

# SNACK WARS®

Snack on the go!



## Contents

60 cards consisting of:

10 Raccoon cards



45 Food cards



5 Bonus cards



## Overview and goal of the game

Players take on the role of gluttonous globe-trotting raccoons who are a little prone to thieving!  
During your turn, you must draw several cards and choose the ones you want to keep in your 9-card collection. Choose wisely in order to assemble the culinary specialties that will allow you to score the most points at the end of the game, but be careful, as opponents might come to loot your hoard!

## Setup

Shuffle all 60 cards and create a face-down deck in the middle of the table.

## How to play

Starting with the biggest foodie at the table and proceeding clockwise, each player performs the following steps:

1. **Draw cards** to build your 9-card collection
2. **Choose and place** a type of card in your collection
3. **Discard** excess cards

### 1. Draw cards

On your first turn, draw 9 cards to start building your collection. During the following turns, draw until you have 9 cards, including those already in your collection.

Drawn cards are placed **face up** on the table. If you already have 9 cards in your collection, you must skip your turn.



*Example: Delphine has 3 cards in her collection, so she must draw 6 cards ( $6 + 3 = 9$ ).*

**Note:** You can steal cards from your opponents (see “Raccoon card” on page 5). When this happens, the player you stole from will be able to draw cards again to finish their 9-card collection.

**Tip:** Creating a 3 x 3 square with the cards helps visualize the number of cards left to complete your collection.

## 2. Choose and place

Choose one of the following options:

- Take all Food cards of the same value
- Take **one** Bonus card
- Take all Raccoon cards

### a. Take all Food cards of the same value

Choose one of the values on the Food cards and add the cards you draw with that value to your collection.



*Example: Delphine chooses value 7 cards and adds 3 Donut cards to her collection. Now, her collection includes 6 cards.*

**Important:** Keep in mind that you can't have more than 9 cards in your collection! If you have more Food cards than space in your collection, you must discard excess cards.

There are 9 different Food card types:  
macaron, croissant, cheese, sushi, ramen, shrimp tempura, milkshake, donut and burger.

**Note:** Each Food card type is associated with a **value** from 1 to 9 and a type of **cuisine**:  
French 🇫🇷, Japan 🇯🇵 or American 🇺🇸.



The **value** of the card corresponds to the victory points the player receives at the end of the game if they have the **majority** of that value. The type of **cuisine** allows you to receive additional victory points according to Bonus cards (*see below*).

### b. Take one Bonus card

Choose one Bonus card and add it to your collection, face up.



*Example: Alain wants to take a Bonus card, so he must choose between the two he has drawn. He decides to pick the Japan cuisine Bonus card and adds it to his collection.*

There are 5 different Bonus cards that grant additional points at the end of the game.



1 victory point  
for each  card



1 victory point  
for each  card




1 victory point  
for each  card



5 victory points if the player  
has at least 1 card of each  
cuisine type



1 victory point for each  
 card collected during  
the game

### c. Take all Raccoon cards

Take all Raccoon cards you have drawn and place them **face down** beside your collection. Raccoon cards **don't count** towards your collection.

Each Raccoon collected allows you to steal a card of your choice from one of your opponents and add it to your collection.

**Note:** If you keep multiple Raccoons you can choose to steal from one or several opponents.



*Example: Mathilde has drawn 3 Raccoon cards. She decides to keep them, places them face down beside her collection, and steals a Donut card from Delphine and 2 Donut cards from Joseph to add them to her collection.*

**Remember** that you can't have more than 9 cards in your collection. If after playing your Raccoons you have more than 9 cards, you must discard the excess cards from the ones you have drawn.

### 3. Discard

Discard the cards you didn't use.

If the deck is empty, shuffle the discard pile and create a new deck.

Then, play proceeds with the player to your left.

### End of the game

The game ends when all players have completed their collections. Players then proceed to scoring.

**Note:** If a player hasn't finished their collection, they keep playing until they too have 9 cards in front of them.

### Final scoring

Players add the values of their Food cards for which they have a **majority**, as well as points from their Bonus cards.

#### Majorities for each type of Food card

For each of the 9 types of Food, only the majority player scores the associated value (shown on the corner of the cards), which range from 1 and 9 points **in total** depending on the category. In case of a tie between players, no points are scored.

#### Bonus

Each Bonus card allows the player to receive additional points (see *"Take one Bonus card" on page 4*).



*Delphine scores 7 points because she has the Donut card majority and 3 additional points thanks to her Japan cuisine Bonus card, for a total of 10 victory points.*

*Mathilde scores 5 points because she has Croissant card majority, 3 additional points for her French cuisine Bonus card, and 5 points for her Multicolored Bonus card, for a total of 13 victory points.*

*Since no player has a majority for Sushi cards, neither player receives any points.*

**The player with the most points will be the winner!  
In case of a tie, players share the victory.**

**Enjoy your meal... I mean, your game!**

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