

Food Fight

Avalon Mini-Game #13



Avalon Games



Chuck ducked under the flying burger as he made his way to his seat. The Jocks were at it again, he observed, as he sat down next to the other geeks. A milkshake flew overhead and exploded high over the Preppie's table. With a howl, the Cheerleader leaped up and started screaming about how hard it was to get chocolate out of cashmere. Then it began, the food started to fly between the tables, Jocks threw chips and cola cans while the Preppies set about with hot dogs and yogurt cups. Soon, the whole cafeteria was a mess of flying food and gangs of students dodging and throwing their lunches.

Chuck sank lower in his chair, trying to avoid being hit, and continued to eat his PB&J. That's when the bagel hit the fan, and he was hit with a cup of soup. Now it's war, Chuck said to himself as he gathered up food of his own to throw.

This is Food Fight, a fun, fast game of insanity. Can your team of teenagers out fight their dreaded and hated enemies as the food flies and the fun begins?

One of Avalon Game's great Mini-Games, Food Fight will allow you to make a mess and still have fun.

An Avalon Games Product, All rights reserved, Version 3.0, 2011

All comments, suggestions and contacts can be made to...

Avalon Games Company, avalon@comstar-games.com

Or visit

Avalon Games at...

www.avalon-games.com

Game design, artwork and layout by Robert Hemminger

Edited by Jeff Brewer



Avalon Games



Contents

Introduction	Page 2
Game Construction	Page 2
Getting Started	Page 3
Food Cards	Page 3
Turn Order	Page 3
Movement	Page 3
Rolling to Hit	Page 4
Taking Damage	Page 4
Winning the Game	Page 4
Game Boards	Page 4



Introduction

Food Fight is a fast, fun game involving gangs of teenagers as they battle for control of the school cafeteria. Players will build a team of kids and then bombard other gangs of kids as food is thrown and territory battled over.

The game is meant to be a fun look at high school cliques and should be taken in that manner. No disrespect or harm is intended to those that might belong to such groups in the real world.

Game Construction

You will need to construct the game components. The amount of time and extra expense you put into the game's construction is up to you. The simplest method is to print out all the parts, cut them out, and start playing. Paper pieces are a bit difficult to deal with though, so if you wish to play Food Fight often, and I hope you do, then you may want to invest a bit of time and effort in making your game components more durable and reusable.

**You should print out three sets
of Cards for the game.**



Suggestions on Component's Construction and Printing

First off, if you want to spend the money, you should buy some good quality paper. Use this to print out the various components and counters. High end paper will give you a better quality image and if you set your printer to its highest quality setting, you should get a nice set of counters, cards and a map board. Next, get your hands on some spray glue (available at most craft stores and office supply stores). Use this to mount the components onto thick card stock or chipboard. This will make the parts easier to pick up and use, which generally creates a better overall experience. Should you wish, you can protect your many pieces with clear self-adhesive lamination sheets (again available at most office supply stores).

Getting Started

Shuffle the food cards and lay out the map board. Each player then creates a team of kids to play. Players should pick the number of kids that each team will be allowed to use, ranging from 1 to 4 kids per team. Each player must then pick a clique to draw his or her kids from. In a normal game, only those kids from the same clique may be used in a team together (i.e. Jocks must be grouped with other Jocks and so on).

Of course, you may ignore this rule and allow kids to be drawn from any clique. No kid, regardless of the game, may be taken more than once by any player. Therefore, for example, there can only be one Cheerleader Chick in the whole game.

Each player should pick a deployment zone (as marked with "S" on the board) and place a kid's counter in each of the "S" spaces. This is the starting position for that kid. All kids on the same team should be placed together at the start of the game.

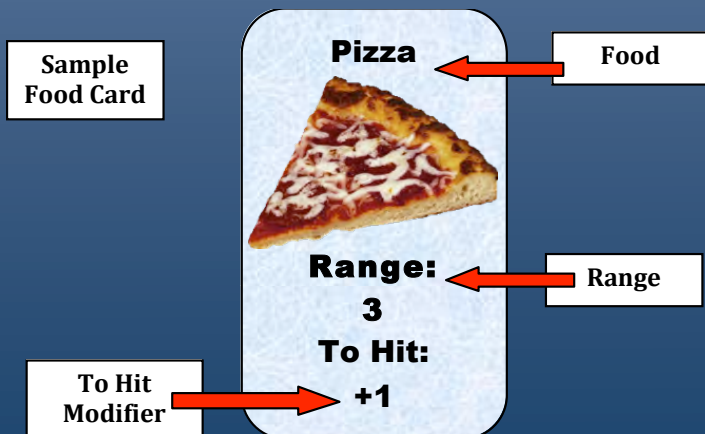
Each player should draw three food cards from the food card deck. This is the player's starting hand.

Food Cards

Each activation, a player may draw one food card from the food card deck. This card is placed into the player's hand.

A player may have no more than five food cards in their hand at any one time. If a player has more than five cards at any one time, they must discard, at random, enough cards to return to their five-card limit.

Once all food cards have been drawn and used, reshuffle those cards that have been discarded and continue to use the deck.



Turn Order

Food Fight is played in turns, with each player getting to activate one of his or her kids during that turn. Once all the kids have had a chance to take an action for the turn, a new turn begins.

At the start of the game, players should each roll 1d10. The highest player goes first. In a multi-player game, the turn order then moves to the right of the highest rolling player and continues counter-clockwise.

When a player's turn comes up, they may activate any one of their kids in play. That kid may then take an action. Once that action is completed, the next player may activate one of their kids, and so on until all players have had a chance to go. This continues until all players have had a chance to activate each of their kids once, then a new turn begins. Thus, a kid may go at any point in the turn, but only once per turn.

