



Lunch Money : Sticks & Stones

These are the RULES



The *Sticks & Stones* expansion deck is designed to be mixed with the existing *Lunch Money* card game, making the combined deck sufficient for at least 6 people. It can also be mixed with the *Lunch Money* sequel, *Beer Money*. This expansion is not a game in and of itself. For rules and game play see the *Lunch Money* rules sheet.

The following list describes the functions of these new cards and how they interact with existing *Lunch Money* cards and mechanics.

Card Types

There are 4 types of cards in this deck. Each type has its own coloration, to make it easy to recognize at a glance: **Basic Attack cards** (yellow), **Defense cards** (blue), **Weapon cards** (magenta) and **Specialty cards** (orange).

Basic Attack Cards

- **Beat Down, Evil Eye, Snipe, Pins & Needles, & Plate Cleaner**

Each of these cards has a number. This is the number of counters the victim loses if he or she isn't able to DODGE, BLOCK, or otherwise defend against the attack.

Weapon Cards

- **Chunk**

This card works as a Weapon card (see *LM* rules), but is a non-specific thrown weapon; the player must describe the weapon's form. Apples, snowballs, and bricks all make good weapons, for example. CHUNK may be DODGED, HUMILIATED, or otherwise defended against, but can't be BLOCKED. To disarm a player using CHUNK, that player must be GRABBED and then DISARMED; the CHUNK card is then discarded.

Defense Cards

- **Backlash**

BACKLASH is played against attacks from a single card or combo. It causes the attacker to suffer the counter damage his or her attack(s) would have caused, without being able to defend. The player using the BACKLASH card evades the damage, and may describe how the attack is reversed. HUMILIATION or a second BACKLASH counters a BACKLASH, allowing the original card or combo to retain its full force as intended. This card does not work against CHOKE or HEADLOCK.

- **Faster**

This card is played along with a single DODGE or BLOCK card, giving the FASTER card's player an unlimited number of DODGES or BLOCKS (whichever card was played with it) for the duration of that turn. This is especially effective against combos and multiple-attack cards like TANTRUM and HIPPIE.

- **Hide**

HIDE is played as an action on the player's turn. The player then can't attack or be attacked until his or her next turn. Once HIDE is used, the player can immediately play any FIRST AID cards in his or her hand, then discard and draw. The player should describe where he or she is hiding. HUMILIATION counters HIDE.

Specialty Cards

- **2-Fer**

This card deals 2 attacks worth 3 counters each. These attacks, which are described by the player, may be split between 2 opponents at the player's option. Each attack must be DODGED or BLOCKED separately.

- **Abandonment**

This card forces one opponent to discard his or her entire hand and draw 5 new cards. This card can't be played out of turn, and can't be DODGED, BLOCKED, or countered by HUMILIATION.

- **Cooties** (*Grab + Cooties*) or (*Block + Grab + Cooties*)

This card requires that its original player either play or be the target of a successful GRAB. The target of COOTIES loses 1 counter immediately, and 1 more counter at the beginning of each of his or her subsequent turns until unconscious or until he or she transmits COOTIES to another player. The only way to be rid of COOTIES is to GRAB or BLOCK an opponent, or to be GRABBED or BLOCKED by an opponent, which transmits COOTIES to that opponent and relieves the previous carrier of its subsequent effects.

- **Hippie**

The player of this card designates another player as the "Hippie." Every player not yet unconscious is allowed to play 1 Basic Attack card or Weapon card on the Hippie. The Hippie may play Defense cards to counter these attacks.

- **Imaginary Friend**

The IMAGINARY FRIEND card extends its player's turn by allowing one Basic Attack against an opponent after all normal attacks, defenses, and counter-attacks have been resolved, but before new cards are drawn. The opponent may defend, but may not play counter-attacks.

- **Nuts**

This attack may be DODGED, BLOCKED, or otherwise defended against. The NUTS card returns to its player's hand like a Weapon card (at the player's option) after being played or countered, but DISARM doesn't affect it.

- **Spank** (*Grab + Spank*) or (*Block + Grab + Spank*)

This card requires a successful GRAB. It deals an attack worth 2 counters.

- **Tantrum**

TANTRUM deals 5 attacks on a single opponent worth 1 counter each; the player may describe these attacks when the card is played. Each of the TANTRUM card's 5 attacks may be DODGED, BLOCKED, or otherwise defended against as normal.

