

Buon Appetito



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Rulebook

Buon Appetito

The puppy, kitten, and mouse at home are hungry! They want to test you as their owners to see who can feed them best and make them happiest. Who will become their true 'best friend'?

Goal of the Game

On your turn you will roll the dice to try and either collect food or move your little pet friends forward on the track. Each animal only eats its own food, which must be placed in its food bowl. Dogs eat bones, cats eat fish, and mice eat cheese. For each Food token your animal eats, they move forward one space on the track. The first player to get all three of their animals to the end of the track wins the game!

Components



12 Animal tokens (4 for each animal)



4 Track boards



4 Special dice



27 Food cubes (9 bones, 9 fish, 9 cheese)

Setup

- 1 Give each player a Track board and 3 different Animal tokens. Place an Animal token on each of the three starting spaces in an order of your choice.
- 2 Place the 4 dice in the centre of the play area.
- 3 Prepare the Food tokens based on the number of players and place them in a reserve next to the dice:
2 players: 5 bones, 5 fish, 5 cheese
3 players: 7 bones, 7 fish, 7 cheese
4 players: 9 bones, 9 fish, 9 cheese
- 4 The youngest player is the first player.

The three starting spaces



Gameplay

Starting with the first player, each player will take a turn in a clockwise order until someone wins the game. On your turn, complete the following steps in order:

- 1 Roll all 4 dice.
- 2 Choose a symbol to keep and put all dice showing that symbol to one side.
- 3 Reroll all the remaining dice. You may roll the dice up to three times. After each roll, you may choose to keep only one symbol, but you may change which symbol you choose to keep after each roll if you wish. If you changed symbols after the second roll, you must reroll the previously kept dice on the third roll.
- 4 After three rolls, or if you decide to stop rolling, resolve your chosen symbol as follows:

If you decide to keep **food** (bones, fish, cheese), take a number of matching Food tokens equal to the number of that symbol shown on the dice. Place them into the corresponding bowl. Each bowl may hold up to 3 Food tokens. If there are already Food tokens in the bowl, you only place the number of Food tokens that fits (maximum of three) and return the rest to the reserve.

NOTE! The food is limited, so if it is not available, you cannot take any.



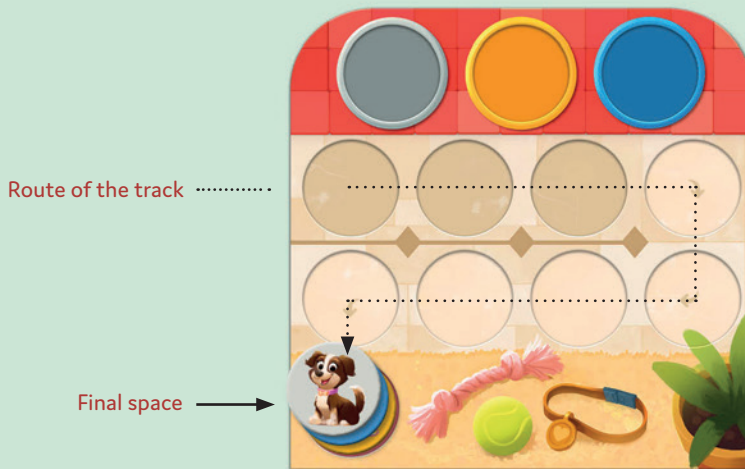
EXAMPLE: The player has chosen cheese and has 3 dice showing the symbol. Since each bowl can only hold 3 Food tokens, they take 2 more cheese Food tokens from the reserve and place them in the cheese food bowl on their Track board.



If you decide to keep **animals** (dog, cat, mouse), and there are Food tokens already in that animal's bowl, the animal eats. For each Food token you wish your pet to eat, you must have a die showing a symbol for that animal. For each pair of Food token and dice symbol, move your corresponding Animal token forward one space on your track. The eaten Food tokens are returned to the reserve. The number of animal symbols on the dice matters: to use 2 fish, you must have 2 cats. Animal tokens cannot occupy the same space (except the final space) and will move past each other onto the next empty space.

Leave any Animal tokens that have finished on the final space. Put your remaining food tokens of this animal back in the reserve. If all of your Animal tokens have now reached the end of the track FIRST, you have won the game. Congratulations!

If not, your turn is now over and play continues clockwise around the table.



EXAMPLE: The player has chosen the cat and has 2 dice showing the symbol. There are 2 fish Food tokens in the cat's bowl, so the cat Animal token will move forwards two spaces. It first moves past the dog and mouse into the next empty space and then moves again into the next space.



Variant

If all players are experienced with the game, you may try the following variant rules.

- You may only roll the dice up to two times per turn.
- Your animals must enter the end of the track from smallest to largest. First the mouse, then the cat, and finally the dog.



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written consent of MNKY Entertainment. MNKY Entertainment has developed
this game with the greatest possible care and can in no way be held responsible
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WARNING! Choking hazard. Not suitable
for children under 3 years. Contains
small parts. The items in this game may
vary from the images in the rulebook.