

GAME DOCUMENTATION

OF

TO FEED OR NOT TO FEED

CHANGES MADE

Deleted

- score sheet
- Dealing all cards to each player
- Players cannot look at their cards
- Scoring after each round

Added

- White food tokens
- Dealing 3 cards to each player, pick up one card each hand
- Players can look at their cards
- Scoring after all three rounds are done
- Specification in the rules
 - you cannot discard your animal if you elected to keep it
 - What to do if theres a tie

CHANGES TO BE MADE IN FUTURE

- developing the game into different versions
 - safari animals
 - sea animals
 - 2024 football players
 - 2024 ufc fighters
 - etc.

This allows for a new version every year with the best players and the game can be around for a long time.

LESSONS

- You have to be specific in the rules
 - some players wanted to break up their white (fully fed) tokens to add them to another animal to get left of a point deduction when round 3 was over
 - some players wanted to give the animals back after choosing to keep them because they realized they could not fully feed them.

TO FEED, OR NOT TO FEED

Objective:

Collect food tokens to either feed your animals or maintain a stockpile.

Required Materials:

Players: 3-5 players

Animal cards: a deck of animal cards with strength values and feeding costs

Blue food tokens: tokens representing food for the animals

White food tokens: tokens representing that your animal is fully fed

Setup:

Deal Cards: Shuffle the animal cards and deal 3 cards to each player face down; place the remaining cards in a draw pile

Blue & White Food Tokens: Place all tokens in the center so each player can reach

Player Turn:

1. Play a Card: Each player looks at their 3 cards and chooses one to place down
2. Determine Winner: Players compare animal strengths; the strongest wins
3. Award Blue Food Tokens: The player with the strongest animal collects the number of blue food tokens shown in the bottom left corner of their card.
4. The winner chooses to keep or discard their winning animal

Keep the Animal:

If you keep your winning animal, it will contribute to your final score after the third round (worth double the feeding cost). Place the winning animal face-up in front of you. Work on feeding your animals throughout the three rounds. You can do so at any time during game play. Place the required blue food tokens on the card to keep it fed (bottom right corner). You must have your animals fully fed (it should match the feeding cost) by the end of round 3 to avoid point deductions (minus 8 points). Once a kept animal is fully fed, switch out the multiple blue food tokens for one white food token, signifying that it is done being fed. You cannot trade in white tokens for multiple blue tokens at any time. If you choose to keep the animal, you cannot discard the animal at a later time.

Discard the Animal:

Collect food tokens for winning and place the card in the discard pile without further obligations.

5. Collect all other played cards and put them in the discard pile
6. Each player draws another card to have 3 in their hand
7. A round ends once there is not enough draw cards left for each player to have 3 cards in their hand. Shuffle the discard pile and start another round
8. Repeat these steps until the deck has been recycled 3 times

Scoring:

After Round 3:

Stockpiled tokens—worth one point each

Fully fed animals—worth double their feeding cost

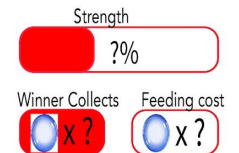
Hungry animals result in an 8-point deduction each

Winning:

The player with the highest total score at the end of 3 rounds is declared the winner!

Other:

Ties: If your strength meter ties with another player, each player collects the food tokens



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