- **Time Out**

This card forces one opponent out of the game for 2 rounds, beginning and ending on the turn of the player of this card. The affected player can't discard, draw, or play any cards, but also can't be attacked. This card may only be countered by FREEDOM played as an immediate response. TIME OUT can't be DODGED or BLOCKED.

- **Wedgy** (*Grab + Wedgy*) or (*Block + Grab + Wedgy*)

This card requires a successful GRAB. The victim of this heinous card, which deals 1 counter of damage, also has all his or her attacks reduced by 1 counter until WEDGY is "dislodged" with FREEDOM.

- **Weird**

The player of this card does something so weird that it increases his or her own attack by 2 counters. The player should describe what he or she is doing to cause the effect. When played in conjunction with a combo, the "weirdness" is applied to one attack of the combo. WEIRD works with Basic Attack and Specialty cards only.

• Card Interactions •

Here are some clarifications and examples of "complicated" card interactions for this deck and the *Lunch Money* game itself.

Basic Attack Cards

- **Beat Down, Elbow, Evil Eye, Hail Mary, Headbutt, Hook, Jab, Kick, Kick², Pins & Needles, Pimp Slap, Plate Cleaner, Snipe, Uppercut**

Basic Attack cards are countered by these cards: BLOCK, DODGE, HUMILIATION and BACKLASH.

Weapon Cards

- **Chunk**

CHUNK is any thrown Weapon, but is countered differently than a normal Weapon card; it can be DISARMED when not in play.

| Player Action | Outcome |
|---------------------|-----------------|
| •Bob CHUNK/Ann | Ann may defend |
| Bob describes CHUNK | |
| Ann DODGE/Bob | CHUNK countered |
| Draw 1 card | |

Bob didn't have to draw because he didn't discard CHUNK.

| | |
|-------------------|--------------------|
| •Carl GRAB/Bob | Bob may defend |
| Bob No defense | Carl is GRABBED |
| Carl DISARM/Bob | Bob discards CHUNK |
| Carl Draw 2 cards | |
| Bob Draw 1 card | |

Defense Cards

- **Backlash**

This is a powerful card against combos.

| Player Action | Outcome |
|---|--|
| Bob is planning GRAB + POWERPLAY + HAIL MARY. | |
| •Bob GRAB/Ann | Ann may defend |
| Ann No defense | Ann is GRABBED |
| Bob POWERPLAY /Ann | Ann can't defend |
| Bob describes POWERPLAY | |
| Free HAIL MARY/Ann | Ann can't defend |
| Ann BACKLASH /Bob | Bob's combo fails and he loses 10 counters |
| Bob Draw 3 cards | |
| Ann Draw 1 card | |

Counter loss from multiple-attack cards like BIG COMBO and 2-FER is turned around on the attacker, even if originally split between opponents.

| | |
|-------------------------|--|
| •Bob 2-FER/Ann and Carl | Ann and Carl may defend |
| Ann No defense | |
| Carl BACKLASH /Bob | Bob's 2 attacks fail and he loses 6 counters |

Bob Draw 1 card
Carl Draw 1 card

Neither Carl nor Ann took damage.

- **Block**

BLOCK counters an attack and also sets up a counter-attack using GRAB.

| Player Action | Outcome |
|-----------------------------|---|
| •Bob KICK ² /Ann | Ann may defend |
| Ann BLOCK + GRAB/Bob | KICK ² countered Bob may defend |
| Bob No defense | Bob is GRABBED |
| Ann Free HOOK /Bob | Bob can't defend and loses 2 counters |

Bob Draw 1 card
Ann Draw 3 cards

Or, it could get ugly ...

| Player Action | Outcome |
|-----------------------------|---------------------------------------|
| •Bob KICK ² /Ann | Ann may defend |
| Ann BLOCK/Bob | KICK ² countered |
| Bob GRAB/Ann | Ann may defend |
| Ann No defense | Ann is GRABBED |
| Bob POWERPLAY /Ann | Ann can't defend and loses 3 counters |
| Bob describes POWERPLAY | |
| Free HAIL MARY/Ann | Ann can't defend and loses 7 counters |
| Bob Draw 4 cards | |
| Ann Draw 1 card | |

- **Faster**

The FASTER card lets its player either BLOCK or DODGE any number of attacks during the turn it's played.

| Player Action | Outcome |
|------------------------|---|
| •Bob TANTRUM/Ann | Ann may defend |
| Ann DODGE + FASTER/Bob | Ann counters the 5 attacks from TANTRUM as if with 5 DODGES |

