

# YES! BROCCOLI!

**A GAME FOR 2-5 PLAYERS AGES 6 AND UP.**

## CONTENTS

- 108 Cards, including
  - 47 Food Cards (broccoli back)
  - 45 Bid Cards (grocery bag back)
  - 16 Power Cards (eel back)

## BASIC GAME

The basic rules are as follows.

## OBJECT

The object of the game is to have the highest score at the end of eight rounds.

## SETUP

Players perform the following steps to set up the game.

1. Each player takes a set of eight bid cards, numbered 1-8. All the cards in a set share the same color number on the front. Return all the bid cards with a “9” on them and the unused sets to the box. They will not be used this game.
2. Return the two blank food cards to the box. They will not be used this game. Shuffle the remaining food cards to form the food deck and place it face down in the center of the play area.

## HOW TO PLAY

The game consists of eight rounds, which together form one meal.

At the beginning of each round, one player draws a number of food cards from the food deck equal to the number of players and places the cards face up in the center of the play area. These are the food cards that are up for grabs that round.



Food Card

Each food card has a number on it called its nutrition value. That value indicates how many points the card is worth and determines a player's score. Some food cards are worth negative points and reduce a player's score.

Next, each player secretly chooses one of her unused bid cards and places it face down in front of herself. That card is now in play and is her bid for the round.



Bid Card

Each bid card has a number on it called its bid value. The bid values range from 1-8 and determine the strength of a player's bid. The higher the number on the card, the stronger the bid.

Each bid card also has 1-5 broccoli icons on it. If more than one player plays a bid card with the same bid value in a round, those tied players compare the number of broccoli icons on their bid cards. The tied player whose card has the most broccoli icons wins the tie (followed by the tied player with the next most number of broccoli icons and so on if more than two players are tied).

After all players have placed their bids in front of themselves, players reveal their bids simultaneously. The player with the highest bid takes a food card of her choice from the food cards up for grabs. Then, the player with the second highest bid takes one and so on until all players have taken a food card.

Each player takes her chosen food card and places it face up in front of herself in her score pile. Each player must take one of the food cards up for grabs. Players may freely examine players' score piles to see what food cards players have and what their scores are.

Each player takes the bid card she played and places it face down in front of herself in a discard pile. She cannot use the bid card again that meal. Each player can freely examine her own bid card discard pile but cannot examine other players' bid card discard piles.

Then, players begin a new round. At the end of one meal, players will have used up all their bid cards. Each player adds up her points in her score pile to determine her score. **The player with the highest score wins the game.** If players are tied for the highest score, the youngest tied player wins the game.

**Example of Play:** Jerry and Kaia are at the beginning of a round. Jerry draws two food cards (a broccoli and an apple) and places them in the center of the play area. The players each choose one of their unused bid cards and place it in front of themselves. Then, both players reveal their bids simultaneously. Kaia's bid is a “7”, and Jerry's bid is a “3”.

Kaia has the highest bid, so she chooses a food card first. She chooses the broccoli (worth 18 points) and places it in her score pile. Jerry takes the apple (worth 7 points) and places it in his own score pile. Both players place their used bid cards in their bid card discard piles.

## ADVANCED GAME

After players have mastered the basic game, players can choose to play the advanced game. In the advanced game, the game ends after three meals instead of just one, and players use power cards. The advanced rules are as follows.

### SETUP

During setup, players complete the first two steps as in the basic game but then perform a third setup step:

3. Return the two blank power cards to the box. They will not be used this game. Shuffle the other power cards to form the power deck and deal two to each player. Set aside the remaining power cards. They will not be used that meal.

### END OF A MEAL

At the end of a meal, players record their scores for that meal, return the food cards and power cards to their respective decks, take back their discarded bid cards, and proceed to step 2 of setup.

At the end of the third meal, each player adds up her scores for the three meals to determine her total score. The player with the highest total score wins the game. Ties are broken as in the basic game.

### POWER CARDS

Power cards can alter or break the rules of the game. Players keep their power cards secret until they play them. A player may play a power card at any time, unless the card indicates otherwise. Players may play their power cards on their own cards or on other players' cards.



Power Card

Each power card must be fully resolved before another power card can be played. If two players try to play a power card at the same time, the older player resolves her card first and then the younger player resolves her own card.

After a power card is played, place it in a common power card

discard pile in the center of the play area. If desired as a reminder of a power card's effect, the card can temporarily be placed face up in front of its player until the end of the round.

More recently played power cards can supersede or modify the effects of previously played cards.

If players have bids that are exactly equal (in both bid value and broccoli icons), the player who has played fewer power cards so far that round wins the tie. If the players are still tied, the younger player wins the tie.

Food cards have no broccoli icons. When used as bid cards, they lose ties to bid cards that have any broccoli icons.

If power cards cause food cards to be discarded, place the discarded food cards on the bottom of the food deck in a random order.

**Example of Play:** Jerry and Kaia are playing the advanced game. In the current round, the soda (-8 points) and mushroom (9 points) food cards are up for grabs. Jerry reveals a "4" for his bid, and Kaia reveals a "6".

Not wanting the soda, Jerry plays the "Picky Eater" power card and adds 3 to his bid value, giving him a "7". Unhappy with that, Kaia plays the "Too Busy to Eat" power card, which makes lower bids win. Her "6" is now beating Jerry's "7". Really not wanting that soda, Jerry plays the "Super Hungry" power card on Kaia's bid card, doubling Kaia's bid value from "6" to "12".

Kaia doesn't play any more power cards, so Jerry's "7" beats Kaia's "12". Jerry takes the mushroom food card, and Kaia takes the soda food card.

### OPTIONAL RULES

If all players agree, players can use one or more of the following optional rules.

- If only two players are in the game, separate out one food card of each type. Those cards form the food deck. Set the other food cards aside. They will not be used that game.
- Players do not receive a set of eight bid cards at the beginning of the game. Instead, at the beginning of each meal, one player shuffles all the bid cards together and deals eight to each player. Those are the players' bid cards for the meal.
- If some players are less skilled than others, replace the less skilled players' value "1" bid cards with value "9" bid cards or give them more power cards than the other players.
- Use the blank food and power cards to add your own foods and powers to the game.

### CREDITS

**Game Design:** Mark O'Connor

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