

Endgame

The game ends immediately when any player eats their 6th (3-4 players), 5th (5-6 players), or 4th food (7-8 players). Your point score is the sum of the number values attached to each eaten food plus the number of cards in your largest food stack.

Further Rules...

This rulebook is small and simple to get you playing, but if you need further rules clarifications please scan the QR code below for our Q&A webpage.



www.hungryhipstersgame.com/rules

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Hungry Hungry Hipsters



Ages 13+
126 Cards

3-8 Players
10-25 Minutes

The goal of the game is to become the biggest food hipster by consuming foods worth the most total points.

Setup

Make two piles of cards, one of food cards and one of hipster cards. Save space for a discard pile next to these.

Each player draws one card from the food pile and four from the hipster pile. The food is placed face-up in front of the player while the hipster cards make up the player's hand.

The player with the least useful glasses starts. Play proceeds counter-clockwise (it's less mainstream!).

Gameplay

You can do one of two actions each turn:

■ Play a card from your hand

Cards with number values can be attached to an opponent's food or your own food.

“Ironically” Cards

“Ironically” cards can be attached to cards with number values that are already in play in order to invert the number value. Another “ironically” card may be played on a card that is already ironic, reverting it back, and so on.

Reaction Cards

Reaction cards may be played immediately after an opponent plays a card. “How Quaint” is a reaction card that may be played to cancel the effect of another card, then discard “How Quaint” and the opponent's card.

■ Eat your food

Stack up your food card and attached cards. Put the food on top and set this stack aside. Draw a new food. You may discard any number of cards from your hand. Then draw back up to four cards. If you have no cards in your hand on your turn, then you must eat your food.