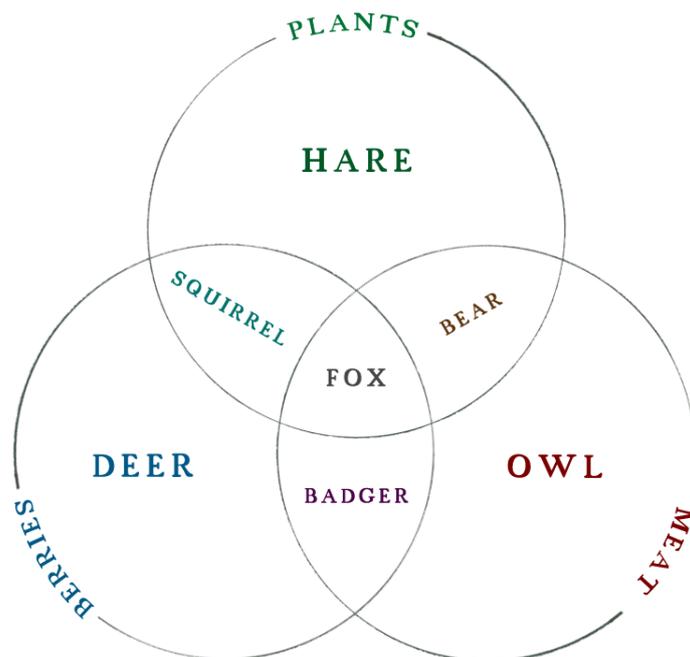


NOT ENOUGH NOSH

WILD, WILD WOOD EDITION

All is curiously quiet in the Wild, Wild Wood, with not a soul to be seen on the forest floor. In an old cottage, in the middle of the woods a motley cluster of animals have met for the bi-annual forest feast. Unfortunately in these days of austerity there's just not enough nosh to go around and it looks like this usually courteous meal is going to get messy...



AIM:

Not Enough Nosh is the 3-6 player game that revolves around the accumulation of food under scant circumstances. Each player commands a trio of animals who crave particular food types, whilst detesting others. On the table are the three food types; plants (green), berries (blue) and meat (red) and brewing in the middle is a cauldron of sickly sweet nectar (yellow).

The game begins with *servicing dinner* and ends with *the feast*. By stealing, guarding and giving away food each team attempts, by the *end of the serving* to gain foods that they will most benefit from and reject the foods that will harm them. Collecting the most suitable platter will result in the most points and thus a win for that animal group.

			
HARE	3	-1	1
DEER	1	-1	3
OWL	0	3	0
SQUIRREL	2	-1	2
BEAR	2	2	-1
BADGER	-1	2	2
FOX	1	1	1
WOLF	-1	5	-1

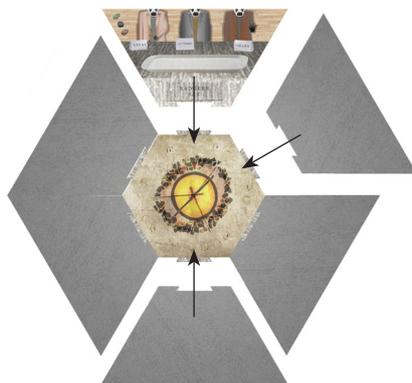
This table illustrates the amount of points that each animal team will receive for a single piece of food at the end of the game

SET UP:

Decide on the number of players and each take an *ANIMAL ALLOCATION CARD*. This will determine your animal for the game.

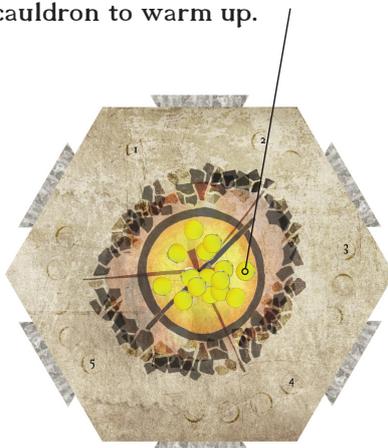
Once you have discovered your animal type, take the relevant board piece and 24 card pack.

