

FOOD FIGHT

Introduction

It's lunchtime on Friday, almost the end of a bad week at Lower High—come to think of it, there's no such thing as a good week at school—and you're itching for some leisure activity to take the edge off.

Hmmm . . . today's menu is just as appetizing as ever. A wide variety of choices, all of them unpleasant. But you load up a tray anyway. As bad as it is, this stuff is better than nothing. Or is it . . . ?

The teacher on duty isn't looking—and neither is that gorgeous blonde who laughed in your face when you asked her for a date. You pause for a moment, forming an image in your mind of how Miss Popularity's hairdo would look if it was topped off with a slice of pepperoni pizza.

You smile . . . and then you decide to skip lunch and get a little exercise instead.

Overview

Food Fight is a fast-paced game of cafeteria conflict for two to four players, each of whom represents one or two students. Using whatever edible weapons they can lay their hands on, students scurry around the lunchroom and try to make a big mess out of their opponents. When a student suffers enough appearance damage to be terminally embarrassed, he or she is out of the game, and the last active Food Fighter is the winner.

But wait . . . it's not quite that simple. (In school, *everything* is not quite that simple.) Students also have to keep from being apprehended by a Faculty/Staff member and hauled off to the dreaded Principal's Office. The good news is that the grown-ups are slow and pretty predictable. The bad news is that the longer the fight lasts, the more Faculty/Staff members there are to worry about.

Students who are really desperate or just plain sadistic can also dump entire trays of food on their victims, or pick up a garbage can and strew its contents all over the place. Things can

get out of hand pretty quickly; in fact, in a game about throwing food, getting things out of hand is the whole idea.

How to Win

A game of *Food Fight* lasts for 10 rounds. (One round is made up of one turn for each student in the game.) If only one student is still in the cafeteria at the end of the 10th round, that student is the winner. If more than one student remains in the cafeteria, the survivors hold a Food-Off (see the section near the end of these rules) to determine the champion.

If no student lasts through 10 rounds without being taken to the Principal's Office, then there's really no winner (although the student who lasted the longest was certainly the most successful). In *Food Fight*, the victory objective is twofold: You want to get messed up less than anyone else, but you also want to keep from getting caught.

Game Components

To play *Food Fight*, you will need the following things:

- The game board, which depicts a high school cafeteria.
- 10 large counters, representing the four students and the six faculty/staff members.
- 99 small counters representing food and other things students can throw.
 - 31 other small counters, including:
 - 4 Garbage Cans
 - 10 Garbage
 - 3 Tipped! markers
 - 14 Trays
 - A pencil and paper to keep track of information that changes during the game (the number of rounds that have been played, a student's current Appearance Rating, the fullness of a garbage can, and so forth).
 - And, at least two six-sided dice. (The game will go faster if each player has a pair of dice—and, for that matter, if each player has his or her own pencil and paper.)

Preparing for Play

By whatever method you choose (no violence, please), each player selects the character(s) he will represent. In a two-player game, each player handles two characters; in a three- or four-player game, each player takes one character. All of the students begin the game on the Entrance square at the start of the Food Line.

The faculty/staff members (F/S for short) begin the game in the Faculty/Staff Lounge, which (of course) is off limits to students.

Separate the food counters into five groups: beverages (tea, milk), breads (bread, roll, rock), vegetables (beans, spinach, peas, corn), main dishes (pizza, loaf, burger, chicken, spaghetti, turkey), and desserts (cone, cake, pie, Jello, apple). If you are using the Mystery Meat optional rules, include those four counters in the main dishes group. If you are using the

Salad Bar optional rules, refer to that section for information on how to place the 12 counters that belong on the salad bar; otherwise, simply set any unused food counters aside.

Turn all of the food counters in each group upside down. Make a neat stack out of each group and place it in the proper square of the Food Line.

Place six tray counters on the game board (on the tables where the trays are pictured) and put the other eight in a stack in the Food Line.

Put a garbage can counter on each of the four garbage can pictures on the game board. Stack the garbage counters in the area reserved for them next to the Principal's Office, and if you are using the optional rules for Table Tipping, put the Tipped! markers in a handy place along the edge of the game board.

And now, lunch is ready to be served.

The Students

Each of the four students in *Food Fight* is modeled after someone you know. There's Connie, the cheerleader and Homecoming queen; Dwayne, the misunderstood genius; Rock, the football star whose IQ is lower than the number of push-ups he can do; and Lennie the Loser, who had to ask someone what his nickname meant.

