



LUNCH

Rules of War

LUNCH

THE GAME OF PLAYGROUND POLITICS



It's Your first day of 3rd grade at Your new school! You've got Your backpack, Your lunchbox, and Your collection of multicolored pebbles -- You're ready for anything! But nothing can prepare You for what awaits in the playground...

Come lunch time, the school becomes a political map with kids fighting for every square inch of territory. Over the course of a full school year, You will take on the role of one of these kids, battling and negotiating to secure dominance over the playground.

So put on Your backpacks, grab a cool stick, and be prepared for an all out battle to decide once and for all: who is the true lord of recess?

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Components

TOKENS



42
Pennies



30 Triple
Pennies



6 Building
Tokens



1 First
Player
Token



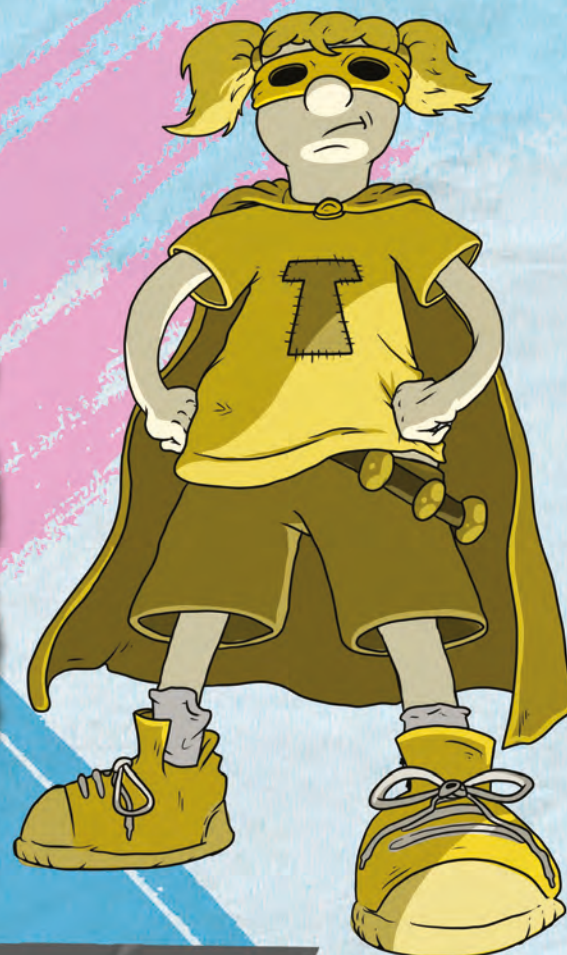
35
One-Point
Tokens



30
Three-Point
Tokens



1 Calendar
Marker



PLAYER PIECES



GREEN cubes



BLUE cubes



YELLOW cubes

1 Gameboard



RED cubes

1 Rulebook



CARDS

55 Basic Friend cards



36 Elite Friend cards



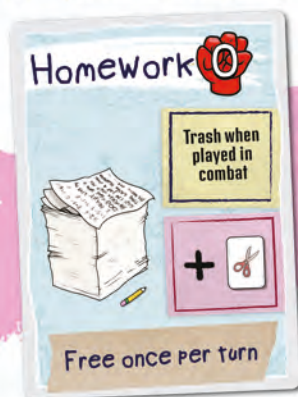
20 Pinecone cards



8 Two-Movement cards



13 Homework cards



8 Yearbook Award cards



6 Cabinet Role cards



SeTup

Lunch is best played with four players. To set up a game for two-to-three players, see the **Two Player** and **Three Player Variants** on page 17 for relevant modifications.

1 Place the playground board in the center of the table.

3 Shuffle the six building tokens and place them face-down over the corresponding circles on the top section of the board.

5 Place the homework deck face up by the board.

4

2 Shuffle the Basic and Elite Friend decks and place them next to the board. Deal the top five cards from each deck and lay them face-up under their corresponding deck in a line.

4 Shuffle the yearbook award cards. Reveal four at random and place them face up above the board for all to see. Place the remaining four in the box.

6 Take the cabinet role cards and keep them nearby.





7

Give each player 5 pinecone cards and 2 two-movement cards to form a starting deck of 7 cards. Each player shuffles their individual decks, placing them nearby.



