



IT'S THE MOST TENSE AND COMPETITIVE TIME OF THE DAY... THAT'S RIGHT, IT'S LUNCHTIME! ROLL YOUR DICE AND BE THE FIRST TO GRAB YOUR FAVOURITE FOODS. BE QUICK TO SIT AT YOUR USUAL TABLE AND ENJOY YOUR MEAL, YOU MIGHT EVEN FIND SOME SPARE CHANGE FOR A REFRESHING DRINK! BATTLE YOUR WAY THROUGH THE WORK WEEK AND BRAG TO ALL YOUR FRIENDS ABOUT YOUR DELICIOUS EXPLOITS IN MAKAN MANIA!

## GAME COMPONENTS

### FOOD CARDS x60

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A HEARTY MEAL OR A QUICK SNACK? WHY NOT BOTH?

FOOD CARDS CONSISTS OF 2 TYPES: SNACKS AND MEALS.

EACH CARD HAS A SCORE VALUE ON THE TOP RIGHT. MATCH ALL THE DICE FACES ON THE CARD TO GRAB THEM!

### DRINK CARDS x36

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A REFRESHING DRINK GOES A LONG WAY!

DRINK CARDS CAN BE OBTAINED WITH LEFTOVER DICE OR COINS! THEY HELP YOU IN MANY WAYS THROUGHOUT THE GAME.



## TRAY CARDS x6



DON'T FORGET TO RETURN YOUR TRAY AFTER EATING! EACH TRAY HAS A SPECIAL ABILITY THAT CAN BE USED DURING THE GAME AND COMES WITH A SET OF MATCHING DICE.

EACH SET OF 3 COLORED DICE COMES WITH A MATCHING TRAY CARD! THERE ARE 2 SPECIAL DICE THAT CAN ONLY BE OBTAINED VIA A TABLE CARD.

## DICE x20



## TABLE CARDS x6



PRECIOUS REAL ESTATE DURING THE LUNCH RUSH. THESE DETERMINES THE ORDER IN WHICH YOU GET TO BUY DRINKS! THE LOWER THE NUMBER ON YOUR TABLE, THE EARLIER YOU GET TO GO.

COINS ARE OBTAINED WHEN YOU HAVE LEFTOVER DICE. THEY CAN BE USED TO BUY DRINKS OR KEPT AS POINTS AT THE END OF THE GAME. ₪ IS THE CURRENCY USED IN THE GAME.

## COINS x30



# OBJECTIVE

ROLL YOUR WAY THROUGH THE WORK WEEK ARMED WITH YOUR EXPERT REFLEXES, CRAFTINESS, AND A LITTLE SUPPORT FROM LADY LUCK!

BE THE PLAYER WITH THE MOST POINTS AT THE END OF THE 5 ROUNDS TO BE CROWNED THE CHAMPION!

## SETUP

**1** EACH PLAYER CHOOSES A COLOR AND TAKES THE TRAY CARD AND ALL 3 DICE OF THAT COLOR.



**2** SHUFFLE THE FOOD CARDS AND DRINK CARDS SEPARATELY.

**3** USE THE SAME NUMBER OF TABLE CARDS AS THERE ARE PLAYERS. ALWAYS USE TABLES 1 AND 88. PLACE THEM IN A ROW NEARBY.

I.E. FOR 4 PLAYERS, USE TABLES 1 2 3 AND 88.  
FOR 5 PLAYERS, USE TABLES 1 2 3 4 AND 88.



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4. PUT ALL THE COINS NEARBY IN A SINGLE PILE.



5. PLACE ALL OTHER UNUSED COMPONENTS BACK INTO THE GAME BOX.

6. NOW GET READY TO MAKAN!

## START OF ROUND

AT THE START OF EACH ROUND, REVEAL **2 FOOD CARDS** PER PLAYER AND PLACE THEM IN THE CENTRE. THEN, REVEAL **1 DRINK CARD** PER PLAYER AND PLACE THEM IN A ROW NEXT TO THE DRINK DECK. THESE ARE THE CARDS AVAILABLE TO PLAYERS FOR THE CURRENT ROUND. **PUT ASIDE 1 EXTRA DRINK CARD** TO KEEP TRACK OF THE CURRENT ROUND.