Just as in real life, each student's attributes are different; for *Food Fight* purposes, each of the four characters has advantages and disadvantages.

Action Allowance

The number in the lower left corner of each student counter is that student's Action Allowance (AA for short), representing the number of different things the student can do on each turn: going through the Food Line, moving from one place to another in the cafeteria, picking up food, attacking other students or F/S, and so forth. The AA's of students range from 4 to 10.

Appearance Rating

The number in the upper right corner of each student counter is that student's Appearance Rating (AR for short), representing the number of points of appearance damage the student can take before he or she surrenders. The AR's of students range from 40 to 100. When a student's AR is reduced to zero, that student has reached the limit of his or her endurance; he or she immediately retires from the fight and waits meekly for an F/S member to arrive and haul the loser away.

By comparing the numbers on the student counters, you can see that the abilities have a balance to them. Rock moves fast (AA 10), but is so vain (AR 40) that he can't stand to get very messy. On the other end of the spectrum, Lennie hardly cares at all how he looks (AR 100)—which is a good thing for him, because he's so slow (AA 4) that he usually ends up wearing a lot of vegetables. When you select the student(s) you will handle during the game, keep in mind their strong points and their weak points.

Faculty/Staff Members

Each F/S in *Food Fight* is modeled after a person you know (or did know, or will know, depending on how old you are). There's Ms. Pallid, the librarian; Dr. Adenoid, the science teacher; The Wrench, the shop teacher; Crazy Annie, the kitchen queen; Mad Oscar, the janitor; and Coach, the coach.

Like students, F/S have two characteristics—but, since the F/S aren't taking part in the food fight, they aren't the same characteristics.

Movement Rating

The number in the lower left corner of each F/S counter is that adult's Movement Rating (MR), representing the number of squares the F/S can move in one turn, in an attempt to apprehend a student.

Needed to Stun Rating

The number in the upper right corner of each F/S counter is that adult's Needed to Stun Rating (NSR). If the F/S takes this many points of damage from thrown food in a single round, then he or she is immobilized for the remainder of the current round and for all of the next round. This gives nearby students a chance to put some distance between themselves and the adult. The damage that an F/S takes from food is not cumulative; if a F/S takes some damage but is not immobilized, then he or she begins the next round with his or her full quota of NSR points.

Food

Before we get on with how to play the game, there's one more set of numbers to explain: the numbers on the all-important food counters. Starting in the upper left corner and reading clockwise, these numbers are Range, Slipperiness, Damage, and To Hit.

Range is the maximum number of squares that the food may be thrown. If you look over the numbers, you'll see that they make perfect sense. Spaghetti and corn, for instance, are kind of hard to handle; as a result, they (and other slippery or puny foods) have a range of only 1. At the other extreme is everybody's favorite edible artillery weapon, the apple, which has a range of 10 squares.

Slipperiness is used when a food misses its target and ends up on the floor; the higher the number, the more of a mess the floor is, and the greater the chance that a student moving through that square will slip, with possible disastrous consequences.

Damage is perhaps the most important food number of all. This number is added to the roll of one six-sided die to determine how many points of appearance damage are suffered by someone who gets hit with the food. For obvious reasons, spaghetti is the messiest missile of all, with the potential to cause as much as 11 points of damage on a single successful hit. If the entry in the lower right corner of a counter is "N" instead of a

number, then that food does not cause appearance damage but sometimes has the ability to stun a victim on a successful hit.

To Hit is the number that indicates how easy it is to fling that food and make it hit what you're aiming at. For each food item thrown, the attacker rolls two six-sided dice; if the result is equal to or less than the food's To Hit number, then a hit is scored.

Starting the Game

Everybody begins by doing what they supposedly came to do: going through the Food Line and getting a meal. Starting with the character with the highest AA and proceeding in order, students move through the Food Line one at a time. On your first trip through the line, you must take a tray plus one food counter from each of the five Food Families. Because the food counters are upside down, you don't know right away what you're putting on your tray (which pretty much simulates cafeteria reality; even when you can see the food, you don't always know for sure what you're getting). Pick up a counter from each stack, piling everything on top of your tray, and keep all of your counters on the edge of the game board in front of you. (You can look at your food counters as you draw them, but be careful not to let other players see what you're carrying.)

