

Eat me, If You Can

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Eat Me, If You Can is a 3-6 player social deduction game where players, playing as either the Big Bad Wolf, the Not-So-Helpless Pigs or Red Riding Hood, aim to gain 10 points by getting lots of restful sleep or by successfully trapping the Big Bad Wolf when he comes to eat them!

Note: The clear round tokens are worth one point each, while the hearts are worth five points each.

Setup

1. Each player should be dealt a double-sided action tile, which has a picture of a sleeping Red Riding Hood on one side and the Big Bad Wolf caught in a trap on the other, and three of the clear, round tokens.
2. Place the remaining tokens in the middle, within easy reach of all players.

Gameplay

1. The player who last ate starts by taking the character cards and dealing them as they wish to the other players. The character cards in play depends on the number of players and a corresponding key is provided in the bottom right-hand corner of each character card.
2. Each player dealt a character card with a Pig or Red Riding Hood should then secretly decide which action they would like to take by placing the tile with their desired action face-up behind/beneath their character card. Players can decide to either sleep restfully that night, if they think that the Wolf player will choose to eat someone else, or to stay up all night ready to trap the Wolf, if they think the Wolf player will choose to eat them. Action selection should always remain secret.

3. Once each player has decided, the Wolf player chooses a player to eat.
4. That player then reveals their action tile and does the following:
 - a. If that player chose to sleep, the Wolf player takes a number of tokens from that player equal to the number of points indicated on the banner in the top left of that player's card.
 - b. If that player chose to set a trap, then the Wolf gives a number of tokens to that player equal to the number of points indicated on the banner in the top left of that player's card.
5. All other players, not chosen to be eaten by the Wolf, then reveal their action tiles and do the following:
 - a. If the player chose to sleep, they take a number of tokens from those in the middle equal to the number of points indicated on the banner in the top left of that player's card.
 - b. If the player chose to set a trap, they gain no tokens this turn.
6. The player who was chosen by the Wolf, regardless of whether they were eaten or successfully trapped the Wolf, then gathers all of the character cards and distributes them among the players as they wish. They do not have to give the Wolf card to themselves.

Ending the Game

If at the end of a round, one or more players has 10 or more tokens, the game ends. The player with 10 or more tokens wins. If multiple players have 10 or more tokens, then the winner is prioritised by the following:

1. The player who, as the Wolf, successfully ate another player's character, or the player who successfully trapped the Wolf, during the previous round.
2. The closest player to the Wolf, in a clockwise direction, that slept soundly during the previous round.