



FAMISHED



OBJECTIVES

ELLA HAS HAD A ROUGH RUN OF IT RECENTLY. CERTAIN CHOICES HAVE LED TO LOTS OF CHANGES IN HERSELF AND HER LIFE, AND SHE'S TURNED TO ANA TO HELP HER. BESIDES, SHE DOESN'T HAVE AN EATING DISORDER, SHE JUST WANTS TO BE HEALTHY. JEVIN AND AMY THINK THEY'RE HELPING ELLA BUT THEY'RE REALLY JUST TRYING TO CONTROL HER AND HER LIFE.

ELLA AND ANA MUST WORK TOGETHER TO AVOID MEALTIMES AND FEAR FOODS AND MAKE IT THROUGH A WEEK (7 ROUNDS) WITH 35 OR FEWER MEAL TOKENS BETWEEN THE TWO OF THEM. IF AT ANY POINT ONE OR BOTH REACH 20 MEAL TOKENS BEFORE THE END OF THE WEEK (7 ROUNDS), THEY LOSE. IF THEY HAVE MORE THAN 35 MEAL TOKENS COMBINED AT THE END OF THE WEEK THEY LOSE.

JEVIN LOVES ELLA AND WANTS TO MAKE SURE SHE'S OK. AMY HAS BEEN ENLISTED TO HELP THEM IN THEIR MISSION. THEY MUST FORCE ANA AND ELLA TO PICK UP AS MANY MEAL TOKENS AS POSSIBLE BEFORE THE END OF THE WEEK (7 ROUNDS).

JEVIN AND AMY WORK TOGETHER TO TRAP ELLA AND ANA ON EATING SQUARES USING FEAR FOODS AND CARDS. EATING DISORDERS ARE EXHAUSTING NOT ONLY FOR THE PERSON WITH IT BUT THEIR SUPPORT SYSTEM.

CHARACTERS

JEVIN IS WORRIED ABOUT ELLA AND HER CHOICES. IF SHE SKIPS TOO MANY MEALTIMES, WHO KNOWS HOW LONG SHE'LL BE ABLE TO HOLD OUT? THEY CONTROL THE FEAR FOODS THAT CAN TRAP ELLA AND ANA OR FORCE THEM TO PICK UP MEAL TOKENS.

CHARACTERS (CONT'D)

AMY TRIES HER BEST TO ENSURE JEVIN HAS ALL THE TOOLS THEY NEED TO KEEP ELLA HEALTHY. SHE USES CARDS TO TRY AND TRAP ELLA AND ANA ON MEALTIMES.

ELLA JUST WANTS CONTROL OVER HER OWN LIFE. SHE SHOULD GET TO CHOOSE HOW HER DAY GOES. ANA IS HER FRIEND AND HELPS HER FEEL IN CONTROL. SHE USES CARDS TO COUNTER AMY AND JEVIN'S MOVES AND TRIES NOT TO PICK UP MEAL TOKENS. IT'S TIRING TO DO ALL THIS, AND THE MORE MEAL TOKENS SHE HAS, THE HARDER EVERYTHING GETS.

ANA KNOWS WHAT'S BEST FOR ELLA. SHE CAN HELP KEEP ELLA IN CONTROL. SHE CAN MOVE ELLA AND CAN USE AND PROVIDE CARDS TO HELP COUNTER AMY AND JEVIN'S MOVES.

GAMEPLAY

GENERAL

CHARACTERS ARE DETERMINED BY PLAYERS' AGES. THE TWO OLDEST ARE AMY AND JEVIN. THE YOUNGEST IS ELLA. THE LAST PLAYER IS ANA. 6 IS THE 'START' POSITION ON THE BOARD. TO KEEP TRACK OF ROUNDS, USE THE DAY COUNTER IN THE CENTER OF THE BOARD. AT THE END OF EACH ROUND (AFTER AMY HAS TAKEN HER TURN), MOVE THE DAY COUNTER FORWARD A DAY. THE WEEK BEGINS ON SUNDAY. AFTER 7 ROUNDS, THE GAME IS OVER.

ORDER OF ROUNDS

ANA > ELLA > JEVIN > AMY

TURNS

EACH TURN CONSISTS OF MOVEMENT, DRAWING A CARD, AND PLAYING A CARD.