Moving all the way through the Food Line costs only 1 AA point; your student counter moves directly from the Entrance square to the Exit square. After that, you must keep moving so you don't clog up the Food Line. Moving to any adjacent square, even on a diagonal, costs 1 AA point. Because you can't throw food until everyone has made one trip through the Food Line, all you can do at the end of your first turn is move. You can shuffle back and forth between two squares (and end up not going very far at all), but you can't end your turn on a square where you're blocking other students from moving off the Exit square—because they have to move, too, and they can't very well do that if you're in their way.

You *must* use all of your AA points every time you take a turn, either by moving or by doing the other things that use up AA points (which are explained below).

After everyone has a tray of food and all the students have taken their initial positions somewhere in the cafeteria, the food fight *can* begin. You don't have to fire the first shot, but you can bet that if you don't, someone else will. (Just for the record, if no one throws any food for ten consecutive rounds, the game is over, everybody loses, and all of you have just wasted a lot of time.)

Movement

You learned a little about movement in the preceding section; here's the rest of what you need to know.

On every round after the first one, students take their turns in the order that they made their first trips through the Food Line (highest AA first, lowest AA last). You can move into any adjacent square that doesn't contain another character, a table, or a garbage can. (The squares with chairs sticking partway

into them are open squares; it's just that whoever used the chair last didn't bother to push it all the way back under the table.) Students can never move out of the cafeteria (onto any of the labeled squares around the edge of the board); the only way a student can leave the cafeteria is in the iron grasp of an F/S—and you don't want that to happen.

Combat

To throw food at another student or an F/S, you must be within range and you must have at least 1 AA point left to spend, since throwing one item of food costs 1 AA point. If you're not close enough to a target to use any of the food you're carrying, then you're out of luck and you have to spend your AA some other way.

For purposes of range determination, the square the thrower is standing in does not count; thus, a food with a range of 1 can be thrown at a target in any adjacent square (side-to-side or diagonal). If another student or an F/S is between you and your intended target, you can still throw at that target—but at a range penalty of 1 square, because you have to loft the food over the other character.

To make an attack, announce who your target is and reveal the food you want to throw. Then roll two six-sided dice. If the result of the roll is equal to or less than the food's To Hit number, you succeeded in splattering your target. If you scored a hit, roll one six-sided die and add the result to the food's Damage number; the total is the number of points of appearance damage you caused, which is immediately subtracted from the target's AR (or NSR, if the target was an F/S). If you didn't score a hit, see the section on "Slipperiness" below.

You can attack as many times in a turn as you want to, up to the limit of the food you're carrying and your available AA points. You can attack more than one target in the same turn. Any food counter that hits its target is removed from play and can't be used again later. (Once you know that all four helpings of spaghetti have been flung, you can take a few more chances when attacking.)

Stunning

As noted earlier in the discussion of food counters, some foods don't cause appearance damage but instead have the ability to stun. A carton of milk is a special case—it does cause appearance damage, and *also* might stun a target who is hit with one.

A student who is stunned loses his or her next turn, and also drops anything (tray, food, garbage cans, etc.) that he or she was carrying. All dropped items are removed from play, and the student's counter is turned over to the "Stunned" side until after his or her next turn has come and gone.

An F/S who is stunned can't move for the remainder of the current round and for all of the following round. F/S can be stunned in two ways: They can be bonked with an apple just like Lennie or Connie can be, or they can be rendered motionless if they take appearance damage in one round equal to or greater than their NSR. (In the second case, the F/S isn't really stunned, but he or she is compelled to stop and clean up.)

When you hit with a food that's capable of stunning, you immediately roll one six-sided die to see if the stun attempt succeeded. Apples and milk cartons cause stuns if this second roll is a 5 or 6, and a hard roll (referred to as "Rock" on the counter) causes a stun on a roll of 6. A tray can also cause a stun; see the section below on "Dumping."

Slipperiness

What is a topic like Slipperiness doing in the Combat section? Well, it's like this: The slipperiness of food becomes important when the food ends up on the floor. Food ends up on the floor as the result of combat, when something you throw misses its target. See the connection?

Whenever you fail to hit your target with a missile morsel, that food counter hits the floor in one of the open squares adjacent to the target. The food goes splat (or squish, or whatever it goes). The food counter is placed face up in that square and it stays there, waiting to be stepped on. It is possible for more than one food counter to occupy the same square on the floor; see the rules below for determining placement of missed food.

