

HOW TO PLAY

Nacho Pile



2-4 PLAYERS



20 MIN.



AGES 7+

Contents

- 54 Chips
- 4 Plates
- 1 Bag (packaging)

Setup

Give each player 1 Plate, and set the rest aside. Put all Chips into the Bag and place it on the table. The first player is the player to have most recently eaten nachos.

Objective

Don't let the delicious look deceive you, this game is about taking from your friends. Push your luck to pile your nacho plates high, in hopes of getting to eat (score) them. Don't be too risky though, or you'll end up with an empty plate and stomach.

Gameplay

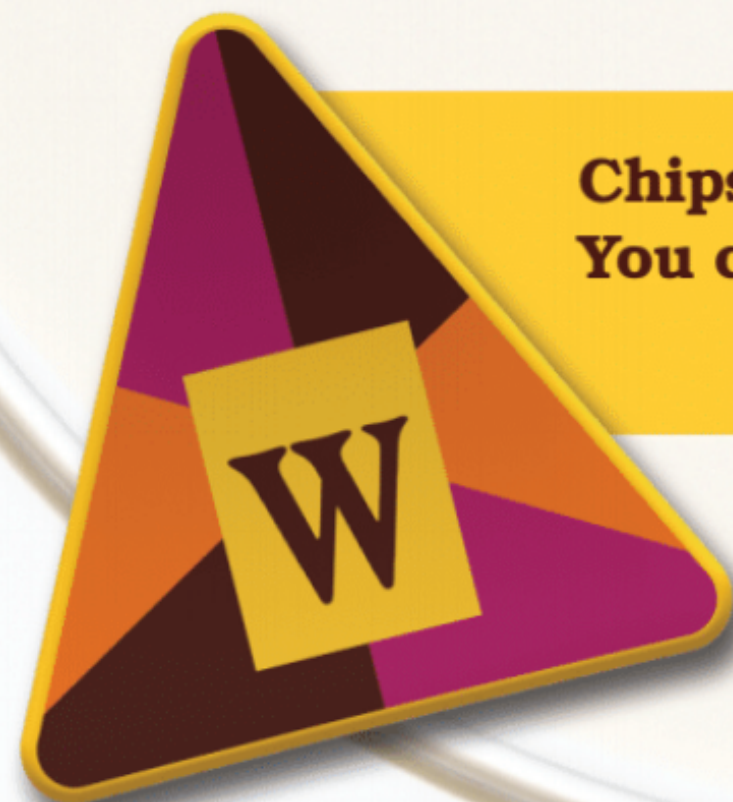
Players take turns clockwise.

- 1** At the start of your turn, claim any Chips in front of you. Put them onto your Plate to show they have been scored.
- 2** Reach into the Bag and pull out a Chip. Continue doing this until you **BUST** or decide to **STOP**.

BUST. If you pull out a Chip that is identical to another Chip you pulled out this turn, you bust. Place all the Chips you drew this turn back into the Bag and end your turn.

STOP. If you choose to stop before you bust, place all the Chips you drew in front of you. Take any Chips in front of other players that have the same number. Keep each type of chip in a pile.

**Chips with a W are wild.
You can make that Chip
any value (1-7).**



Special Chips

If you draw one of the three Special Chips, immediately do its effect, then put that chip onto your Plate.



Steal one Chip pile in front of any other player and put it in front of you.

Choose one of the Chips you drew this turn. Immediately take all Chips of that number and put them onto your Plate. Ignore this effect if you haven't drawn any other Chips this turn.



Take any Chip pile in front of any player and put them back into the bag.



End of the Game

The game ends once there is only a single Chip left in the Bag. Reveal that last tile. The player with the most of that value Chip wins! If it is a Special Chip or Wild, the player with the highest number of Chips total wins!

Credits

Game Design: Ken Gruhl

Illustration & Graphic Design: Parla Creative

Game Development: Jon Gilmour

Playtesters: Hunter Shelburne, Ian Moss, Curtis Clark, The Northwest Ohio Game Designers