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Each player chooses a color, placing all cubes of said color in their "reserve" (that is to say, off the board).



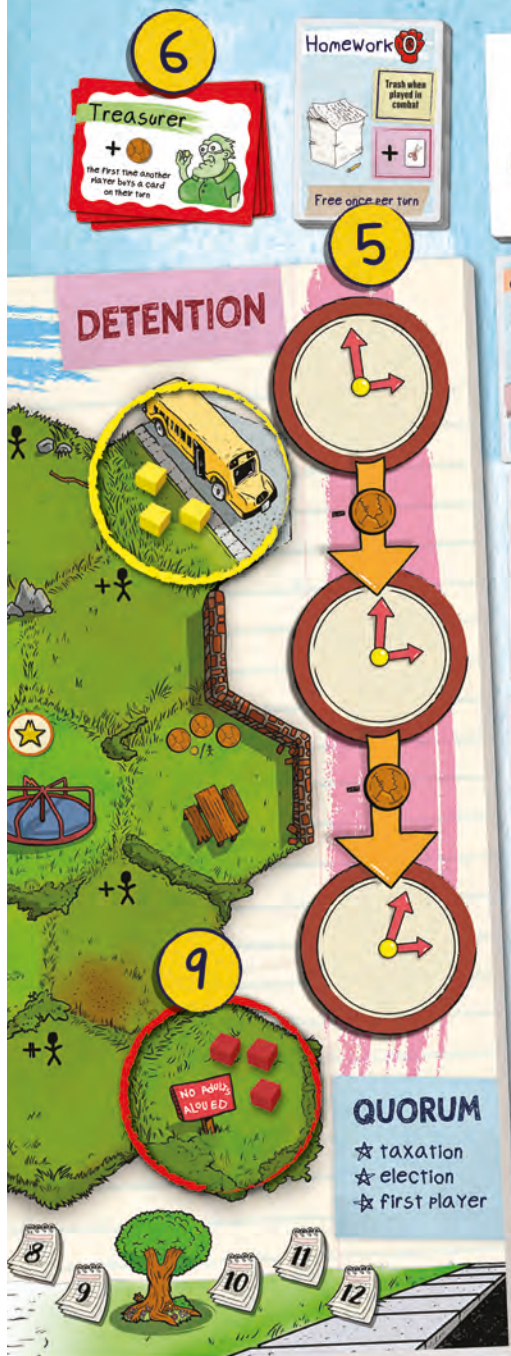
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Each player then places three cubes of their color from their reserve onto their starting corner on the board, also called Home Hex. (Yellow=school bus, green=brush, blue=ponds, red=sign) This represents the player and two friends or siblings helping them in their cause.



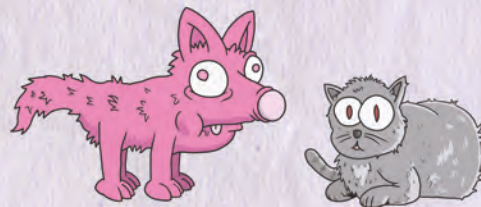
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The first player is the person who most recently got detention. Take the first player stick & place the Calendar Marker on month one.



Each player draws five cards from their personal deck to make their starting hand. You are now ready to play!

how to play



Each player's turn is guided by the cards in their hand, which are drawn from their personal deck. These cards allow the player to perform various actions to help them dominate the playground!

On their turn, a player may play any or all of the cards in their hand. When they're finished, they adjust their hand back to five cards by drawing or discarding, then pass the turn clockwise.

At the end of a turn, all played cards are placed face-up in a discard pile next to the player's deck. If a player needs to draw from an empty deck, they shuffle their discard pile to create a new draw deck.

Playing Cards on Your Turn

During Your turn, You can play all, some, or none of the cards in Your hand. Each player starts with seven Core Cards in their deck, which come with basic abilities depending on the type:

- (2) Movement cards (used to move units on board)
- (5) Pinecone cards (used to purchase basic friends)

Throughout the game, You'll add Friends to Your deck by purchasing them from the Friend Offer. Friends have powerful abilities to help You achieve playground dominance. Playing a Friend card from Your hand activates the Yellow ability box (top right) under their name.



The Core Cards let you move units or purchase new friends.



When you play AMY you gain 1 penny

Abilities from cards trigger top down

CARD KEYWORDS & SYMBOLS



Pinecones: Allow You to spend additional pine cones this turn.