If a student moves into a square containing spilled food, the player of that student immediately rolls one six-sided die. If the die roll is equal to or less than the Slipperiness Rating of the food in that square, then the student has slipped. If a slip occurs, the player rolls a die again and consults the following table to find the result of the accident:

Roll	Result
1	No effect; student continues turn.
2	Student loses all items carried (remove from play) and suffers appearance damage equal to roll of one die plus the Damage Rating(s) of the food(s) in the square, but may continue with turn.
3	Student loses all items carried and loses 1 AA point, but suffers no appearance damage and continues with turn.
4	Student loses 1 AA point and suffers appearance damage as in (2) above, but keeps all items carried and continues with turn.
5	Student loses all items, suffers appearance damage, and loses 2 AA points.
6	Disaster: Student loses all items, suffers appearance damage, and is stunned (unable to move again until the following round).

To determine where a missed attack lands, begin with the square immediately behind the target; the first miss in any series of attacks will always land here. If more misses occur in the same series of attacks, place them in the squares on either side of square #1, and after that continue placing misses around the target in any square that does not already contain a food counter. No eligible square can contain more than one food counter unless every eligible square already has one piece of food in it, in which case the pattern described above is repeated. When there is a choice between two equally eligible squares, the decision of where to place the spilled food is left to the attacker.

An attack that misses cannot be placed in a square occupied by another character, or on a table or a garbage can. When

more than one food counter is in a single square, the Slipperiness Ratings of all the foods are added together to determine whether a slip occurs. If a student is pinned between a wall, a garbage can, and the side of a table, there may only be two squares where spilled food can be placed; multiple misses could cause those squares to become incredibly treacherous, to the point where it's impossible to keep from slipping.

F/S are not subject to slipping, but they may be slowed down if they move into a square containing spilled food. If this occurs, one of the players (preferably the one representing the student being chased) rolls a six-sided die. If the result is greater than the F/S's Movement Rating, then the F/S must stop in the food-filled square and can't move again until the following turn. (You can ignore this rule when Dr. Adenoid or Ms. Pallid is moving, since each of them only has a MR of 1 to begin with.)

Dumping

Trays were invented to give people a way to carry lots of food at one time. In *Food Fight*, trays are also used as a way to get rid of a lot of food at one time, by the action known as dumping.

Dumping all the food on a tray costs only 1 AA point, but it can only be done against a target in an adjacent square. When you declare that you are dumping on another student or an F/S, you roll two six-sided dice for each food item on the tray, in any order you desire.

The big advantage to dumping, in addition to making a whole bunch of attacks with just 1 AA point, is that every food item gets a bonus of 2 on its To Hit number. For instance, a chunk of chicken will hit someone 1 square away if you roll a 5 or less on two dice—but if you dump a tray with chicken on it, the food hits on a roll of 7 or less.

Milk, rocks, and apples can't stun a target when they're dumped from a tray, but the tray itself can stun on a roll of 5 or 6 on one die. (Check for the stun after making all of your hit rolls for the food that was on the tray.)

Any dumped food that misses its target is placed on the floor using the rules in the "Slipperiness" section above. The tray is considered lost and removed from play—which means that since there are only a limited number of tray counters available, there are only a limited number (14, to be exact) of dumps that can take place in one game. Use those trays wisely!

Garbage Cans

The garbage can is the *Food Fight* version of a doomsday weapon, capable of causing enough appearance damage to completely change the balance of power. To use a garbage can, follow these steps:

1. Move onto the square containing the can.
2. Roll one die to find out how full the can is. A result of 6 indicates that the can is practically empty. A result of 1 through 5 indicates that the can has enough garbage to be usable as a weapon.
3. You can increase the fullness of a can by throwing more food into it. The fullness of the can goes up by 1 (from 6 to 1, 1 to 2, etc., to a maximum of 5) for every two food items thrown into it. Throwing food into a can does not cost any AA points.

4. You can carry the can across the cafeteria at a cost of 2 AA points per turn (in addition to the 1 AA point you pay for each square you move into).

5. When you attack by spilling the can, the garbage spews out in a straight line in any direction you choose and covers a number of squares equal to the fullness of the can. Every student or F/S in the line of fire is in danger of being hit by the garbage.

