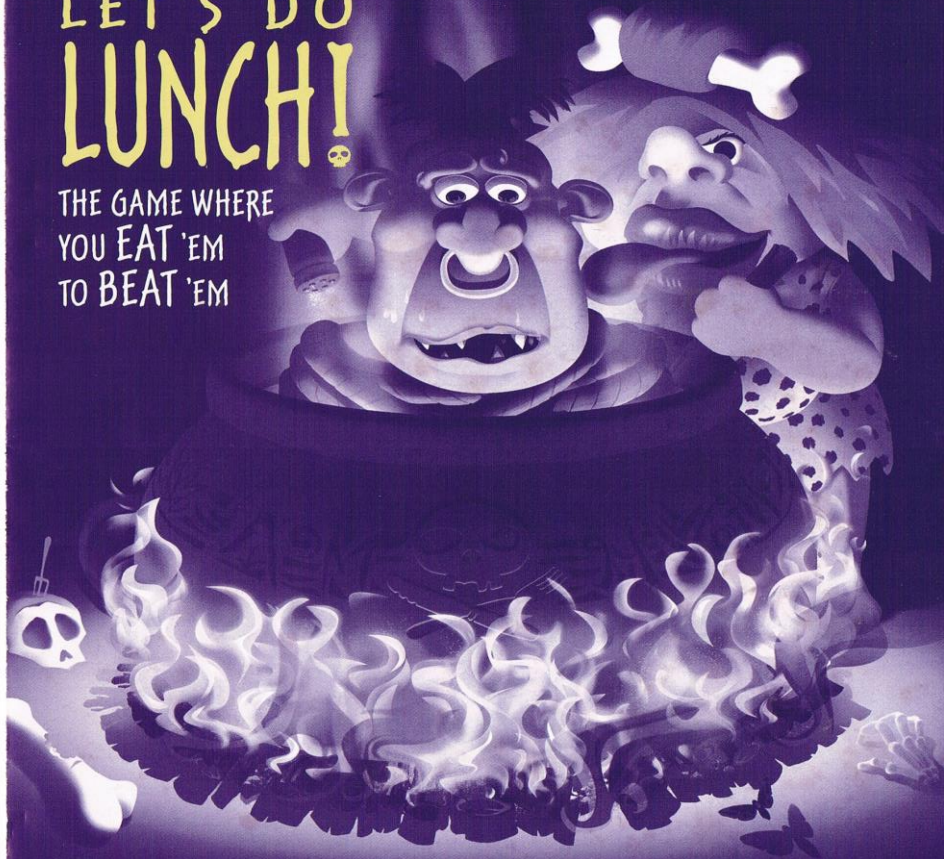


LET'S DO LUNCH!

THE GAME WHERE
YOU EAT 'EM
TO BEAT 'EM



CONTENTS

24 cannibals (in 2 tribes), gameboard, 3 dice.

OBJECT OF THE GAME

To place all of your cannibals onto the board before your opponent does.

PLAYING THE GAME

The first time you play, twist the playing pieces carefully from their supports. Use safety scissors if necessary.

1. Each player chooses a cannibal tribe - the Boneheads (beige) or the Bloodboilers (brown).
2. Both players then roll all three dice. The highest total score goes first.
3. Players then take it in turns to roll the three dice and make a move.

Rolling the Dice

The sum of the three dice shows you in which column on the board you can put your cannibal. For example, if you roll '2, 2, 3', stand your cannibal on any free space in column 7.

Three of a kind

If you roll a three of a kind, place your cannibal in the appropriate column, and then take another turn. Any subsequent three of a kinds rolled are also rewarded by another turn.

1, 2, 3

When you roll '1, 2, 3', you miss that turn and do not get to place a cannibal on the board. Play immediately passes back to your opponent.

Full Up!

If cannibals occupy all of the squares in a particular column, and you roll that number, you miss that turn. If, however, you roll a three of a kind, you have another go even though no cannibal was placed onto the board.

Trapping and Eating

The real trick of this game is to trap and eat as many of your opponent's cannibals as is humanly possible!

To trap a cannibal of the opposing tribe you must "sandwich" it at either end with two of your cannibals. Cannibals can be trapped in any direction - vertically, horizontally or diagonally (see Figures 1 - 3 below).

