Welcome to Cookie Chomper!

Get ready for some mathematically inspired high risk fun times! Based on the game Chomp, players take turns playing cards to take cookies from a stack, but watch out, The last cookie is poisoned! Use special cards to pull all kinds of tricks and keep your opponents guessing. This game is a great way for friends to have fun with numbers, planning, and probability, with many alternate game modes to enjoy. So, grab a friend and get ready to chomp some cookies!

What's Included:
* 47 playing cards + 5 extras
* 1 six sided die with faces 0 to 5
* 39 Cookie Tokens
* 10 Bandit Tokens
* 1 Poison Cookie Token
* 1 Golden Cookie Token
* 5 extra Tokens

(Some game modes do not require all included game materials, and it is possible to substitute some, eg. use paper and pencil to keep track of cookies, et c.)

①

Setup for Standard Play:

1) Decide who will be the dealer. All players take a seat around a table. Turn order is clockwise around the table.

2) The dealer places 39 Cookie Tokens in a row (called the Stack) and one Poison Cookie Token at the end/bottom.

3) Set aside the "Flip" card and the extra cards, they are not used for Standard Play.

4) The dealer shuffles the remaining cards, then deals 3 cards to all players, face down. These are the player's "Hands".

5) The dealer decides who gets the first turn.

6) Begin the game! See the Structure of a Turn on the next page.

Note that you can use a coin toss or dice roll to help determine who will be the dealer & who gets the first turn.

Structure of a Turn

1) The Active Player (the player whose turn it is) plays a card. If there are numbers on the card, the Active Player chooses one of them. This is called the Produced Number and it is how many cookies the Active Player might take from the Stack. Other types of cards have explanations on how they work when played, see the glossaries for detailed explanations on cards & game terms.

2) Before cookies are taken, players may play Modifier Cards, starting with the Active Player, then other players going clockwise around. Modifiers take effect in the order they are played.

3) When all players have finished playing cards, the played cards are "Settled" and all effects take place. Then, settled cards are moved to the Played Cards Pile, face up. Players may always see these cards.

4) If a player takes the Poison Cookie, they lose; all of their cards go to the Played Cards Pile. If more than 1 player remains, replace all cookies in the Stack as in the setup phase, and continue playing. Last player remaining wins!

5) All remaining players draw cards until they have 3 cards in hand.

6) Pass the turn clockwise to the next player.

③

What To Do When ...

A player tries to draw cards from an empty deck: The dealer will shuffle the Played Cards Pile; it becomes the new deck. Players then resume drawing cards as normal.

A player cannot play any cards on their turn: They must Mulligan until they are able to play a card.

④

Glossary of Game Terms

This section can help explain any terms, check here if you don't understand something!

Active Player: When it's a player's turn, that player is called the Active Player. Only exactly one player is the Active Player at any time.

Dealer: One player is the Dealer, decided before the game begins. The Dealer is responsible for shuffling the Deck & the Played Cards Pile, arranging Tokens, and dealing the starting cards to all players.

Deck: The deck of cards, all face down, that players draw cards from. If a player ever attempts to draw a card, but there are no cards in the Deck, then the Dealer will shuffle the Played Cards Pile, place it face down, and it becomes the new Deck.

Defeated Player: A player who has lost the game, and is no longer in the game.

Hand: The cards that a player holds in their hand, and are secret from other players.

Players may know how many cards any player has in their hand at any time. For Standard Play, the "size" of hands is 3 cards.

Mulligan: To "Mulligan" means to place all the cards in your Hand into the Played Cards Pile, and draw replacement cards (3 in Standard Play.) Mulligan is the name of this action, and the name of a card which causes a Mulligan.

Owner: When a card is played, the player who played it is the "Owner" of the card.

Played Cards Pile: A deck of cards that have been played and fully settled. This deck is kept face up, and all players may always know exactly what cards are in the Played Cards Pile.