To determine if a target is hit, the attacker rolls one die a number of times equal to the fullness of the can. Each target rolls one die a number of times equal to the distance in squares between the attacker and that target. (Some other player should make any rolls necessary for F/S.) If the total of the attacker's die rolls is greater than the target's, then that target has been hit by the garbage.

To determine appearance damage from a garbage hit, the target rolls one die a number of times equal to the fullness of the can, and then adds the fullness of the can to that result. The total is the amount of appearance damage suffered by that target. A can with a fullness of 5 can do as much as 35 points of appearance damage to every target it hits—enough to instantly immobilize any F/S and almost enough all by itself to put Rock out of commission.

6. After a garbage can is used in combat, garbage counters are placed on every square of the floor that was affected by the attack, even squares that are occupied by other characters. For the rest of the current turn and all of the following turn, the garbage remains on the floor and presents a hazard to anyone who moves into one of the garbage squares. Garbage has a Slipperiness Rating of 6 (the maximum), meaning that anyone who enters a garbage square will automatically slip and must roll on the table in the "Slipperiness" section above. (If you need more garbage counters at one time than what are provided, used food counters placed face down make a good substitute.)

7. A garbage can that has been spilled automatically reverts to a fullness of 6. The student who attacked with it is considered to have dropped it in the square where the attack originated, but he or she can pick it up and continue carrying it if desired. If the attacker doesn't maintain possession of the can, it temporarily disappears from play and then reappears at its original location (one of the squares containing a garbage can lid) at the start of the next round. If someone wants to use it again, the procedure described above is followed: move onto the square, roll for fullness, etc. (In the time between rounds, some do-gooder not involved in the food fight has put the can back where it belongs, and other namby-pamby students who would rather eat than fight may have dumped their garbage into the can.)

Obtaining More Food

The cafeteria is a busy place. Lots of students are eating and, as students have a habit of doing, not bothering to pick up the remains of their meals when they finish. At the start of the game, every table in the cafeteria contains at least one tray and an unspecified amount of food. All of this stuff is available to *Food Fight* combatants who take the time and trouble to move to a table and check out what's on it.

To pick up something from a table, all a student has to do is

move into a square that is adjacent (side to side) to the table. Then, to determine how much food is available on the table, the player rolls one die. A result of six indicates that the table has no food; any other number is the number of food items available.

If the table contains a tray, the student may pick it up at a cost of 1 AA point (automatically putting down and then placing on the tray any food the student may have been carrying). However, since a tray with food on it takes two hands to hold, and no student can carry an empty tray around, no student can have more than one tray at one time. A tray can hold up to five food items.

If the table contains food, the player takes the appropriate number of food counters from the stacks in the Food Line—one from each stack beginning with Beverages, up to the number rolled. These counters are then placed face down on the table; no one, not even the student next to the table, knows at this point just what those foods are.

At a cost of 1 AA point, the student can pick up as many food items as he or she has empty hands and then place them on a tray (no AA cost) if he or she has one. Only after the student picks up a food counter is he or she allowed to see what kind of food it is. If you decide that you'd rather not keep the food (if it's a crummy slice of bread, for instance), you can drop it back on the table at no AA cost and (if desired) pick up something different. When a student is finished picking up food from a table, any food counters remaining on the table are revealed and then returned to the bottom of the appropriate stack in the Food Line. No food can remain on a table at the end of any student's turn.

Of course, students can get more food (and more trays, up to the limit of their availability) by making another trip through the Food Line. However, when making any trip through the Food Line other than his or her first one, a student must observe the following rules: No student can enter the Food Line while carrying a tray or any food items. No student can take more than two food items (plus a tray, if desired) on any single trip through the line, and those two food items must be from different Food Families (no doubling up on desserts).

Disposing of Food

You don't have to throw something to get rid of it—just put it down, on a table or the floor, and it's gone. If you drop a tray (which you must do if you're just about to reenter the Food Line), the counter is removed from play. Any food item you get rid of is automatically returned, face down, to the bottom of the appropriate stack in the Food Line. Dropping any item can be done at no AA point cost.

How F/S Operate

The Faculty/Staff members are responsible for keeping order in the cafeteria. If the presence of an F/S is not enough to keep students from throwing food at each other (which, of course, it isn't), then the F/S are required to chase down the offending students and haul them off to the Principal's Office.

