

ALL in FLAVOR

Designed by Michaela Gerik and Miranda Ramos



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Players: 5-9 | Playtime 45 - 60 minutes | Age 14+

It's the morning of February 3rd and Mayor Tart has been found dead in his house. Don't worry about how he died, it's not important. The point is that his seat is up for grabs!

Let the campaigning begin.

Sweet or Spicy, which will you be? Or maybe you're just bland... and that's ok! Choose your character and receive a secret party card. Work secretly with your fellow party members to take office and bring the rest of your team to victory! Be careful not to vote an opposite party member into office, you will need to use deductive and social reasoning to figure out who is on your team and who isn't. The elusive bland party member will also be on the loose looking to cause chaos and swing votes to their side in hopes of a solo victory.

- 1 11 Party cards and envelopes
 - 2 9 Character cards and cardstands
 - 3 84 Trait cards
 - 4 48 Lobby cards
 - 5 7 event cards
 - 6 Game board
 - 7 Turn tracker token
 - 8 9 Player aides
 - 9 200 vote tokens
 - 10 9 support tokens
 - 11 9 waffle tokens
 - 12 First player token
- > Rules of Play

CONTENTS

Two themed designs for each character!



SETUP

- Each player chooses a character card and takes one **waffle token** and their matching **support token**. Choose either side of the character card to play with. The artwork does not pertain to your secret party identity or affect gameplay.
- Collect **party cards** according to the chart below. Shuffle the cards and deal 1 card face-down to each player then discard the remaining cards without revealing the contents.
- Sort the **trait cards** to match and deal out 1 of each type of trait to every player (do not include the wild). Place the trait decks face up on the game board in their designated spots matching the symbol. Shuffle the **event cards** and place aside face down.
- Remove all contents from the box except for the 9 tray insert. Place the slotted lid on top of the 9 tray insert and close the box.
- The player who most recently ate something sweet or spicy (you choose) will go first. Give them the first player token. Play will proceed clockwise around the table.

5-6 players	3 SWEET 3 SPICY 1 BLAND
7-8 players	4 SWEET 4 SPICY 1 BLAND
9 players	5 SWEET 5 SPICY 1 BLAND

- Privately view your **secret party card**.
- Shuffle the **lobby cards** and place 8 cards face-up in a line so that everyone can see them. (We prefer two rows of four, one on either side of the board) Set the rest of the deck aside as a draw pile.

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THE FIRST PLAYER TOKEN will move at the beginning of each lobby round to the player with the most support tokens. If there is a tie for the most support tokens, the first player token will go to the first tied player to the left of the current first player.



How to Win

Elect a member of your same party to office. Win the election by building your campaign (purchasing **lobby cards**) and collecting **votes** in your favor. If playing with the bland party card, the bland party member can also win by ending the game with their **support token** in front of the election winner or by winning the election alone.

HOW TO PLAY

THE BOARD

Place the trait cards face-up in the spaces pictured on the board. Each round is depicted on the left. Move the round token once after each player has had one turn. Play starts with the first player and proceeds clockwise. The game ends when the tracker reaches the final **VOTE** round and everyone has cast their remaining vote tokens.



LOBBY ROUND

On their turn, a player may **choose two trait cards** to draw into their hand **AND** may **choose one lobby card** to add to their campaign. There is no limit to the amount of trait cards a player may hold in their hand. Players must discard the correct trait cards corresponding to the symbols on the lobby card in order to add that card to their campaign. Once a lobby card has been chosen, **immediately replace it** with the next available card from the top of the lobby deck.

When a lobby card is purchased, the player will gain vote tokens equal to the amount of traits required to purchase the card. Immediately complete the action or choose one action on the card to complete. Keep your lobby card face-up in front of you. It will remain there the entire game.

Once all lobby card actions are complete, players may choose to use their **waffle token** and/or move their **support token**. See the “Waffling and Waffle Round” section for how to use the waffle token. On the **FIRST** lobby round, each player **MUST** place their support token on any player of their choice. You may not take back your support token, only move it to other players.

Be sure to use the player aid so you don't miss out on any actions available to you during the lobby round!



EVENT ROUND

Draw an event card from the top of the deck. Read the card aloud, all players (unless specified otherwise) must complete the actions required on the card. All event cards are different so be ready for anything! Once all actions are complete, move the turn tracker to the next round.



VOTING ROUND

All players take turns voting for the player(s) they wish to elect into office by placing their vote tokens in the ballot box. Place your vote tokens in any of the available character slots **EXCEPT** your own. You may choose to place all your bets on a single character or multiple by splitting them up however you choose. Either pass the ballot box around the table during the round or place it in one location where players can visit the box. Insert a vote token **from the resource pool** into **your own** character's slot **for each support token** in front of you.

