

Party Bites

A game for 3-5 players, ages 8 and up | By Alex Yeager

Game time: 15 minutes

COMPONENTS

- 38 Food cards (three types, valued 1-3)
- 4 Drink cards
- 4 Friend cards
- 13 Spill cards
- 3 “Most” cards
- 1 Party Over card

OBJECT OF THE GAME

You’re at a party! Cheese skewers, olive bites, and cocktail wieners are on the menu, but you have to share if you take too much! Having an extra Drink when a Friend says hello can be good. And people may knock into you, making you spill your Food. Who will score the most Food at the end?

SET UP

Set the three “Most” cards and the Party Over card aside. Shuffle the remaining cards to form a draw deck in the middle of the table. (See the end of the rules for the “Party Planner” variant!)

PLAY

Each turn consists of four parts:

1. Draw	3. Claim
2. Spill	4. Share

1. Draw

One at a time, flip over the top card of the deck. These cards are kept near the deck for now. If it is Food, a Drink or a Friend, you may keep drawing or you may decide to stop (if you decide to stop, skip to part 3).

2. Spill

If you draw too much, you’ll inevitably draw a spill. When you do, stop drawing cards and do what the spill card tells you to do. There are two types of spills.

BIG spills: Discard all the cards you drew this turn. You do NOT have to discard any cards you have previously claimed.

Cheese/Olive/Weenie spills: Follow the instructions on the card. Only throw away cards that you drew this turn; cards from previous turns are safe. (If you didn’t draw any of that type this turn, don’t discard anything.)

3. Claim

After you have stopped drawing cards (either by choice or by Big Spill), you get to claim cards. You **MUST** keep any Drink or Friend cards that you drew.

(Drinks count against you if you they are by themselves in your claimed cards at the end of the game, but if you also have a Friend, both cards together are worth points at the end of the game. Each Friend may only be paired with one Drink - no sharing!)

Keep all of your claimed cards face up near you.

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4. Share

You may keep only one type of Food that you drew; you must share the rest by passing the remaining Food cards clockwise. The next player may also keep only one type of Food, and if there are cards left, they pass to the next player. Once all players have claimed one type of Food, any remaining Food goes back into the draw deck.

EXAMPLE TURN: Alex drew a Drink, two olive bites, one cheese skewer and one cocktail wiener and then decided to stop before he drew a spill. Alex keeps the Drink and the olive bites, and then passes the cheese skewer and cocktail wiener to Julie. Julie keeps the cocktail wiener, and passes the cheese skewer to Loren.

THE END OF THE PARTY

After everyone has taken one turn, any player may choose to shuffle the “Party Over” card into the deck. However, if the same person that adds the card draws the card, they immediately lose! Otherwise, after three Big Spill cards have been revealed, shuffle the “Party Over” card into the deck. When the card is revealed, the game is over.

SCORING

All Food is worth the number of points shown (1, 2 or 3).

Unpaired Drinks are negative 2 points.

Unpaired Friends score 0.

A Drink/Friend pair is worth 4 points.

Finally the “Most” cards are awarded to the player who has the most CARDS (NOT points) of a type of Food. If there is a tie, no one gets the award.

The player with the most points is the winner!

In the event of a tie: The player with the most Food cards is the winner. If there is still a tie, those players share the win.

“Party Planner” variant

If you want a more predictable game, during setup, deal ten cards from the deck without looking at them. Shuffle the Party Over card into these cards, and then place those cards at the bottom of the deck. This way, the Party Over card will always be in the last eleven cards of the deck.