At the start of the game, all of the F/S characters are relaxing

in the Faculty/Staff Lounge. The cafeteria is being monitored by an anonymous teacher who does nothing more than sound the alarm as soon as the food fight starts. At the start of the round following the first instance of combat, one F/S comes from the Lounge, moves through his or her work area, and enters the cafeteria. At the start of every round thereafter, a new F/S enters the fray, according to the F/S Appearance Table below:

F/S Appearance Table

Roll	Faculty/Staff	Enters From
1	Miss Pallid	Library
2	Dr. Adenoid	Science Lab
3	The Wrench	Shop
4	Crazy Annie	Kitchen
5	Mad Oscar	Janitors' Vault
6	Coach	Gym

To determine which F/S comes in, roll one die. (If the result is an F/S that's already in the cafeteria, roll again until a new F/S is selected.) The new F/S starts on his or her entry square and immediately moves on the shortest path possible toward the nearest student. If two or more students are the same distance from an F/S at any time, assign numbers to each student and roll a die to see which one the F/S pursues for the rest of the current turn.

After the new arrival has moved, all other F/S in the cafeteria are moved in the order listed on the F/S Appearance Table. Each F/S moves the full amount of his or her Movement Rating, except when he or she steps into a square containing spilled food (see the section on "Slipperiness" above).

Last Ditch Assault

If an F/S moves into a square where a student is located, that student has been apprehended and is in immediate danger of being hauled away. The only way that student can be saved is by making a successful Last Ditch Assault on the F/S.

To do this, the student immediately throws or dumps everything in his or her possession in an attempt to stun or immobilize the F/S. If the F/S is stunned or suffers enough appearance damage to reduce his or her NSR to zero, then the student is safe—for the moment. He or she can move away from the F/S during the current round.

However, there is a down side to the Last Ditch Assault. Any student who does this to an F/S earns the undying wrath of that F/S, who will pursue that student for the remainder of the game (or until the student is caught and hauled away).

If a student is hauled to the Principal's Office, that student is out of the game. (The player can continue to participate by moving F/S counters, making dice rolls for F/S, and doing other helpful things, or he or she can go in a corner and sulk while the other players finish the game.) The F/S who took the student away is free to reenter the cafeteria on a subsequent round.

The Food-Off

If more than one student gets through the 10th round of the game without being apprehended by an F/S, then the players of those students can shake hands and declare themselves co-winners. Or, for a final bit of excitement, the students can hold a food-off to determine a single champion.

To begin the food-off, each student selects three counters from the Food Line (but no more than one from any stack). Then the survivors roll dice to determine hits and appearance damage, with each student attacking one other student at a range of 1 square. (No dumping is allowed, and stunning is not possible.) The champion is the student who inflicted the most damage with his or her three food-off attacks.

Optional Rules

We'll resist the temptation to say that these rules add more flavor to the game. However, they do offer some variety. Once you've mastered the technique of being a good Food Fighter, slip in one or more of these options for an entirely new learning experience.

A New Beginning

In this variation, students don't start by going through the Food Line. Instead, each student begins the game on one of the numbered squares (determined by rolling a die), representing their more or less random placement around the cafeteria. Students who are far from the Food Line or who don't want to pick up a full meal right away can pick up trays and food from tables—and it is legal to throw food on the first round. A student's first trip through the Food Line can be taken on any turn, and no student is required to go through the Food Line at all if he or she doesn't want to. Die rolls for placement are made in the order in which students move (highest AA first). If a die roll indicates a square that is occupied by another student, roll again until an unoccupied square is indicated.

Mystery Meat

Nobody knows what it is, everybody's afraid to eat it, but it makes great ammunition. In this variation, put the four Mystery Meat counters into the main dishes stack of the Food Line. Just before the first MM counter is used in combat, the attacking player determines the MM's attributes by using the following procedure:

Range—roll one die.

Slipperiness—roll one die.

Damage—roll one die and add 3, to a maximum of 6.

To Hit—roll two dice and add 3, to a maximum of 11.

Once the attributes for Mystery Meat are determined, they remain the same for all MM counters for the entire game.

Table Tipping

When combat starts to get hot and heavy, students may be-

gin to search for a place where they can hide. They will search in vain, unless this variation is part of the game.

To tip a table, a student must not be carrying anything and must be located adjacent (side to side) to a table. Also, the student must have at least 1 AA point remaining, since that's what it costs to tip a table. Then the player rolls two dice and subtracts two from the result. If that number is equal to or less than the student's AA, then he or she has succeeded in tipping the table. Place a Tipped! marker on the table, and also place the student's counter on the table. Any items on a table when it is tipped are considered lost and immediately removed from play.