Key: ○ = Bonehead ● = Bloodboiler

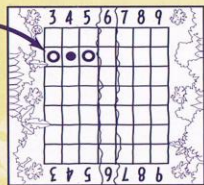


Figure 1
Two Boneheads trap one Bloodboiler horizontally.

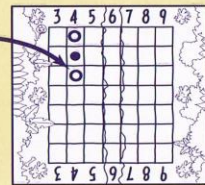


Figure 2
Two Boneheads trap one Bloodboiler vertically.

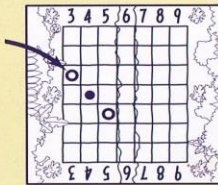


Figure 3
Two Boneheads trap one Bloodboiler diagonally.

Note: the arrows always indicate the last cannibal to be placed on the board.

You can trap more than one cannibal at a time, in any number of directions, depending on how hungry you are! See Figure 4.

Once you have trapped your opponent's cannibal(s), you can move in for the kill! Simply 'eat' any cannibals trapped by removing them from the board and giving them back to your opponent.

Your eaten cannibals can be placed back onto the board as soon as the dice roll allows.

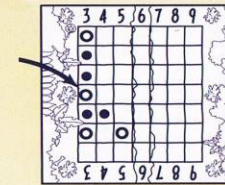


Figure 4
Four Boneheads trap four Bloodboilers.

It's a Wrap!

In addition to the horizontal, vertical and diagonal moves explained above, you can trap your opponent's cannibal(s) by wrapping around the top and bottom edges of the board, as if the two were connected in a loop. In order to do this, all of the cannibals must be in the same numbered column. See Figures 5a and 5b.

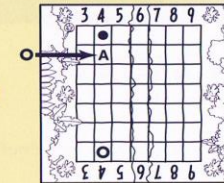


Figure 5a
If a Bonehead cannibal is placed in square 'A' he can trap and 'eat' the Bloodboiler.

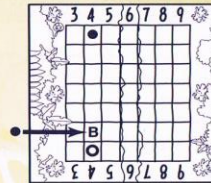


Figure 5b
If a Bloodboiler is placed in square 'B' he can trap and 'eat' the Bonehead.

Important note: you cannot wraparound the board from right to left (or vice versa), or from top to bottom along a diagonal line.

The River (Column 6)

Water puts the cannibals off the scent and they can't detect each other in the murky River (column 6)!

Any cannibal placed in the River is safe and can't be trapped and eaten.

A cannibal placed in the River can, however, trap opposing cannibals in other columns (see Figure 6).

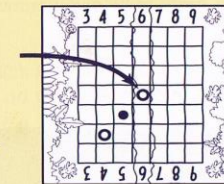


Figure 6
The Bonehead in the River (column 6) helps trap the Bloodboiler in column 5.

If a cannibal in the River is part of a group of trapped cannibals, all cannibals are eaten except for the one in the River (see Figure 7).

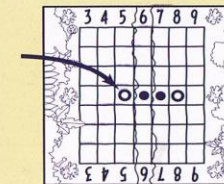


Figure 7
The Bloodboiler in column 7 can be eaten, but the one in the River escapes.

Last Man Standing

When you only have one cannibal left in your hand, you must announce it to your opponent before they roll the dice. If you forget to declare your last cannibal, you miss your turn!

SCORING

The first player to place all of their cannibals onto the board wins that particular round! The winner scores one point for each cannibal left in their opponent's hand. The loser scores minus one point for each cannibal left in their hand.

FINISHING THE FEAST!

The first player to reach 20 points wins the overall game.

HANDY HINTS

Safety zones

A cannibal can be placed safely in an empty space between enemy cannibals. See Figures 8a and 8b.

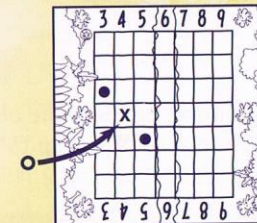


Figure 8a

A Bonehead can be placed safely in either of the squares marked X.

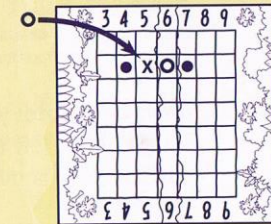


Figure 8b

Eating your own cannibals

You cannot eat one of your own cannibals in order to help you munch opposing cannibals.

Unnoticed trappings

If you trap one or more of your opponent's cannibals without realising, the cannibals that should have been eaten are saved from the pot and stay on the board!