Bob Draw 1 card
Ann Draw 2 cards

Things could get complicated if Ann uses FASTER to multiply a BLOCK card, then plays GRABS off those BLOCKS for multiple counter-attacks.

| Player Action | Outcome |
|------------------------|---|
| •Bob TANTRUM/Ann | Ann may defend |
| Bob describes TANTRUM | |
| Ann BLOCK + FASTER/Bob | Ann counters the 5 attacks from TANTRUM as if with 5 BLOCKS |
| GRAB/Bob | Bob may defend |
| Bob No defense | Bob is GRABBED |
| Ann Free CHUNK /Bob | Bob can't defend and loses 3 counters |
| Ann describes CHUNK | |
| GRAB/Bob | Bob may defend |
| Bob No defense | Bob is GRABBED |
| Ann Free CHUNK /Bob | Bob can't defend and loses 3 counters |
| Ann describes CHUNK | |
| Bob GRAB/Ann | Ann may defend |
| Ann No defense | Ann is GRABBED |
| Bob Free PIMP SLAP/Ann | Ann can't defend and loses 2 counters |
| Bob Draw 3 cards | |
| Ann Draw 4 cards | |

Ann piles on more damage with GRABS, since FASTER is working as 5 BLOCKS. Because it's a weapon, CHUNK returns to her hand after each attack. But by leaving 3 BLOCKS "unused," Ann also opens herself to Bob's GRAB and counter-attack.

- **First Aid**

In addition to normal use of FIRST AID, you may also play as many FIRST AID cards as you have immediately upon being sent to 0 or fewer counters; damage that sends you below 0 counters is tracked as a negative number.

| Player Action | Outcome |
|----------------------|-------------------------------|
| •Bob HEADBUTT/Ann | Ann may defend |
| Ann No defense | Ann is reduced to -2 counters |
| FIRST AID, FIRST AID | Ann is restored to 2 counters |
| Bob Draw 1 card | |
| Ann Draw 2 cards | |

FIRST AID can't be applied to anyone other than the one who plays the FIRST AID card.

• Freedom

The FREEDOM card counters the following: GRAB, CHOKE, HEADLOCK, TIME OUT, or WEDGY.

• Hide

HIDE allows a player to avoid being attacked while playing FIRST AID cards and drawing to better his or her hand. We'll use a 3-player round to illustrate this, in which the beginning of the round starts with Bob.

| Player Action | Outcome |
|----------------------|---|
| •Bob UPPERCUT/Ann | Ann may defend |
| Ann No defense | Ann loses 3 counters |
| Bob Draw 1 card | |
| •Carl ELBOW/Bob | Bob may defend |
| Bob DODGE/Carl | ELBOW countered |
| Carl Draw 1 card | |
| Bob Draw 1 card | |
| •Ann HIDE | Ann can't be attacked until her next turn |
| Ann describes HIDE | |
| FIRST AID, FIRST AID | Restores 4 counters to Ann |
| Discard 2 cards | |
| Draw 5 cards | |

Then the next round begins ...

| | |
|-----------------------|----------------------|
| •Bob ROUNDHOUSE /Carl | Carl may defend |
| Carl DODGE/Bob | ROUNDHOUSE countered |

Ann is HIDING so she is unaffected by the missed ROUNDHOUSE. It fizzles when it gets back to Bob, who played it originally.

| | |
|----------------------------------|--|
| Bob Draw 1 card | |
| Carl Draw 1 card | |
| •Carl KICK ² /Bob | Bob may defend |
| Bob BLOCK/Carl | KICK ² countered |
| Carl Draw 1 card | |
| Bob Draw 1 card | |
| Ann "reappears" on her turn. | |
| •Ann UPPERCUT ² /Carl | Carl may defend |
| Carl No defense | Carl is helpless and loses 6 counters |
| Ann Free SNIPE /Carl | Carl can't defend and loses 2 counters |
| Ann Draw 2 cards | |

Specialty Cards

• Cooties

COOTIES is transmitted through GRABS and BLOCKS.

| Player Action | Outcome |
|------------------|--|
| •Bob GRAB/Ann | Ann may defend |
| Ann No defense | Ann is GRABBED |
| Bob COOTIES/Ann | Ann can't defend Ann loses 1 counter and COOTIES card is placed in front of her |
| Bob Draw 2 cards | |
| •Carl ELBOW/Ann | Ann may defend |
| Ann BLOCK/Carl | Carl gets COOTIES and loses 1 counter COOTIES card is placed in front of him |
| Carl Draw 1 card | |
| Ann Draw 1 card | |

At the end of this sequence, Ann is free of COOTIES and Carl will lose another counter if he can't transmit it before his next turn. The COOTIES card is always placed in front of the infected player, who will continue to lose 1 counter at the beginning of his or her turn until he or she GRABS or BLOCKS someone or is GRABBED or BLOCKED. The COOTIES card is then passed on to its next victim.

