Feed Them!
The board game of modern food manufacturing.

In this game, each player creates and maintains an industrial food chain, taking food from basic resources to retail. Each player has a contrasting Goal concerning the overall Health of the system – Environmental, Economic, Social or Personal. The system needs all four to survive.

Can you balance all the factors and Feed Them!?

Feed Them! is a strategic resource management tile-based board game for 2-4 players ages 12 and up. It takes 1-2 hours to play.

Components
- 80 Resource tokens (20 for each Goal)
- 100 Food tokens (25 for each Goal)
- 4 Health tracking tokens (1 for each Goal)
- 4 Goal tiles
- 6 Production tiles
- 16 Infrastructure tiles
- 20 Intervention tiles
- Rules Sheet

Overview

Winning the Game
The game ends in one of three ways: either when the last tile is played, when one player has achieved a Solo Victory, or when multiple players achieve a Tied Victory.

Each player tracks their respective Health as it rises and falls. If one players Health hits 14, the maximum, the game immediately ends and they have won a Solo Victory! If more than one players Health hits 14 in the same turn, they have achieved a Tied Victory.

If the last tile is played before a player has won a Solo Victory, each player gets to take one final turn, and then the game is over. Each player adds their remaining Resource tokens to their Health. The highest total wins the game, leading a Shared Victory.

However, if ANY of the four Health tracks hits 0, the game is immediately over and everybody loses!

Game Rules

Setup
Shuffle the Goal cards and deal them out randomly to the players. Each Goal is indicated by a different color. Each player takes the 20 Resource and 25 Food tokens of their color.

Each player places their Health tracking token on the “4” of their Health Track.

Shuffle the Infrastructure tiles and deal 2 to each player.

Shuffle the Intervention tiles and deal 3 to each player.

Spread out the remaining Infrastructure and Intervention tiles facedown on the table.

Place the 6 Production tiles face-up on the table.

Each player places 6 Resource tokens. Each player make place any number of Resource tokens on any Production tile they wish until they have played their starting 6 Resources. The remaining Resource tokens are out of play (until gained later).

Once all the players have placed their Resource tokens, remove any Production tile with no Resources allocated to it from play.

To Begin
The Social Health player begins the game. Play proceeds to the left.

Player Turns
Each player may take one of the following actions on their turn:

Discard a tile from their hand to draw a new tile
Play a tile from their hand
Connect two unconnected tiles that already in play
Use a Move on a tile in play

Drawing Tiles

To draw a new Infrastructure or Intervention tile, the player must discard a tile from their hand first. They do not have to discard a tile of the same type. Once they’ve discarded, they select any face-down tile and take it into their hand. Once all tiles have been drawn, players may no longer use this option on their turn (as they would be discarding and then drawing the same tile).

Playing Tiles

An Infrastructure tile may only be played if it can connect to a tile that’s already in play. Tiles connect through matching the shapes on the tiles – the flat edges do NOT connect. Tiles are said to be adjacent to each tile that they connect to.

An Intervention tile may only be played if it can connect to two tiles that are already in play – that is, Intervention tiles are always inserted in-between two other tiles that are currently connected. Intervention tiles may be adjacent to other Intervention tiles.

Connect Two Tiles In Play

If there are two Infrastructure tiles in play that could potentially connect but are not currently adjacent, you may use an action to connect them. This may require re-arranging the tiles on the board, as long as each tile ends up adjacent to the same tiles it was adjacent to before re-arranging.

Use a Move

Moves are indicated by the black bars printed on the tiles. Some tiles may have multiple bars on them, indicating multiple Moves; you only use one Move on a tile at a time.

If a Move has a white area on the left, this is the cost of the Move. This cost must be paid before the Move can be made.

If a Move has white text on the right-hand side, this is the product of the Move. This is what you do once you’ve paid the cost.

If a Move has a right-pointing arrowhead (most Infrastructure tiles), you place the product on the next adjacent tile. If there is no adjacent tile, you cannot make the Move. If there are multiple adjacent tiles, you choose which tile to place the product on. You then resolve the effect contained in the box directly underneath the Move you’ve taken, if any.

If a Move has two right-pointing arrowheads on it (most Intervention tiles), you resolve the effect printed on the tile and then place the product on the next adjacent tile. If that tile is also an Intervention tile, you continue in this manner until you reach a tile without the double-arrowheads.

If a Move is a simple black bar (some Infrastructure tiles), this is a terminal tile, and you cannot move tokens off of it without spending them for Moves.

Credits

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Further Information

Feed Them! is part of Play With Your Food: Three Games About What We Eat. This series of board games surveys and reflects upon our relationships with food in the modern world. The other games in the series are Dinner Winner and Food Court Frenzy.

For more information, please visit:
http://www.ndpdesign.com