Pennies: For each penny symbol, take that many pennies from the treasury and add them to Your collection.



Draw: Draw a card from Your personal deck, add it to Your hand.



Discard: Move a card from Your hand to Your discard pile.



Move: the number indicates how many spaces You can move.



Recruit: this symbol indicates how many cubes You add to Your home hex.



BFF: Best Friend Forever cards stay in play instead of going to the discard pile and provide an effect for the rest of the game.



Combat Value: The number is the battle leader's strength.



Shield: Used only in combat; when defending, count the shield value instead of the combat value (see combat pg.10).



Victory: Activate the ability only when said card is played during combat, resulting in a player victory (see combat pg.10).



Presidential Seal: Cards displaying the presidential seal involve the center space of the board.



Points: Collect these to win!

Trash: The card is permanently removed from play.

All cards must be played face-up, except in combat situations, which we'll cover shortly.



BUYING CARDS

During Your turn, You can use pine cones or pennies to purchase Friends to add to Your deck. Available Friends are displayed in two face-up lines, called the Friend Offer, next to the Basic Friend and Elite Friend decks. Each Friend's cost is shown at the bottom of the card.

When You buy a card, take it from the Friend Offer, immediately activate the ability in the pink box (bottom right), then place it in Your discard pile.

For example, if Mark spends three pinecones, he can buy "Molly" from the Basic Friend offer and add her to his discard pile. He could also use two pennies to buy "Crybaby" from the Elite offer, adding him to his discards as well. You can buy as many friends on your turn as you can afford.



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HOME WORK

A homework card may be purchased for free at any point during a player's turn, only once per turn. The player immediately draws a card and adds the homework card to their discards. This represents the player procrastinating on homework in order to further their objectives on the playground.



Mark also gains 1 penny for buying this card.



BASIC FRIENDS

ELITE FRIENDS

MOVEMENT

When moving, a player may move any one of their cubes onto an adjacent neutral space for every point of movement played. A "neutral" space is either empty or occupied by units of the same color. Movement may be split up as the player chooses among the cubes. You cannot move into another player's home hex!

Movement occurs immediately after the corresponding card is played.

Donna plays cards totalling six movements. She may move one cube six spaces, two cubes three spaces, six cubes one space, or three cubes 2 spaces.



Your units cannot move into another player's home hex



Play Structures & Buildings

Play structures, indicated by an orange circle on the top of the hex space, offer one victory point to the first player to move a unit onto that space. Said player immediately picks one building token at random and places it face-up over the corresponding circle. These buildings will offer additional benefits to whomever commands them during the taxation phase.



Buildings cannot be moved or changed once placed. Only one building per play structure

TRADING

Players may give coins to other players during their turn, but must wait for the receiving player's turn to be given things in return. Neither party is obligated to make good on any promise. Players may not trade cards or victory points.

COMBAT

When a player has units in a space adjacent to another player's occupied space, they may declare Combat.



DeCLarINg CoMbaT

To declare combat, the attacking player selects any card from their hand, places it face down, and announces their intention and target. This card, known as the "combat card," acts as the leader in the battle. The defending player may also play a card face down as their combat card to "lead the defense."

SeEkinG AIId

Once combat cards are selected, each player can ask other players with units adjacent to the targeted space for aid. These players may contribute any number of units from adjacent spaces to support the combat, temporarily placing their units under the control of the assisted player for the battle.

Giving aid to a player does not mean you are participating in the combat in any other way beyond donating units. Players giving aid cannot add any combat bonus aside from the individual units.



ReSoluTioN

Both players simultaneously flip their combat cards face up (if the defender chose not to play a card, only the attacker flips their card). Each player then adds the combat value of their selected card (located on the top right) to the number of units they control in the combat. This total forms their combat score.

- The player with the highest combat score wins. The difference between the scores determines how many of the winning player's units remain from the combat.
- If the attacker wins, they freely move their participating units into the targeted space (at least one), taking control of it.
- If the defender wins, all remaining units stay in place, keeping control of their space.
- In the case of a tie, neither player wins and all units proceed to detention.

In any case, all eliminated units are sent to detention.