ROUND 1



ABOVE IS A SAMPLE OF A 3 PLAYER GAME.



# HOW TO PLAY

EACH ROUND CONSISTS OF 2 PHASES: **THE 'RUSH'** AND **THE 'QUEUE'**.

## THE 'RUSH'

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DURING THE 'RUSH', PLAYERS ARE SIMULTANEOUSLY ROLLING THEIR DICE, TRYING TO MATCH NUMBERS ON THE FOOD CARDS IN THE CENTRE TO GRAB THEM. EACH FOOD CARD HAS EITHER 1 OR 2 DICE FACES TO BE MATCHED BEFORE THEY CAN BE TAKEN.

YOU MAY REROLL YOUR DICE ANY NUMBER OF TIMES, BUT YOU MUST ALWAYS PICK UP **ALL UNPLACED DICE** YOU HAVE TO ROLL. ONCE YOU HAVE MANAGED TO MATCH **ALL** THE DICE FACES ON THE CARD, PLACE THOSE DICE ON THE CARD TO CLAIM IT!

YOU MAY NOT PLACE DICE ON A CARD TO MATCH THE DICE FACES ONLY PARTIALLY ON THE CARD. I.E. IF A CARD REQUIRES A 1 AND A 4, YOU MAY NOT PLACE A 1 AND TRY TO ROLL A 4 IN A LATER ROLL TO CLAIM THE CARD.



AT ANY POINT DURING THE RUSH, YOU MAY CHOOSE TO STOP BY PLACING YOUR TRAY CARD AND **ALL UNPLACED DICE** YOU HAVE ON ONE OF THE UNOCCUPIED TABLE CARDS IN PLAY.

ONCE THERE IS ONLY ONE TABLE LEFT UNOCCUPIED (MEANING ONLY 1 PLAYER IS LEFT ROLLING THEIR DICE), THE 'RUSH' IS OVER. THAT PLAYER MUST STOP ROLLING AND CLAIM ANY FOOD CARDS THEY CAN WITH THEIR CURRENT ROLL. THEN, PLACE THEIR TRAY TOGETHER WITH ALL THEIR UNPLACED DICE ON THE UNOCCUPIED TABLE.

ONCE ALL TABLES ARE OCCUPIED, DISCARD ALL UNCLAIMED FOOD CARDS. THE 'QUEUE' BEGINS.

## THE 'QUEUE'

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DURING THE 'QUEUE', PLAYERS TAKE TURNS TO SPEND ANY REMAINING DICE TO BUY DRINKS. TURN ORDER IS DETERMINED BY THE TABLE EACH PLAYER OCCUPIES, STARTING FROM THE LOWEST NUMBER, THEN, IN ASCENDING ORDER. DURING YOUR TURN, YOU FIRST GAIN THE BENEFIT LISTED ON YOUR TABLE. THE BENEFITS ARE AS BELOW:



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TABLES 1, 3 AND 5:  
GAIN THE AMOUNT  
OF COINS SHOWN.



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TABLES 2 AND 4: GAIN 1 OR 2  
DICE DISCOUNT IN TOTAL  
WHEN BUYING DRINKS.



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TABLE 88: PUT 1M FROM THE SUPPLY HERE.  
GAIN 1 BONUS DIE FOR THE NEXT ROUND  
ONLY. ON THE 5TH ROUND, TAKE ALL  
ACCUMULATED COINS HERE INSTEAD.

SOME BENEFITS ARE USED FOR PURCHASING DRINKS, I.E. 'GAIN 2 DICE DISCOUNT' ALLOWS YOU TO SPEND 2 LESS DICE WHEN PURCHASING A DRINK THAT COSTS 1 OR MORE DICE.

EACH DRINK COST A CERTAIN AMOUNT OF DICE AND/OR COINS. YOU MAY PURCHASE ANY NUMBER OF DRINKS DURING YOUR TURN IF YOU CAN AFFORD THEM.



DRINK CARDS ARE LIMITED AND NOT REPLENISHED BETWEEN PLAYER TURNS. IT IS POSSIBLE FOR PLAYERS WHO ARE LATER IN TURN ORDER TO BE LEFT WITH NOTHING TO PURCHASE.

