Munch Time

By Dillon Craft and Christopher Little

Materials needed: Food list for this game, one 12 sided dice, two 6 sided dice. (any phone app for dice rolling can be used as well and is recommended)

The goal of this game is to have the most Food Points by the end of 5 rounds of play with two or more players while also taking the risk of acquiring Fill points which will increase the chances that players will throw up.

There are two phases on each player's turn: The Eating phase and the Keep Down phase.

Eating Phase: Each player takes a turn where they can roll a 12 sided dice to decide what food they will eat this round. Each player can re-roll the dice 2 times but must take whatever the new food is when they roll. After their food is decided, they add that foods Food Points and Fill points to their scores before moving onto the Keep Down phase.

Keep Down Phase: In this phase, a player rolls three 6 sided dice. If the player rolls over the amount of FIII points that they currently have, they keep the food points they got that round. If the player rolls equal to or under their current amount of fill points, they fail to keep their food down and lose the food points they just acquired but their fill points are reduced by half.

After all players go through both phases, the next round begins. The game continues until five rounds are completed and whomever has the most amount of food points wins.

1.	Hotdog:	Food Points (2) Fill Points (1)
2.	Hamburger:	Food Points (3) Fill Points (2)
3.	Burrito:	Food Points (4) Fill Points (3)
4.	Cake:	Food Points (1) Fill Points (3)
5.	Pie:	Food Points (2) Fill Points (3)
6.	Ice Cream:	Food Points (1) Fill Points (4)
7.	Doughnuts:	-Food Points (1) Fill Points (1)
8.	Pizza:	-Food Points (4) Fill Points (4)
9.	Spaghetti:	Food Points (3) Fill Points (4)
10.	Fried Chicken:	-Food Points (2) Fill Points (2)
11.	. Hoagie:	-Food Points (5) Fill Points (3)
12.	Pancakes:	-Food Points (2) Fill Points (2)