Once all votes are cast, move the turn tracker to the next round. Support tokens will remain in place. Votes will be revealed and counted at the end of the game.



WAFFLING AND WAFFLE ROUND

Each player receives one **waffle token** at the beginning of the game. Players can use their waffle token at any time during one of their turns. To use the waffle token choose any player to peek at their party card and switch if you want to! First, give that player your waffle token. It now belongs to them and they can use it during their turn. **You may only use one waffle token during your turn.** Second, take their party card envelope and secretly view the party card inside. You may now choose whether or not you want to switch parties with them by keeping their card and giving them yours instead. You may also choose to just return their own card to them. **You do not have to reveal whether you are keeping your own party card or switching cards.**

The **waffle round** is the last chance to use any of your remaining waffle tokens. In turn order, each player is given the **final chance** to use their tokens. If you have a waffle token and wish to play it you may do so or choose to discard it. You may only play/discard one token during your turn. **DO NOT** give the waffle token you use to the player you wish to use it on. Instead, discard the waffle token after using it. Continue playing in turn order until all players have either played or discarded all of their waffle tokens. You may not choose to keep a waffle token, you must choose to either discard or use it.





LOBBY CARDS

Use trait cards to purchase lobby cards. The traits required for each card are listed in the top right corner. Gain **vote tokens** equal to the amount of traits required for the card. When obtaining a lobby card you **MUST** complete the action on the card **immediately**. The actions on the cards are represented with symbols. Use the player aids to determine what each card does. Some will have 2 options to choose between. Only choose one option to complete.

Traits required to purchase card.

Gain vote tokens equal to the amount of traits required.

Choose an action.



TRAIT CARDS

Trait cards are used to purchase lobby cards and gain vote tokens. Each lobby round you may draw up to **2 trait cards or 1 wild trait card**.

Wild trait cards can represent any one trait.

Gain extra votes at the end of the game based on the trait cards remaining in your hand and your final party. Each player will gain votes **equal to the difference of** the traits in favor of their party.

The bland party member will receive 1 vote for **each match** of sweet and spicy trait cards remaining in their hand.

Wild trait cards can represent any one trait you wish in order to gain additional points.

If a sweet party member has 3 remaining sweet trait cards and 1 remaining spicy trait card, this player would gain 2 additional votes.

If a bland party member has 1 remaining sweet trait card and 4 remaining spicy trait cards, this player would gain 1 additional vote.

SPICY TRAITS

SWEET TRAITS



WILD

PARTY CARDS

Party cards are dealt blindly in envelopes. Your party can change by using actions on lobby cards or waffle tokens to trade your party with other players. The party card in your possession by the end of the game is your final party. Strategically trade parties with other players to determine who belongs to each side. You can also use the ability to switch parties in favor of the one you believe will win!

SUPPORT TOKEN

Support tokens provide the receiving player a vote during each voting round. Each player must place their support token by the end of their first turn. The tokens can be moved to another player during each lobby round but you may not remove it from play. Support tokens **cannot be stolen** and **cannot be used to support yourself**. Players may receive multiple support tokens.

Insert a vote token **from the resource pool** into **your own** character's slot **for each support token** in front of you.



CLARIFICATIONS

- When stealing trait cards the player stealing will blindly choose a card from the others hand.
- Players must vote for a character in play. They may not opt out of voting.

EVENT CARD CLARIFICATIONS

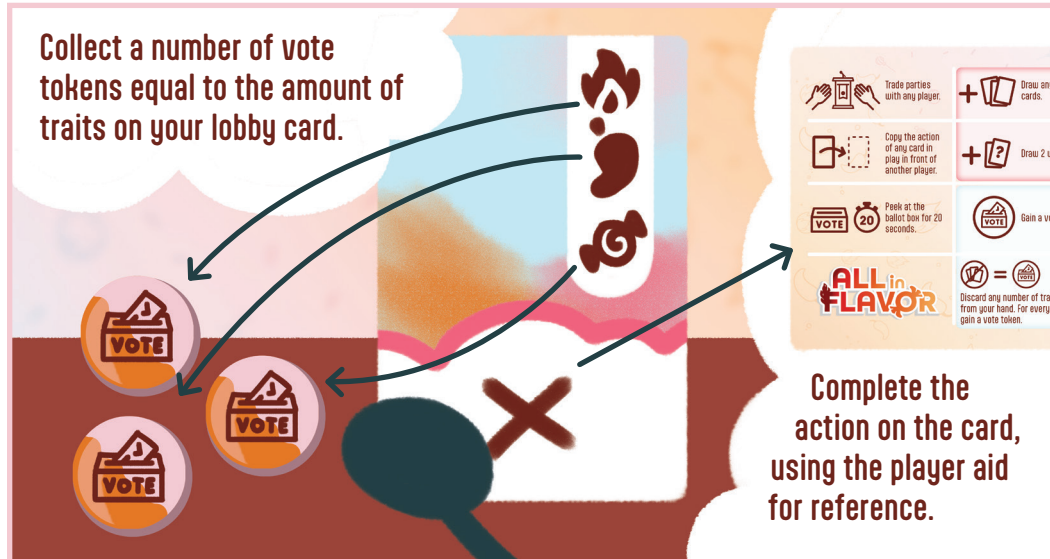
- When choosing a trait to omit from play, the wild trait card can be chosen.
- Event card actions concerning waffle tokens override all other rules.
- If you draw the event that allows you to view and alter the ballot box at the beginning of the game, discard it and draw the next event card instead.