An activated kid may perform one of two actions, move or attack, but only one of these actions may be taken with each activation.

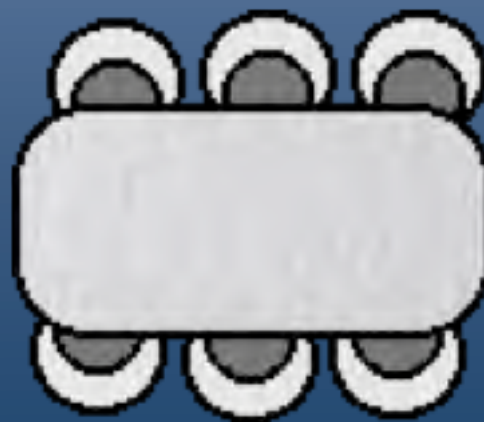
Movement

A kid that is activated may move, with the kid gaining the ability to move up to one square per movement point they have. These moves must be taken through unoccupied squares.

A kid can move through blocking terrain by spending two movement points.

A kid can stand up as part of a move action, but this is all they can do for the activation.

Cost 2 Movement Points to Cross



Rolling to Hit

As part of activation, a kid can try to throw some food at an opponent.

To make an attack, the player must play (from their hand) a food card. This is the food that the attacking kid will use. Next, count the number of squares between the attacker and their target. Count the target's square but not the attacker's location. If the number of squares is equal to or less than the range shown on the chosen food card the attack can be made.

Roll 1d10, adding the attacker's accuracy and any other modifiers that may apply. If the total roll, plus all modifiers, is equal to or greater than the target's defense score, the attack hits and does one point of damage.

Some food will splatter when it hits. If a hit is scored with this food card, not only does the target take a hit, but every kid, friend of foe, that is in a square next to the target also takes a hit of damage.

Once an attack is made, discard the food card used.

Taking Damage

Once a kid has taken all their hits worth of damage, they are a mess and forced to leave the lunchroom in disgrace. This kid is taken out of play.

Some sort of token should be used to show a kid's current damage.

Some damage effects have special rules as shown below.

Dazed

The kid is stunned and suffers a -2 to all stats during their next activation. Once they have taken this dazed activation, they are no longer dazed and return to normal.

Knocked Down

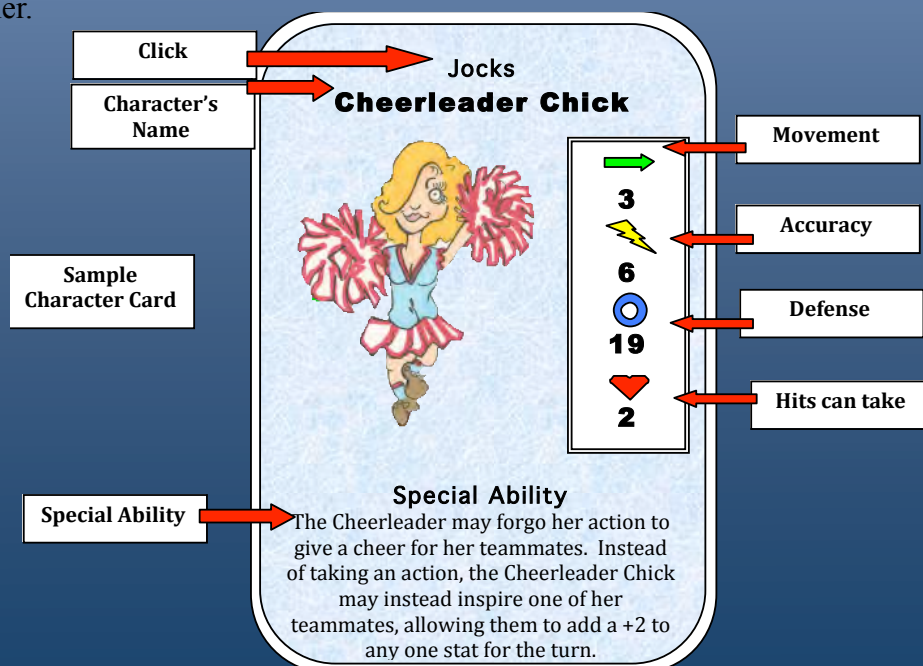
Some kids will fall or be knocked down. If a kid is knocked down, all he can do on his next activation is stand up. Standing up is considered a move action.

Winning the Game

Once a player has had all their kids taken out of play, they are out of the game. Thus, the winner of any food fight game is the player who has one or more kids still standing after the food fight is over.

The Game Board

The game board comes in two parts. Each part should be printed and then either glued together or placed on the table so they butt up to each other.



Jocks
Cheerleader Chick



3



6



19



2

Special Ability

The Cheerleader may forgo her action to give a cheer for her teammates. Instead of taking an action, the Cheerleader Chick may instead inspire one of her teammates, allowing them to add a +2 to any one stat for the turn.

Jocks
Football Captain



2



10



14



4

Special Ability

Instead of making an attack, the Football Captain may tackle any one character, knocking them down and stunning them for the coming turn. Move the Football Captain into a square next to his target and make an attack as normal. If he hits, the target of the tackle is knocked down and unable to take an action next turn as they sit on the floor.

Preppie
School President



2



7



18



3

Special Ability

The class President may, instead of making an attack, give a speech that draws the attention of others. Any kid from another team that is within 2 squares of the President loses their action for the turn.
* Note: This will not affect kids that have already taken their action this turn.

Preppie
Foreign Exchange Kid



3



7



17



3

Special Ability

Who knows what she can do. The Foreign Exchange kid may copy any other kid's special ability for the turn. The kid to be copied must be active within the game at the time of the use of this ability.