





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.

- 3 -

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.

"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.





























































































