GAME END

During the final **voting round**, everyone will receive a final chance to cast votes. Once all the votes are in, each player will reveal their secret party card and record any additional points gained from their remaining trait cards. A public ballot count is held to determine the winner. Choose one player to open the ballot box and count the votes for each player. The player with the most votes is elected Mayor and wins the game along with their fellow party members! Remember the extra win condition for the bland party member. They may secure a win by placing their support token on the character with the most votes.

ROUND SUMMARY

HOW TO COMPLETE A LOBBY ROUND





Give your waffle token to any other player and then take that player's secret party card. Now you may peek at their card and choose to switch party cards with them or keep your own. Hopefully you've found an ally!



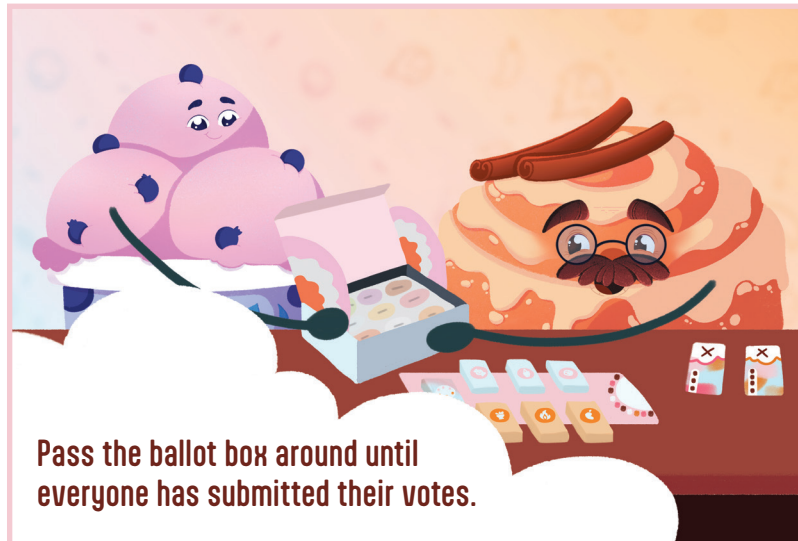
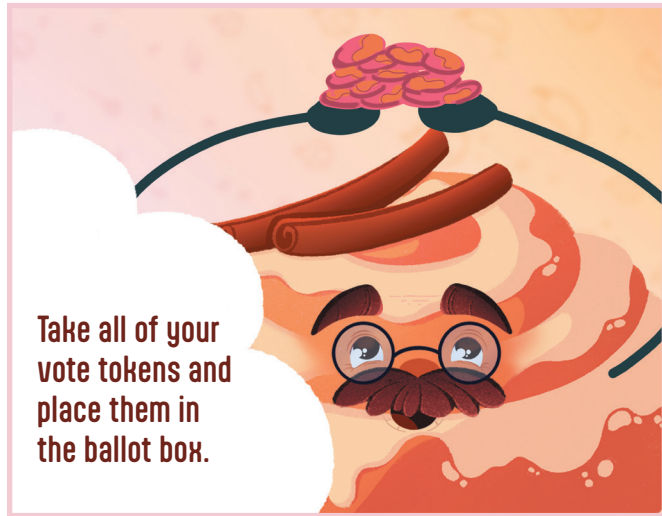
Your support token will give that player a vote token in their ballot slot during the voting round. If it is already placed you can choose to leave it or move it to a different player but you can not take it back in front of you.

HOW TO COMPLETE AN EVENT ROUND

Draw the top card of the event pile. Read the card aloud to the table and follow the instructions. All players must participate unless stated otherwise.



HOW TO COMPLETE A VOTING ROUND



THE FINAL WAFFLE ROUND



Continue taking turns in order using and discarding waffle tokens until there are no more waffle tokens in play. Players that have multiple waffle tokens will have more turns, only discarding one per turn.

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