

# Tidbits LAYMAN KINGSFORD'S Human Flavor



2 Players



10-20 min.



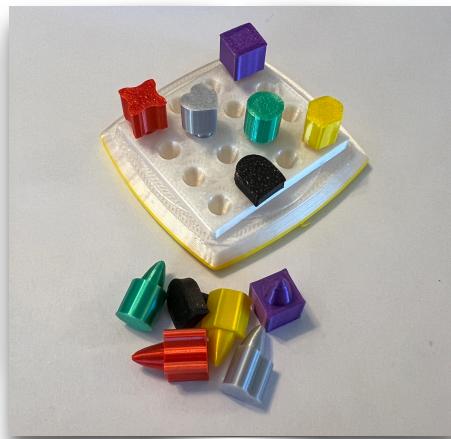
Ages 12+

## PREMISE

Clans of supernatural creatures are living in plain sight among the nameless human population of BigBad City. You must help one of these clans to snatch enough humans from around the city for your wickedly cute minions to snack upon. The first player to reach 18 snack points wins!

## COMPONENTS

2 dice (12mm, six-sided) • 18 polyomino **tiles** • 2 peg **boards** • 55 pegs (15 **black** gravestones, 8 each of **red**, **green**, **yellow**, **purple** & **grey**) • 4 magnetic **meeples** (2 of each clan)



## SETUP

- Each player chooses a clan (color) and takes the two meeples and peg board that match
- Roll dice to see who goes first. The player going second sets aside **1 black gravestone** peg to discard at anytime in order to **re-roll** (once) any one or two dice
- Clear out the tin to reveal the score track (bottom) and the city map (lid)
- Shuffle the polyomino tiles, deal 1 to each player (face-down); then stack the remaining tiles (face-down) and reveal the top one

## GAMEPLAY

1. Active player **rolls** both **dice**
2. You **MUST Move** your **meeple** on the **city** map to a different and unoccupied location that matches the result of ONE of your dice (first round they start off the map)
3. **Gain** 1 resource **peg** (human captive) equal to the result of your OTHER die as listed on the location your meeple is at
4. You **MUST place** the gained **peg** somewhere on your board
5. When **complete** the **polyomino** pattern on your tile, you immediately do the following:
  - **score** the tile by placing your 2nd meeple on the score track (see below)
  - **remove** the pegs that completed the tile and
  - **place** a black **gravestone** peg in one of the vacated holes
  - **draw** a new **tile** (either the revealed one or the one from the top of the stack)
6. The next player repeats steps 1-5 until someone wins the game (gain 18+ points)

## SCORING

**1 Point** per peg placed in a completed Polyomino

**1 Additional Point** for every peg matches your clan color

## RULES Clarifications

**MYSTICS:** If you are playing Clan Mystic, you score 1 additional point for completing each polyomino tile that does NOT have a color requirement.



This icon means you can **CHOOSE** which **resource** to gain.

**Tile Completion:** polyomino tiles are scored AS SOON AS they are completed

At any time (on your turn) you may **GAIN 1 GRAVESTONE** to your board to **+1/-1** to one of your dice (which is helpful if you can't move your meeple at the start of your turn) **OR** to **draw** an additional polyomino **tile**.

**Pegs** must match **color** and **position** as depicted on your polyomino tile (white squares are completed with any peg)

**Polyomino** can be rotated but not mirrored to fit open spaces on your board.

**Rolling doubles:** you choose ANY OPEN location to move your meeple to then gain the resource matching the dice result.

You may choose to **pass** your turn (if you don't want to gain gravestones to re-roll undesired or unusable results).

**SOLO variant:** coming soon!