FOR EACH LEFT OVER DIE UNSPENT DURING YOUR TURN, EARN 1M. THEN RETRIEVE ALL DICE OF YOUR COLOR.

ONCE ALL PLAYERS HAVE TAKEN THEIR TURN, TRAYS RETURN TO THEIR OWNERS AND THE ROUND ENDS. IF THIS WAS THE 5TH ROUND, PROCEED TO SCORING TO DETERMINE A WINNER.

OTHERWISE, DISCARD ALL REVEALED DRINK CARDS THAT WERE NOT BOUGHT AND START A NEW ROUND BY PERFORMING THE START OF ROUND SETUP (PG. 4).

## SCORING

AFTER 5 ROUNDS, PLAYERS ADD UP THE POINT VALUES ON THE FOOD CARDS THEY MANAGED TO OBTAIN, ANY POINTS FROM DRINKS, AND ANY COINS THEY MAY HAVE LEFT. THE PLAYER WITH THE HIGHEST SCORE WINS!

PLAYERS TIED FOR FIRST SHARE THE VICTORY.

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GOOD THINGS ARE WORTH SHARING AFTER ALL!

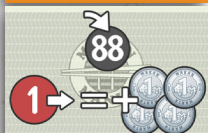


# TRAY ABILITIES

EACH PLAYER HAS A TRAY WITH ITS OWN SPECIAL ABILITY. SOME TAKE EFFECT DURING THE 'QUEUE', WHILE OTHERS ONLY AT THE END OF THE GAME. BELOW IS A LIST OF ALL THE TRAY ABILITIES:



AT THE START OF EACH ROUND, REVEAL THE TOP DRINK CARD OF THE DECK. ONLY YOU MAY BUY IT DURING YOUR TURN IN THE 'QUEUE'.



AT THE START OF THE 'QUEUE', YOU MAY JUMP TO TABLE 88, PUSHING PLAYERS FORWARD. IF YOU JUMP FROM TABLE 1, EARN 4M.

ACTIVATES BEFORE BLACK TRAY.



AT THE START OF THE 'QUEUE', YOU MAY JUMP TO TABLE 1, PUSHING PLAYERS BACK. EACH PLAYER YOU JUMP OVER MAY MAKE A 'TCH' SOUND AND EARN 1M.



DOUBLE THE BENEFITS YOU EARN FROM YOUR TABLE.



DURING SCORING, SCORE 1 POINT PER DICE FACE YOU HAVE THE MOST OF AMONG THE FOOD CARDS YOU OBTAINED.

I.E. IF YOU HAVE 4 '5's, 2 '6's AND 3 '2's, YOU SCORE 4 POINTS FOR THE 4 '5's.



DURING SCORING, SCORE 1 POINT PER DRINK YOU BOUGHT.

# DRINKS LIST



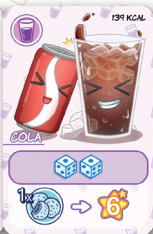
DURING SCORING, SCORE 1 POINT FOR EACH COPY OF THE SHOWN DICE FACES ON YOUR FOOD CARDS.

DURING THE 'QUEUE', GAIN THE SHOWN AMOUNT OF DICE DISCOUNTS OFF YOUR TOTAL WHEN BUYING DRINKS.



DURING THE 'QUEUE', IF YOU ARE NOT ON TABLE 1, EARN THE AMOUNT OF COINS SHOWN.

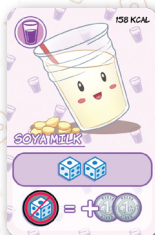
DURING SCORING, PAIR THIS WITH AN UNPAIRED SNACK DURING SCORING TO SCORE THE AMOUNT OF POINTS SHOWN.



DURING SCORING, PAIR THIS WITH AN UNPAIRED MEAL DURING SCORING TO SCORE THE AMOUNT OF POINTS SHOWN.



EACH OF YOUR LEFT OVER DICE FROM THE 'QUEUE' EARNS 1M EXTRA.



IF YOU HAVE NO LEFTOVER DICE FROM THE 'QUEUE', EARN 2M.



## CREDITS

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Rulebook v1

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