GAMEPLAY (CONT'D)

URNS (CONT'D)

ELLA MOVE CLOCKWISE 2 SQUARES. DRAW AND PLAY A CARD. IF ELLA HAS OVER 10 MEAL TOKENS, SHE ONLY MOVES ONE SQUARE PER TURN

ANA MOVE CLOCKWISE 2 SQUARES. DRAW AND PLAY A CARD. DURING ELLA'S TURN, ANA MAY GIVE UP HER MOVEMENT SO ELLA CAN MOVE +2 SQUARES. ANA MAY NOT MOVE ON HER TURN IF SHE DOES THIS. DURING ELLA'S TURN, ANA MAY ALSO GIVE ONE OF THE CARDS IN HER HAND TO ELLA. ANA MUST PICK UP A MEAL TOKEN TO DO SO.

JEVIN MOVE COUNTERCLOCKWISE 2 SQUARES, OR PLACE A FEAR FOOD ON THE STARTING SQUARE. DRAW A CARD AND PLAY A CARD. AFTER A FEAR FOOD IS PLACED ON THE BOARD, ON ALL SUBSEQUENT ROUNDS, JEVIN ROLLS A D6 TO DETERMINE HOW MANY SQUARES THEY MAY MOVE THE FOOD. THIS IS DONE ANYTIME DURING THEIR TURN AFTER JEVIN HAS MOVED.

AMY MOVE COUNTERCLOCKWISE 3 SQUARES. DRAW AND PLAY CARD AMY MAY CHOOSE TO ROLL A D6 TO MOVE A FEAR FOOD, BUT TO DO SO SHE MUST GIVE UP HER ABILITY TO PLAY A CARD FOR THAT TURN.

EATING & FEAR FOODS

EATING DAMAGE

MEAL SQUARES (BREAKFAST LUNCH OR DINNER) FORCE ELLA TO PICK UP 2 MEAL TOKENS AND ANA TO PICK UP ONE, EVEN IF ONLY ONE OF THEM LANDS ON THE SQUARE. BOTH ANA AND ELLA PICK UP 1 MEAL TOKEN ANYTIME ONE OF THEM LANDS ON A SNACK SQUARE.

EATING & FEAR FOODS (CONT'D)

FEAR FOODS

WHEN OCCUPYING THE SAME SQUARE AS A FEAR FOOD BOTH ELLA AND ANA MUST DROP A CARD FROM THEIR HAND.

IF ANA IS OCCUPYING THE SAME SQUARE AS A FEAR FOOD, SHE MAY PICK UP 5 MEAL TOKENS TO TAKE CONTROL OF THE FEAR FOOD FOR THE REST OF THE GAME. THIS TURNS ITS NEGATIVE EFFECTS ON JEVIN AND AMY. TO MOVE THE FOOD, SHE ROLLS A D6 ANYTIME DURING HER TURN AFTER SHE HAS MOVED. ANA DOES NOT DROP A CARD IF SHE CHOOSES TO DO THIS.

CARDS

THERE ARE SOME CARDS THAT ARE 'DROPPED' ONTO EATING SQUARES. THE ICON AT THE TOP RIGHT OF THE CARD INDICATES WHICH EATING SQUARES IT MAY BE DROPPED ON. ANY CARD WITHOUT AN ICON IS PLAYED ON CHARACTERS. TO STACK CARDS ON A SQUARE, PLACE EACH NEW CARD AT THE BOTTOM OF THE STACK. ONCE ANA OR ELLA LANDS ON AN EATING SQUARE THE CARD ON THE TOP OF THE STACK WILL AFFECT THEM.

AMY AND JEVIN MAY TRADE CARDS AMONGST THEMSELVES. WHOEVER GIVES THE CARD TO THE OTHER MAY NOT PLAY A CARD ON THEIR NEXT TURN.

DECK LIST

JEVIN & AMY

SCHEDULE	6
FAMILY MEAL	4
ANA IS A LIAR	7
WEIGH IN	6
HOSPITALIZATION	3
JEVIN MAKES DINNER	6
MEAL PLAN	3

ELLA & ANA

OOPS	5
I'M NOT HUNGRY	4
GROSS	5
BODY CHECK	5
HOMEWORK	5
LOW ENERGY	6
PURGE	5

GAME PIECES

CHARACTER PIECES (4)



ELLA



ANA



JEVIN

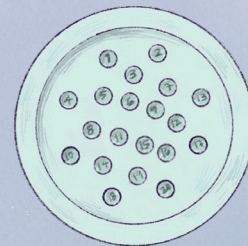


AMY

MEAL TOKENS (80)



MEAL TRACKERS (2)



FEAR FOODS (3)



