

Setup and Rules:

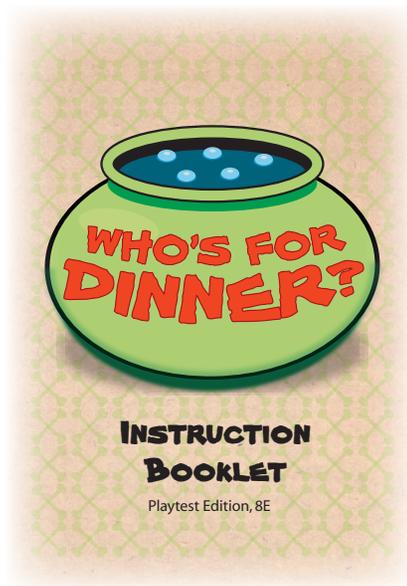
(the condensed version)

Setup: Separate Meal Cards and place them face up in order, lowest on top. For Five or more players take out "First Course" card. Shuffle and deal five cards to each player. Player to the dealer's left is first.

On Your Turn: Play items then actions. Discard any item cards if you like. Put out items, maximum of five face-up, Specials don't count. Play actions on yourself or others. Used actions go into the discard pile. Discard unwanted actions. Draw back up to five cards, play passes to your left.

Eat Me: Instead of drawing, shout "Eat Me!" Discard Fire, Pot and hand. Put all spices (and the Meal Card if you earned it) into your scoring pile. Draw back up to five cards, play passes to the left.

Winning: After all Meal Cards have been earned (or removed), player with highest points wins. High Meal Card breaks ties.



**EVERY YEAR, THE
TRIBES GET TOGETHER
FOR A BIG COOKOUT...**

**...AND EVERYONE WANTS
TO HAVE THE HONOR OF
BEING EATEN.**

3-5 Players
30-45 Minutes

Contents:
4 Special "Who's for Dinner?" Meal Cards
60 Regular "Who's for Dinner?" Cards
This rulebook

Starting the Game:

Separate out the Meal Cards (🍽️) and place them face up in the center of the table, in order by point value with the lowest value on top. If there are five+ players, remove the "First Course" (2 Points) card from the game.

Shuffle the remaining cards and deal five cards to each player. The rest of the cards go in the center of the table near the meal cards. This is the draw deck.

The player to the left of the dealer is the first player.

Objective:

Win the most points by having your tribespeople fulfill the Meal Card's requirements. Or ignore the Meal Cards and just serve up some tasty people. Every time someone's eaten a new Meal Card comes up. The game ends when all the Meal Cards have been used up.

On Your Turn:

You may put items into play, then you may play action cards and finally you will draw back up to your hand limit.

Item Phase: Play as many item cards (🍷, 🍲, 🍲, 🔥, or ★) as you want by placing them face-up in front of you. Instead of playing item card you may discard as many as you wish at the start of your turn.

It is acceptable to have more than one of any particular item card face-up, but only one of them will go into your scoring pile. The other is discarded.

Items with a Shaker (🍷) earn you points if you are the one being eaten; items with a Plate (🍲) in the corner earn you points if someone else is being eaten. Items with a Star (★) may earn you points for fulfilling certain conditions.

You must end your turn with five or less cards face-up in front of you. Special cards (★) do not count towards this five card limit.

Action Phase: Play as many action cards (🎴) on yourself or other players as you want. You can discard any action or reaction cards you don't wish to keep or play. Used action cards go into the discards. Action cards never affect cards in the scoring pile.

Action cards can only be played on your own turn, reaction cards (🎴) can be played at any time.

Draw Phase: Finally, you will draw cards to bring your hand back up to your limit, normally five cards (if the draw pile runs out, shuffle the discards and use them). Play then proceeds to the next player on the left.

“Eat Me!”:

Instead of drawing cards, a player can shout “Eat me!” (or “Soup’s On” or whatever the players agree to). In order to be eaten, a player must have a Fire (🔥), a Pot (🍲) and at least one Spice (🍷). That player’s Fire, Pot and hand are placed into the discard pile.

The player’s Spices are placed into the player’s scoring pile (fan the cards out so that all the spices are visible). If the “eaten” player has more than one of the same spice, the extra(s) is discarded.

If it’s conditions are fulfilled, a Special (★) may be placed in the scoring pile as well.

If the player fulfilled the face-up Meal Card then that player adds that Meal Card to their scoring pile. Otherwise the face-up Meal Card is removed from the game and the next Meal Card takes effect.

The other players may also be able to add cards to their scoring piles when a player gets eaten. After all players scoring piles have been adjusted, the player that was eaten draws a new hand of five cards and play proceeds to the left as normal.

Winning the Game:

Once all the Meal Cards have been used up, the game is over. The player with the highest total score is the winner. In the event of a tie, the player with the highest value Meal Card is the winner.

Icon Key:

- 📖 Menu (Special Pts.) 🍲 Pot (Item)
- ★ Star (Special Item) 🔥 Fire (Item)
- 🍷 Shaker (Points Item) 🎴 Action (your turn)
- 🍲 Plate (Points Item) 🎴 Reaction (any time)