and you win the game. Fail this badly and we'll pity win you.



# FILLER CARDS (8 X 4) 次日の

Stick (8), leaf (8), brick (8), stone (8). Alone they're meh, get more of the same type and it could turn into a real advantage if you put them down as trumps.



## WAR(2) 🔀

You can call out the War card anytime during the game. From that moment, **no more cards will be drawn at the end of the round**. Its effect disappears when all players run out of cards, thus drawing 6 each from the deck again.



# War card **becomes a Chonk** in **2 different situations**:

- 1. Another War card played during a War.
- 2. War cards become Chonks if the draw deck is empty.

The player who played a War card must draw a new card from the deck and play another card if/when it is their turn.





Pick **ANY card from the draw deck**. Yes, ANY! Shuffle afterward, then you can play any new card.

No more cards in the draw deck? Pick from the discarded one.

## **STEAL (4)**



**Snatch a random card from any player**, then play any card. The player that was stolen from also draws a new card.

## SKIP (4) [>>>



Make the **next player discard a card**, skipping their turn. At round end, forces the first player to continue, trump or not.

## SEE A CARD (4) (0)



Make everyone show you a card type (e.g. everyone shows a sweet) of your choice.

No such card? They can show you any card they've got. If they have duplicates, just one is enough. Only you get to see it. Then, draw a card and play one

Then, draw a card and play one.

## **FORCE (4)**

Make the **next player play a card (e.g. chonk) of your choice**. You don't see their cards before asking.

If played at the **end of a round**, it forces the first player to continue, even if they didn't play a trump or chonk.

If the player **does not have** the required card, they can continue with whatever they want, or end the round (in the case of the munchies master).



# ROUND EXAMPLE

TOTAL NUMBER OF PLAYERS: 4

#### PLAYER 1



The trump card is 'Sweet' (Valued at +1 points)





Right now, the round would be won by Player 4.

#### PLAYER 2



Player 2 played 2 cards, by playing a 'Choose' card.

#### PLAYER 3



The winner of this round gets -1 points.





Player I decided to continue the round by playing a chonk, making them the current winner.

#### PLAYER 2



Right now, the round would be won by Player 2.

PLAYER 3



Despite being worth points, 'Salty' isn't the trump—'Sweet' is

#### PLAYER 4



**EXAMPLAYER 2** 

Player 1 is out of chonks and trumps. Player 2 wins scoring 2 points.

**PRO TIP:** Remember, Chonks are an universal trump! Use them when you have something to win