You cannot seek aid from your own units

May has assembled a force of ten units against John's measly five for an assault on the slide. May declares her intent by picking a card from her hand and placing it in front of her face down. John decides to try and defend the space, picking a card from his hand and placing it face down. Before they both reveal their cards, John asks Helena, who has three units of her own adjacent the slide whether or not she'd be willing to help. Helena agrees to lend two units to John's cause, making his total on the space seven versus May's ten. Both reveal their combat cards. May has a card of combat value one (1) while John has a card of combat value three (3), making the total combat score ten versus eleven. May wins by one, so she keeps one unit and moves it onto John's space, while the rest are sent to detention, including the three units Helena pitched in, and all of John's units.

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You may choose to send allied troops to detention before your own!



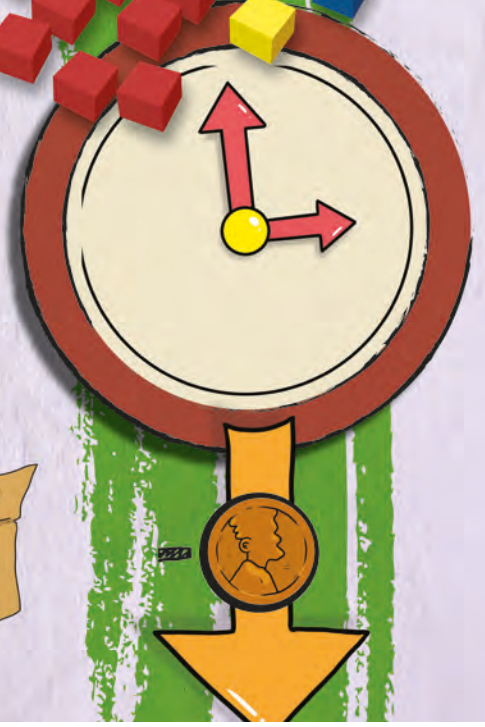
MAY'S COMBAT SCORE

11



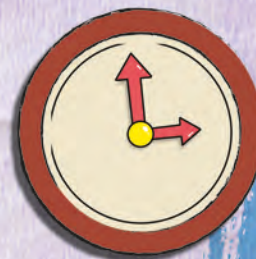
JOHN'S COMBAT SCORE

10



DETENTION

All units eliminated in the combat go to the top circle on the DETENTION TRACK adjacent to the playground map. At the end of each round, all units are moved one step down the track. When they're moved off the track, they are immediately placed on their corresponding home hex. When a player loses units in combat, they may choose which units under their control to place into detention.



BRIBING the HaLL MoniTOr



On their turn, a player may bribe the hall monitor to accelerate their unit's sentence in detention. For one penny, that player may move all of their units on one space on the track to the next step down. Players may not move their units off the track in this way.

After combat is resolved, all combat cards are discarded.

END OF TURN



After the player plays all the cards they want or are able to play, they declare the end of their turn. They then place their played cards face-up in their discard pile and draw from the top of their deck until they have five cards in hand. Then the player clockwise takes their turn.

Whenever the turn is passed to the first player, move the calendar marker forward a step. Once the calendar marker lands on a tree, begin the QUORUM.



QuoRum



Every four rounds, representing one season, players consolidate territory and elect a President of the Playground. This phase occurs three times during the game, indicated by the seasonal changes on the calendar track. QuoRum has three phases: taxation, election, and first player.

TAXATION PHASE

During this phase, each player collects resources, recruits, and victory points based on the spaces they occupy:

- Each space has a symbol at the top indicating the resource that occupying players receive during taxation (with exceptions for home bases and the central tree space, which we'll cover next).
- For most spaces, players only need one unit present to collect resources. Some spaces, such as the picnic tables, grant one penny per unit up to a maximum of three, as indicated by the space's ratio.

Reminder: Play structures only yield resources after a player moves onto them for the first time (see movement rules pg.9).



Offers different things depending on what cards or cabinet roles you have



Gives you one unit in your home hex



Gives you whatever is listed on the building token



Gives you Pennies equal to the amount of units you have on the hex (up to three)

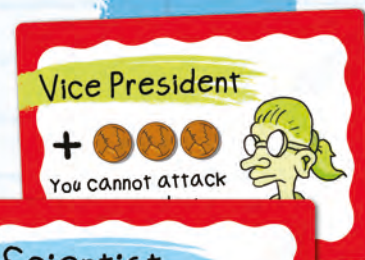


ELECTION PHASE

Beginning with the first player, each player casts votes for any player to become the President of the Playground. The number of votes each player can cast equals the number of their units on the playground (units in detention do not count). In the event of a tie, the player with the most pennies wins.

