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Om Nom Nom

All those flies look so tempting — your frog might just catch them! But it's a risky business as the hedgehog might be expecting this. "OmNomNom" and the frog is gone... Outguess your opponents, play your predator cards and be careful not to be captured yourself!

Game idea

You have a hand full of predators and boards full of prey. Capturing the prey gains you victory points but you need to be clever as only smart play prevents your predators from becoming someone else's prey.

Game contents

3 game boards, 36 cards (6 different animals in 6 colors), 15 dice, a score pad, a pencil, game rules.

Setup

Put the game boards in the middle of the table next to each other. Each player chooses a color and takes all 6 corresponding cards. Take the dice and put them next to the game boards (see page 2). You are ready to hunt!

Playing the game

The game consists of 3 rounds. Each round is divided into 4 phases — Roll the dice, Play the cards, Score and Cleanup.

Roll the dice

At the beginning of every round, roll all the dice and arrange them on the boards according to the type of symbol rolled — put all the rabbits on the rabbit space, mice on the mice space and so on.

Play the cards

During this phase players try to capture as much prey as possible by playing their predator cards. Note that all dice showing red symbols (cheese, carrots and flies) are worth 2 points each, but all other prey — cards or dice showing black symbols (mouse, rabbit and frog) are worth 1 point each. Play cards following these steps:

Choose a card

Each player secretly chooses one card from his hand and puts it face down in front of him.

Reveal the cards

Once all players have selected a card, they simultaneously reveal their cards and place them on the corresponding places on the boards.

Resolve the boards

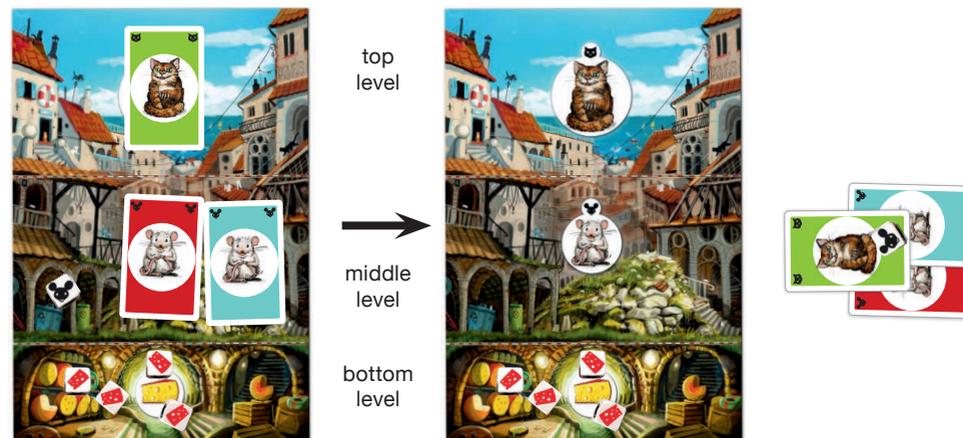
Always start resolving each board from the top level (see picture 1).

Capturing prey

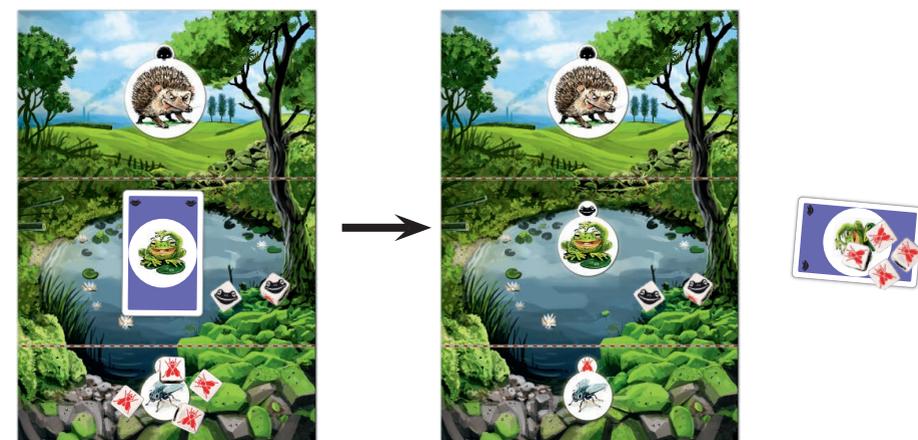
If there are no cards played on the level above your card, you capture the prey (cards and/or dice) from the level below. Take your predator card and put it face up in front of you, with the captured dice on top of it and the captured cards under it (see pictures 1 and 2). If there is no prey on the level below, just take back your predator card and put it face up in front of you.

Getting captured

If at least one card was played on the level above your card on the same board, your card gets captured (or discarded) and you lose it (the mice in picture 1 get captured by the cat).



picture 1



picture 2

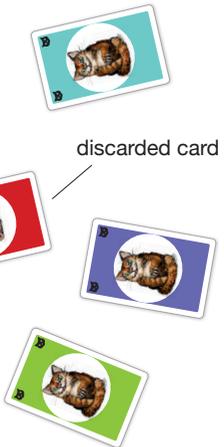


discarded card

picture 3



picture 4



discarded card

picture 5

Dividing prey among several predators

The prey is always distributed evenly between the predators — each receives the same amount of prey.

- **If there is more prey than there are predators on one board** — when capturing, first take prey cards, only then the dice. Excess (not captured) prey dice remain on the board, but excess prey cards are discarded by partially putting them under the edge of the board (see pictures 3 and 4).
- **If there are more predators than there is prey on one board** — no predator captures anything. The prey dice remain on the board, but prey cards are discarded (see picture 5).

Important:

- Repeat the *Play the cards* phase 6 times, that is until every player has played all their cards.
- Do not reroll the dice between playing cards.

Score

Once players have played their 6 cards, each player scores points for the round:

- **1 point** for each card (his own cards and captured cards);
- **1 point** for each die with a black symbol up (rabbits, frogs and mice);
- **2 points** for each die with a red symbol up (carrots, flies and cheese).

The discarded cards are not counted for any player. Record each player's score on the score pad.

The green player receives 16 points:

1 point for each card = 7 points,
1 point for each black die = 3 points,
2 points for each red die = 6 points.



Cleanup

In cleanup phase players take back all 6 cards of their color to their hands and all dice are returned to the pool, ready to be rolled again.

Game end

The game ends after 3 rounds and the player with the highest combined score wins. In case of a tie, the tied player with a single highest round score wins. If that is also a tie, the tied players win together.

Solo variant

In the solo variant you compete against imaginary opponents. Take all 6 cards from one color for yourself, and choose another 2 (easier) or 3 (harder) colors that will be your opponents. Separately shuffle cards of each color and put them into stacks, face down. You play the game as per the basic rules, with the following exception — in the *Play the cards* phase you always choose your card first and then reveal and place the topmost card of each of your virtual opponents' decks. Resolve the boards as usual with each opponent gathering points. At the end of the first round write down the scores and play two more rounds in the same manner.