

Tidbits LAYMAN KINGSFORD'S Human Flavor



2 Players



10-20 min.



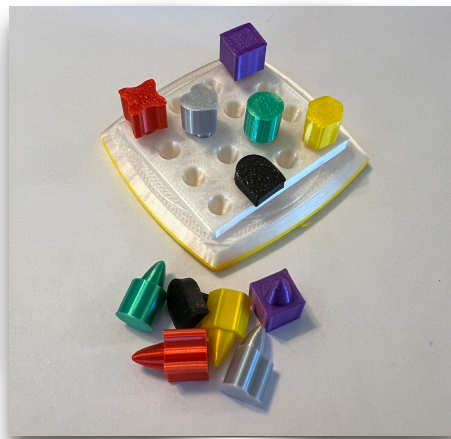
Ages 12+

PREMISE

Clans of supernatural creatures are living in plain sight among the nameless human population of Bigbad City. You must help one of these clans to snack upon humans from around the city to fuel your wickedly cute minions. **The first player to reach 18 snack points wins!**

COMPONENTS

2 dice (12mm, six-sided) • 18 polyomino tiles • 2 peg boards • 55 pegs (20 black gravestones, 7 each of red, green, yellow, purple & grey) • 4 magnetic meeples (2 of each clan)



SETUP

- Each player chooses a clan (color) and takes the two meeples and peg board that match
- Roll dice to see who goes first. The player going 2nd does NOT place a GRAVESTONE upon completing their first tile (but does place 2 pegs when completing their 2nd as per normal)
- Clear out the tin to reveal the score track (bottom) and the city map (lid)
- Shuffle the polyomino tiles, deal 1 to each player (face-down); then stack the remaining tiles (face-down) and reveal the top one

OBJECTIVE & SCORING

Gain snack pegs from city locations and place them on your peg board in arrangements matching the shapes on your polyomino tiles. Each peg in a completed shape is worth **1 point**. If a peg in a completed shape is in the same spot on your board as it is on the tile, it is worth an **additional 1 point**. You also gain a **bonus 1 point** for every peg in the completed shape that matches your clan color.

GAMEPLAY

1. Active player **rolls** both **dice**
2. You **MUST Move** your **meeple** on the city map to a different and unoccupied location that matches the result of ONE of your dice rolls (during the very first round meeples start off the map)
3. **Gain** 1 snack **peg** (if possible) equal to the result of your OTHER die as listed on the location your meeple occupies
4. You **MUST place** all gained **pegs** somewhere on your board
5. When you **complete** the **polyomino** pattern on your tile, immediately do the following:
 - **move** your **meeple** up the score track equal to the score of the tile
 - Permanently **DISCARD** the pegs that completed the tile (they are no longer available to any player!)
 - **place** a black **gravestone** peg in **1 or more*** (see *Rules Clarifications*) of the just-vacated holes
 - **draw** a new **tile** (either the revealed one from the top of the stack). Reveal a new tile if you take the revealed one.
6. The next player **repeats steps 1-5** until someone earns **18 points** (both players should get the same number of turns, meaning if the 1st player hits 18 first, the 2nd player gets one final turn)

RULES Clarifications



This icon means you **GAIN ANY** color **snack** peg.



Place **1 Gravestone** peg + any **1 Snack** peg

Tile Completion: polyomino tiles are scored AS SOON AS they are completed

At any time (on your turn) you may **GAIN 1 GRAVESTONE** to your board to **+1/-1** to one of your dice (which is helpful if you can't move your meeple at the start of your turn) **OR** to **draw** an additional polyomino **tile**.

Pegs need NOT match the **color** and **position** as depicted on your polyomino tile (though they are worth additional points if they do)

Polyominos can be rotated but not mirrored to fit open spaces on your board.

Rolling doubles: choose ANY OPEN location to move your meeple to then gain the resource matching the dice result.

You may choose to **pass** your turn (if you don't want to gain gravestones to re-roll undesired or unusable results).

* **GRAVESTONES:** the 1st tile you complete leaves 1 gravestone peg, the 2nd tile leaves two, the 3rd leaves three, etc. On your 4th tile and for every one after that, you will place 4 gravestones.

CLAN MYSTIC (blue) **Scoring:** A player playing the blue Mystic clan scores an additional 1 point for every tile they complete that has NO COLOR requirement on it.