• Grab

Cards that follow a GRAB must be played on the same turn as the GRAB; you can't play a GRAB and then hold it over until another turn.

Only the attacker or target of the attack can play a GRAB. Only the player of a GRAB card can play follow-up cards that depend on the GRAB.

• Hippie

You don't want to be the Hippie. We'll use 4 players in this turn to show why.

| Player Action | Outcome |
|-----------------------------|--|
| •Bob HIPPIE/Carl | Carl can't defend and is open to 1 Basic Attack or Weapon from each player |
| Bob HAIL MARY/Carl | Carl may defend |
| Carl DODGE/Bob | HAIL MARY countered |
| Ann KICK ³ /Carl | Carl may defend |
| Carl No defense | Carl loses 4 counters |
| Jane KNIFE/Carl | Carl may defend |
| Carl No defense | Carl loses 3 counters |
| Bob Draw 2 cards | |
| Ann Draw 1 card | |
| Carl Draw 1 card | |

Note that BLOCK, DODGE, and BACKLASH are no use against HIPPIE; however, HUMILIATION will counter it.

• Humiliation

HUMILIATION can be played any time to counter any card played on anyone, except ABANDONMENT.

| Player Action | Outcome |
|------------------------------|---|
| •Bob KICK ³ /Carl | Carl may defend |
| Carl No defense | |
| Ann HUMILIATION /Bob | Bob can't defend KICK ³ countered |
| Ann describes HUMILIATION | |
| Free HOOK /Bob | Bob can't defend and loses 2 counters |
| Bob Draw 1 card | |
| Ann Draw 2 cards | |

If a player is HUMILIATED during a Defense, that player may take damage from the attack he or she was trying to avoid in addition to the usual effects of the HUMILIATION card.

| Player Action | Outcome |
|-----------------------------|--|
| •Bob KICK ⁴ /Ann | Ann may defend |
| Ann DODGE/Bob | |
| Carl HUMILIATION /Ann | Ann can't defend Ann's DODGE fails and she loses 4 counters |
| Carl describes HUMILIATION | |
| Free PLATE CLEANER/Ann | Ann can't defend and loses 3 counters |
| Bob Draw 1 card | |
| Ann Draw 1 card | |
| Carl Draw 2 cards | |

• Imaginary Friend

This card gives a little something extra.

| Player Action | Outcome |
|-----------------------------------|---|
| •Bob KICK ⁴ /Ann | Ann may defend |
| Ann BLOCK + GRAB/Bob | KICK ⁴ countered Bob may defend |
| Bob No defense | BOB is GRABBED |
| Ann Free JAB/Bob | Bob can't defend and loses 1 counter |
| Bob IMAGINARY FRIEND + SNIPE /Ann | Ann may defend but can't counter-attack |
| Ann No defense | Ann loses 2 counters |
| Bob Draw 3 cards | |
| Ann Draw 3 cards | |

• Nuts

NUTS is an attack that keeps on giving.

| Player Action | Outcome |
|-----------------------|----------------|
| •Ann NUTS/Bob | Bob may defend |
| Bob DODGE/Ann | NUTS countered |
| Draw 1 card | |
| NUTS isn't discarded. | |
| •Bob JAB/Ann | Ann may defend |
| Ann DODGE/Bob | JAB countered |
| Bob Draw 1 card | |
| Ann Draw 1 card | |

| | |
|----------------|----------------------|
| •Ann NUTS/Bob | Bob may defend |
| Bob No defense | Bob loses 3 counters |

And so on, until Ann discards NUTS.

• Poke in the Eye

The POKE IN THE EYE card's victim is left helpless for 2 turns; if he or she is next in the round rotation, that means the victim loses that turn.

| Player Action | Outcome |
|------------------------------|---------------------------------------|
| •Bob POKE/Ann | Ann may defend |
| Ann No defense | Ann loses 1 counter |
| Bob Free BEAT DOWN/Ann | Ann can't defend and loses 4 counters |
| Draw 2 cards | |
| •Ann Helpless due to POKE | Ann misses her turn |
| •Carl KICK ² /Ann | Ann may defend |
| Ann DODGE/Carl | KICK ² countered |
| Carl Draw 1 card | |
| Ann Draw 1 card | |

It would have been smarter for Ann to use DODGE against POKE IN THE EYE.

