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.

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Design: Alex Yeager Graphics: Klemens Franz ©2016 Mayfair Games Special thanks to the Paper and Packaging Board for making this project a reality. HowLifeUnfolds.com



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.

3. Share

You may keep only one type of Food that you drew; you must share the rest by passing the remaining Food cards clockwise.

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A game for 3-5 players, ages 8 and up By Alex Yeager | Game time: 15 minutes

Components

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

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!)























































































































































































