- **Elected President:** The winner receives the President Cabinet Card, allowing them to recruit units to the center space as if it were their home base (as long as it is neutral). They immediately gain three victory points and must make a speech declaring their presidency.
- **Cabinet Role Distribution:** The president assigns each player a cabinet role from the remaining cabinet cards. Every player receives one role, while excess roles are placed aside.

Each player's cabinet role remains in effect until the next election phase.



FIRST PLAYER

After the election phase and cabinet role distribution, the first player passes the stick clockwise. Move the Calendar Marker forward on the track, and the new first player begins their turn.



End of Game Scoring

After the Calendar marker is moved off the board, the game ends.

Players see if they win any yearbook awards, acquiring the card if they do so. At this point, players count up the total number of victory points in their possession. Highest victory point total wins. In the case of a tie, the title of winner is shared.

Clean up the game and reevaluate Your life.

A tie in individual yearbook awards is resolved with a game of rock-paper-scissors

CARD FAQs



Being on the tree hex during quorum awards you an immediate draw three.



Cannot copy BFF or Victory abilities.



Being on the tree hex during quorum awards you three coins.



Any player that receives the president role this way immediately receives the three victory points as if elected.



One victory point for every victory in combat.

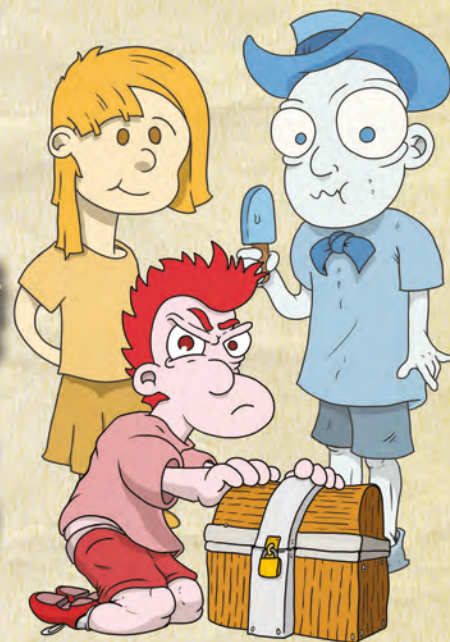


During quorum, you are awarded one coin for every unit you have on the tree hex.



3 Player Variant

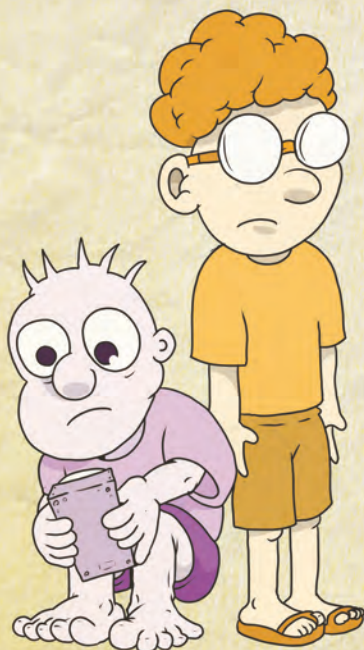
Although Lunch is best played with four players, a three player variant is the next best thing. During setup, one player will be situated between two other players. Said player starts with two extra units, for a total of five starting units. The only other change is the removal of all 4+ cabinet cards.



2 Player Variant

CouP Variant

The two-player variant of lunch is treated like a more traditional war game. Players are seated opposite one another. The only cabinet card available besides the President is the Anarchist. Players may also use another color of unit after they deplete their unit reserves.



Quick guide

On Your turn:

1. Play all, some, or none of the cards in Your hand.
2. Draw up or discard down to five cards in hand.

At the end of every round:

Move every piece in detention one space further down the tracker. Any piece that moves off the tracker goes to the home hex of the corresponding player.

Quorum - when the round marker lands on a seasonal change

1. Taxation: Collect whatever resources Your territory grants You.
2. Election: Elect a president of the playground and have them assemble their cabinet.
3. First Player: pass the first player stick clockwise.