Produced Number: When players play cards to determine the number of Tokens to take from the Stack, this number is called the "Produced Number". It is calculated using a "Running Calculation"; any cards that modify the Produced Number, are calculated in the order they are played. For example, if the Active Player plays 2, the Produced Number is currently 2. Let's say they play Add with a 3, now the Produced Number is 5 (2+3). Finally, if another player plays Multiply with 5, the Produced Number becomes 25 (5 times 5). In this scenario, if all players have finished playing cards, then the cards Settle, and the Active Player will take 25 Tokens from the top of the Stack.

Settle: When cards are played, they are placed onto the playing area in what's called the "Queue", and are not part of

any player's Hand, the Played Cards Pile, or the Deck. During a turn, after all players have finished playing cards, the process of fully determining what effects all the cards have, and all of those effects happening, is called Settling. After played cards are settled, they are moved from the Queue to the Played Cards Pile.

Stack: The Stack of Tokens that players take cookies from. It may be literally stacked on vertically, or (for convenience) layed out across the playing area; just make sure players understand which side is the "top" or "front" side.

Token: Items that are placed in the Stack. Often filled with only Cookie Tokens, but there are other Token types for different game modes.

Glossary of Cards

Action Cards contain explainer text, but when many cards are played together, it may not be obvious what should happen. Check here if there's any confusion!

Add

Play this with a Number Card and choose a number on it to add it to the Produced Number.

Copy

When played, it will act as a copy of the last card played before it. It can therefore be used like a Modifier, Special, or Number card.
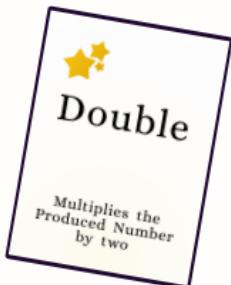
Double

When played, it will multiply the Produced Number by 2.

Flip

When played, the Stack will be flipped upside down. This happens before tokens are taken from or added to the Stack.

Mulligan

When played, the Active Player will put all of their cards into the Played Cards Pile. Then they will draw a new full hand of cards. Then the Active Player's turn is restarted.

Multiply

Play this with a Number Card, and multiply the Produced Number by it.

Negate

When played, the Produced Number is multiplied by negative one. If the Produced Number is negative, the Active Player returns Tokens to the Stack, rather than takes from the Stack. If the card "Reverse" is used with a negative Produced Number, then a negative number of Tokens are returned to the Stack; for example, if the Active Player plays 2, then Negate (the Produced Number is -2), then Reverse, they will take 2 Tokens from the Stack. When returning Tokens to the Stack, if there are different types of Tokens in your game, the Active Player must return Tokens in the opposite order they were taken.

Negate

Multiply the Produced
Number by negative one

[Taking a Negative number
of cookies means returning
them to the Stack]

Opposites

Play this after a player has played a Number Card to invert the choices on the card; that player must choose a number 1 to 5 that is not shown on their card. If played against the zero card, it allows the player to choose any number 1 to 5. If played against the 1/2/3/4/5 card, then the player must choose 0.

Reverse

Produced Number is how many cookies the Active Player gives to the Stack, instead of takes. This does not multiply the Produced Number by negative one, and, in case there are different types of Tokens in your game, the Active Player must return Tokens in the opposite order they were taken (First in is last out).
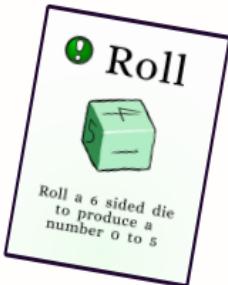
Roll

Can be played in place of a Number Card. It produces a randomly selected number from the set 0, 1, 2, 3, 4, 5. Recommended to use a 6 sided die. Note the card "Opposites" does not affect this card, but the card "Think Again!" causes a reroll.


Seek

The Active Player may take any card from the Played Cards Pile, allowing all other players to see their selection, then put it into their hand. If there are no cards in the Played Cards Pile, then the Active Player will draw a card instead. After Seek has settled, the Active Player's turn is restarted. Note that the card "Think Again!" will force the Active Player to choose a different card from the Played Cards Pile, unless there are no other cards to choose. "Opposites" has no effect on this card.

