


FINGER FOOD FRENZY™


A Tiny Hand Race to Fill Your Plate

RULES

Ages 6+
2-4 players
Play Time: 30 minutes



WARNING:
CHOKING HAZARD—Small parts.
Not for children under 3 yrs.



Contents:



4 Tiny Hands
1 Shaker
4 Dry-Erase Markers
4 Score Cards
16 Food Chips
30 Frenzy Cards
18 Food Cards

* You will need to push the tiny hands onto the black sticks before your first game.



Set Up: Give each player a tiny hand, score card and marker. Shuffle the food card deck and Frenzy deck and place each deck face down within reach of all players. Place the food chips in the shaker.

Object: There's no time for manners at this party! It's a frenzied rush to get your fill of finger food, using only your tiny hand. Be the first player to fill in your score card with enough party food and you'll win the game.

How to Play: All players hold their tiny hands in their dominant hand. Choose a player to go first and give them the shaker full of chips. Player one starts the round by shaking up the chips and then spilling them onto the playing area. As soon as all the chips land on the table, the player who emptied the shaker says "Finger Food Frenzy" and all players begin grabbing and collecting the target food.

Players may grab as many of the target food chips as they wish to fill their score card. Using only their tiny hands, players pull their chips right in front of them, which is their "secure" area. Chips in front of a player cannot be stolen by another player.



Wild/ Frenzy Chip: One side is the Frenzy side and one is the wild side. Only one side is visible during each round of play.



Frenzy Wild

Wild Side: This chip can be collected and used for an extra point of the target food that you are collecting in that round. If a player collects only the wild chip, they do not score any additional points (but they do prevent their opponents from scoring additional points).

Frenzy Side: Any player may grab the Frenzy chip, by itself or along with food chips. Once all chips are collected for a round (but before the collected chips are scored), the player who grabbed the Frenzy chip turns over the top card from the Frenzy deck and reads it to the group. Frenzy cards either have a favorable or unfavorable action for the player and/or other player(s) and the card must be followed before scores can be marked. Discard the Frenzy card after the actions have been completed. If no player grabs the Frenzy chip, the player who shook the chips automatically gets it.



Flipping food chips: If a player collects more than they need of a target food, they will record the ones they need to complete the line, then they may flip over any remaining food chips that were collected and record those foods on their score card if they need them. For example, if a player collected two tacos but only needs one, they may record the one taco and flip over the other taco and score what is on the flip side (for example sushi) on their score card. Players cannot look ahead to see what is on the flip side.


Scoring: When there are no more target food chips to be collected from the playing area and the Frenzy card has been read, the round is over. All players count up how many food chips they gathered and add those to their score card. For example, if you collected 2 tacos, you make 2 marks on your score card.



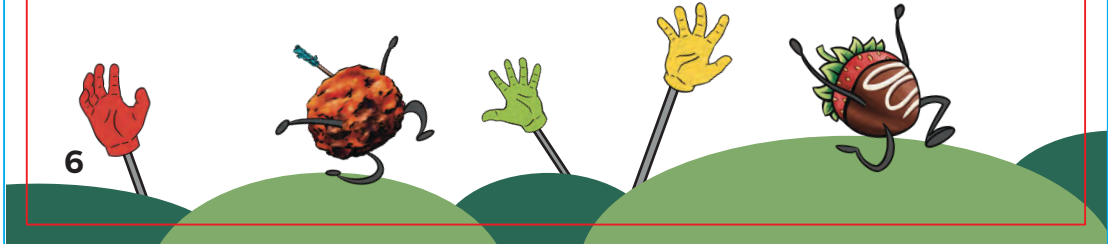
Player two gathers all the of chips and puts them in the shaker and mixes them up. They turn over the top food card and place it face up on top of the prior card played. Player two empties the chips into the playing area, says "Finger Food Frenzy" and the next round begins.



Filling your plate: Once any line of four food items is complete, the player marks off the full plate for that food item. A line with a full plate marked off can no longer be affected by a Frenzy card. Full is full – players cannot score on those chips or their flip-side on other turns. If you are lucky enough to fill a plate before collecting the required number of foods (thanks to a Frenzy card), this counts as a full plate.



Full Plate



Blocking others from scoring: Players with full plates of food can still play if that food card is turned over again. Defense! Your goal is to block other players from getting the chips they need. You won't score for the chips you get (you may not flip over chips if you have a full plate of that food) but you will prevent your opponent(s) from scoring.

Flipping to cheat? Don't do it! If any player is caught flipping over a chip (with their tiny hand) before placing it in front of them, the player will forfeit one of the food chips they have gathered.

Winning: The first player to fill all six plates of finger food wins the game.







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Warning: Small parts.
Not for children
under 3 years.

Keep all relevant
information.

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