Fit your board pieces together with the hexagonal centrepiece and fill in the gaps with empty space pieces to make a larger, complete, hexagon.



Working clockwise from the youngest person, players take turns to take a piece of food and put it on their platters till all the food pieces (18) are on the tables.

Put all 15 pieces of nectar in the cauldron to warm up.



You should now be set up to play.

SERVING DINNER:

The younger player starts by taking a single tankard of warm nectar and putting it out onto the faint (1) ring just to the side of the cauldron.



After doing so, all players choose 3 cards to play:

- One card *must* be played as a *STEAL* card
- One card *must* be played as a *GUARD* card
- The third *must* be an *OTHER* card. The *OTHER* card is indicated with an alternative animal picture.

In this way 2/3 of the cards will be shared between *STEAL* and *GUARD*, subject to your priorities.

Once everyone has chosen 3 cards then it is time to play them. Players play their cards by sliding them under their boards to correctly complete their animals.



The resolving of the cards then takes place starting with the *nectar preparing player* and moving clockwise.

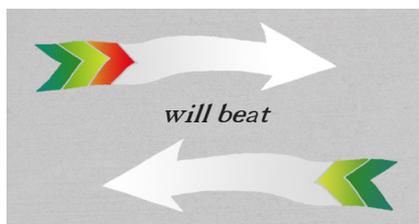
RESOLUTION:

A card is only in play for the turn that it is used.

STEALING:

One card must be used in an attempt to *STEAL* every turn.

A *STEAL* card will be successful if the number if the force on the arrow is greater than your neighbour's countering *GUARD* card. (Your neighbour's guarding arrow must be pointing towards you to have any force at all)



If a *STEAL* is successful then you may take one food from your victim(s) unless otherwise stated on your card.

GUARDING:

One card must be used in an attempt to *GUARD* every turn.

A *GUARD* card will be successful if its arrow's force is *equal or more* to the arrow's force on the attacking *STEAL* card.

OTHER:

One *OTHER* card must be played every turn.

Most of the cards are self-explanatory and will have a description at the bottom.

NECTAR! - When this card is played a player takes all the warm nectar *next to the cauldron* and puts it on their table beside their platter where it, unless stolen with a specific card, remains safe until the *end of the serving*.

PASS FOOD - These cards are used to rid yourself of unwanted food. They must be used and each time they are one food must be passed. The only exception is when you cannot pass food because you have none left.

ENHANCED BLOCK - This enhances your *GUARD* card to have the strongest force, though only in the direction(s) of its arrow(s).

STRICT DIET - This card is played to reject all *PASS FOOD* cards.

UNIQUE CARD -

Each animal type has one *OTHER* card that is completely unique to them.

By playing through a few games you will start to discover their strengths and realise when they can be most potent!

Once one phase of card play is over the player one clockwise from the initial *nectar preparer* puts out more nectar. With each consecutive preparation an extra nectar is put out, i.e 1, then 2, 3, 4 and finally 5, until all tankards of nectar are out on the side.

During any turn nectar can be taken from the middle through the use of a *NECTAR!* card. Be wary

though. Each player will only have one nectar grabbing card to play, so use it wisely. Too early and there won't be much to grab, too late and it will have all been taken. Once it's gone it's gone!

Nectar cannot be stolen from another player once on the table unless specified. Players can decide before the game how much nectar is worth though it is advised that it should count as +1 point per tankard.

END OF THE SERVING:

Once all the cards have been played and the food all distributed and redistributed again and again *the feast* can begin.

THE FEAST:

Each animal trio will have on their board the relative points for each food type. Food points are calculated and added to the points scored from nectar.

The winner is the one with the most cumulative points and thus deeply satisfied stomach.

Players can, if they so wish, play more than one course and add up the points to find the overall winner. For a fair game each time play starts with the loser of the previous course.