A tipped table offers some protection from attacks. A student hiding behind a tipped table can't be hit by any food thrown from more than 2 squares away. However, a student in hiding can't do any attacking at all, and must simply remain in place (in effect losing his or her turn) for as long as he or she stays behind the tipped table.

A tipped table will attract the attention of the F/S who is nearest to the table when it is tipped (roll a die to resolve ties). At the start of the next round, that F/S will break off the pursuit of any other student and instead move straight for the tipped table. If the F/S reaches a square adjacent to the tipped table and the student is still in hiding, then the student is immediately apprehended (and can't make a Last Ditch Assault, since he or she isn't holding anything).

A student in hiding can move away from the tipped table when it is his or her turn to move. A tipped table that is abandoned is immediately un-tipped and once again available as a source of food items.

Salad Bar

The salad bar, for those upscale cafeterias that contain one, is made up of 12 counters: Two bowls; greens and curd (cottage cheese), which begin the game in the bowls; two pumpers (ketchup and mustard); two kinds of salad dressing (thousand island and vinegar & oil); and four condiments (relish, onions, croutons, and tomatoes).

The large table in the center of the cafeteria is used for the salad bar. (When these rules are used, this table does not count as a table for the purpose of tipping it or obtaining trays or regular food from it.) Before the game begins, place the salad bar counters on the salad bar as follows, beginning with the square next to the "3" and proceeding clockwise:

1. A bowl containing greens (the greens counter on top of a bowl counter).
2. One of the pumpers.
3. The relish and the onions (both on one square).
4. The other pumper.
5. The tomatoes.
6. The croutons.
7. The salad dressing (both on one square).
8. A bowl containing curd.

All of these foods and objects are available to be picked up and used in combat. Many of the counters have special characteristics, which are as follows:

— Greens and curd have no Range or To Hit numbers, because they can't be used by themselves. They have to be dumped from the bowl (Range 1) they are contained in. If they

are dumped from a bowl, the student doing the dumping can keep possession of the bowl and use the now-empty receptacle as a weapon later. A bowl does no appearance damage, but causes a stun on a roll of 6 if the bowl attack hits. You can't put a bowl on a tray, whether the bowl is empty or not.

A pumper takes two hands to hold, but it can be carried around (no additional AA cost) and used repeatedly (still paying 1 AA point for each attack) by squirting a target with lots of globs of ketchup or mustard. These can be effective weapons against F/S, especially those with low NSR's—but be careful, because you have to get right next to the F/S to use the pumper.

The other items are one-shot weapons, just like normal food; use 'em and you lose 'em. However, this also means that they count as single items for the purpose of determining how many things you can get on a tray (remember, the maximum is five). It is certainly possible to move next to the salad bar with a partially full tray, grab one or more of these items, and carry them away. And you can drop food on the salad bar if you're carrying some stuff (like that dumb bread, or those wimpy rolls) that you'd just as soon get rid of.

Experiment!

This is the neatest optional rule of all. Without meaning to imply that the last six and a half pages don't amount to a hill of beans, we can't go away without saying that you can do just about anything in, or to, this game, that you want to. For instance . . .

You don't like being limited to four students with fixed numbers? Use dice to roll their attributes randomly, or be real democratic and start out every student with the same AA or AR or both.

The seven of you got together for the afternoon, and you're depressed because *Food Fight* is only a four-player game? No problem—put two sets of counters together (assuming you have two copies of the game), and you've got an eight-player game just like that. Of course, to be fair, you should also double the number of F/S. Then again, you don't *have* to be fair. . . .

Is it legal to hide in a garbage can? It is if you say it is—but be aware that every bit of food dumped into that can scores an automatic hit and does maximum damage. (That should teach Lenny a lesson.)

Why can't you throw a plate of spaghetti more than one square? Well, maybe you can—but you also have to realize that the farther you heave it, the smaller chance you have of hitting and the less damage you will do. (Being plunked with a meatball from three squares away is no big deal, even for Rock, who gets at least that much food on his shirt every time he feeds himself.)

Make as much of a mess out of this game as you want. One of the best things about messes is that you can don't have to live with it forever; you can always clean it up and start a new one.

Credits

- Game design: Bryce Knorr
- Development and editing: Kim Mohan
- Graphic design: Dennis Kauth