Skip

Must be the only card played by the Owner. The Owner will only draw replacement cards as at the end of their turn, then pass the turn to the next player. Cannot be used to force another player to skip their turn. Note that Skip does not produce a number, so it is not equivalent to Zero.
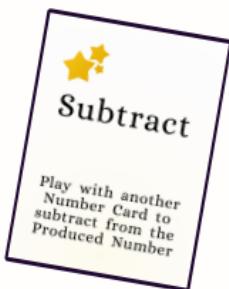
Subtract

Play this with a Number Card, then choose a number from it to subtract from the Produced Number.

Think Again!

Think Again!

Make a different selection on the played card.

(Has no effect on cards with 1 option)

Play this card after a player has made a selection on their played card. That player must then make a different selection on that card. If the played card does not have 2 or more options, then "Think Again!" has no effect. Note that "Think Again!" can be used on the "Seek" card to force a player to choose a different card from the Pile of Played Cards, and it can be used on the "Roll" card to force a re-roll.

Veto

Veto

Veto the last played card; it is returned to its Owner's hand, and cannot be played this turn.

If the vetoed card requires playing any cards with it, those cards are also vetoed.

Play this card after another card has been played to "veto" it. The vetoed card is returned to its Owner's hand, has no effect, and cannot be played again this turn. If the vetoed card requires playing cards with it (eg. Add, Subtract, or Multiply) then those cards are vetoed also. If veto forces the Active Player to be unable to play any cards during their turn, then they must mulligan.

Alternate Game Modes!

There are many ways to play Cookie Chomper, and you're encouraged to invent your own ways!

For an easy example, try swapping out the Poison Cookie with the Golden Cookie in Standard Play. How does it work? When a player takes the Golden Cookie, they win the game. Now players will try to take the last cookie, instead of avoiding it!

Other small tweaks you can make are how many cookies are in the stack, or playing without certain cards, or using the Symbol Cards to invent new cards, or try having a Hand Size of 4 cards instead of 3. Perhaps you can put the Poison Cookie in the center of the Stack, then include the Flip card in the game; maybe use the Symbol Cards as 4 additional Flip cards! You could try having the card "Opposites" letting the "Seek" card take from the deck, instead of the Played Cards Pile. Try playing all kinds of tweaks & game modes with your friends. See what's fun and have a good time!

Game Mode: Cookie Hoarder

Collect as many cookies as you can before they're all gone!

Setup:

The Dealer shall take 20 Cookie Tokens, and 10 Bandit Tokens, and shuffle them into the Stack. (Can include the Poison Cookie and the Golden Cookie) Then, the Dealer shuffles the Deck, with the Flip Card included. The Dealer then deals 3 cards to all players. Decide who gets the first turn.

Rules:

In this game mode, taking the Poison Cookie or Golden Cookie do not end the game. Instead, the game ends when there are no Tokens remaining in the Stack. When the Active Player plays cards that let them take tokens from the Stack, they keep Cookie Tokens in their own personal Stack. If they take a Bandit Token, then the number on the Bandit Token shows how many cookies are taken from the player's personal stack. These stolen cookies are placed into a Bandit Pile, and are not returned to the Stack. A player cannot have negative cookies. When the game ends, players count up their score.
Cookies are worth +1 point.
The Poison Cookie is worth -2 points.
The Golden Cookie is worth +2 points.
Whoever has the most points is the winner!

Game Mode: Number Chain

Play number cards that match and try to get rid of all your cards to win!

Setup:

This game mode uses only the number cards, including zero (There should be 32 number cards). The dealer will shuffle these cards and deal out 5 cards to each player. The dealer takes 1 card from the deck and places it face up; this is the Stack.

Rules:

A) Players take turns playing 1 card by placing it face up on the Stack.

B) For every number on the player's card that does not appear on the previous card on the Stack, that player draws 1 card from the deck.

C) That player's turn ends, and the next player begins their turn.

The game ends either when:

1) One player has no cards in hand at the end of their turn. That player is the winner!!

2) A player would draw a card, but there are no cards in the deck. The player with the fewest cards in hand is the winner!!

Check us out at www.Minko.world

Questions and comments?
Email us at Team@Minko.World

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Re-Release Candidate!
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Thank you for playing Cookie Chomper! We hope you had fun!