Also, only the player of POKE IN THE EYE is restricted to a free Basic Attack against the helpless victim.

| Player Action | Outcome |
|--------------------------|--|
| •Bob POKE/Carl | Carl may defend |
| Carl No defense | Carl loses 1 counter |
| Bob Free PIMP SLAP/Carl | Carl can't defend and loses 2 counters |
| Draw 2 cards | |
| •Ann Free BIG COMBO/Carl | Carl can't defend and loses 6 counters |
| Draw 1 card | |

• Stomp

A player who has been STOMPED may only administer half damage on his or her next attack. For multi-attack cards like 2-FER, TANTRUM, BIG COMBO, etc., the total face value of the card is halved and rounded down; for example, TANTRUM would only be worth 2 counters in this case.

• Time Out

TIME OUT allows a player to put a strong opponent on ice to deal with later, or time to draw better cards.

| Player Action | Outcome |
|--------------------------------|----------------------------|
| •Ann TIME OUT/Bob | Bob may defend |
| Bob No defense | Bob in TIME OUT |
| Ann Draw 1 card | |
| •Bob In TIME OUT for 1st round | |
| •Ann Discard 4 cards | Draw 4 cards |
| •Bob In TIME OUT for 2nd round | |
| •Ann FIRST AID, FIRST AID | Restores 4 counters to Ann |
| Draw 2 cards | |
| Bob out of TIME OUT | |

If Carl was playing, Ann would have to deal with his attacks and counter-attack. In this case, Bob would leave TIME OUT on Ann's turn and be able to defend himself, but would have to wait for his turn to attack.

• Wedgy

WEDGY is countered by FREEDOM.

| Player Action | Outcome |
|--------------------|--|
| •Bob GRAB/Ann | Ann may defend |
| Ann No defense | Ann is GRABBED |
| Bob WEDGY/Ann | Ann loses 1 counter and WEDGY is placed in front of her |
| Draw 2 cards | |
| •Ann SNIPE/Bob | Bob may defend |
| Bob No defense | Bob only loses 1 counter because Ann's attack is -1 due to WEDGY |
| Ann Draw 1 card | |
| •Bob PIMP SLAP/Ann | Ann may defend |
| Ann DODGE/Bob | PIMP SLAP is countered |
| Bob Draw 1 card | |
| Ann Draw 1 card | |
| •Ann FREEDOM | WEDGY is dislodged from Ann and discarded |
| Draw 1 card | |

• Weird

WEIRD increases an attack by 2 counters, and is played as part of the attack.

| Player Action | Outcome |
|-------------------------------------|-----------------------------------|
| •Bob KICK ⁴ + WEIRD /Ann | Ann may defend |
| Bob describes WEIRD | |
| Ann No defense | Ann loses 6 counters instead of 4 |
| Bob Draw 2 cards | |
| •Ann SNIPE + WEIRD /Bob | Bob may defend |
| Ann describes WEIRD | |
| Bob BLOCK/Ann | SNIPE + WEIRD countered |
| Ann Draw 2 cards | |
| Bob Draw 1 card | |

• Terminology •

Action: On his or her turn, a player may play a card, play any number of FIRST AID cards, discard any number of cards and draw back up to 5 cards, or pass. An action has been resolved when other players have had a chance to respond with their cards.

Attack: An attack occurs when a player uses a Basic Attack card, Weapon card, or Specialty card on another player in a direct attempt to cause counter loss. Some cards allow multiple attacks.

Combo: A sequence of cards, such as GRAB + POWERPLAY + a Basic Attack card. Your opponents may have cards to prevent your combo from succeeding, or to stop you from continuing the sequence of cards.

Counters: Each player starts the game with 15 counters. A player is said to be unconscious when he or she loses the last of them.

Free Attack: A free attack is an attack against which a Defense card is not permitted.

Round: The sequence of 1 turn per player is called a round. The turns in a round normally progress clockwise around the table, starting at the player to the left of the dealer and ending with the dealer.

Turn: Each player gets 1 turn during a normal round. During a player's turn, he or she may initiate an action, then draw back up to 5 cards.

Unconscious: A player who runs out of counters is unconscious and out of the game.

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