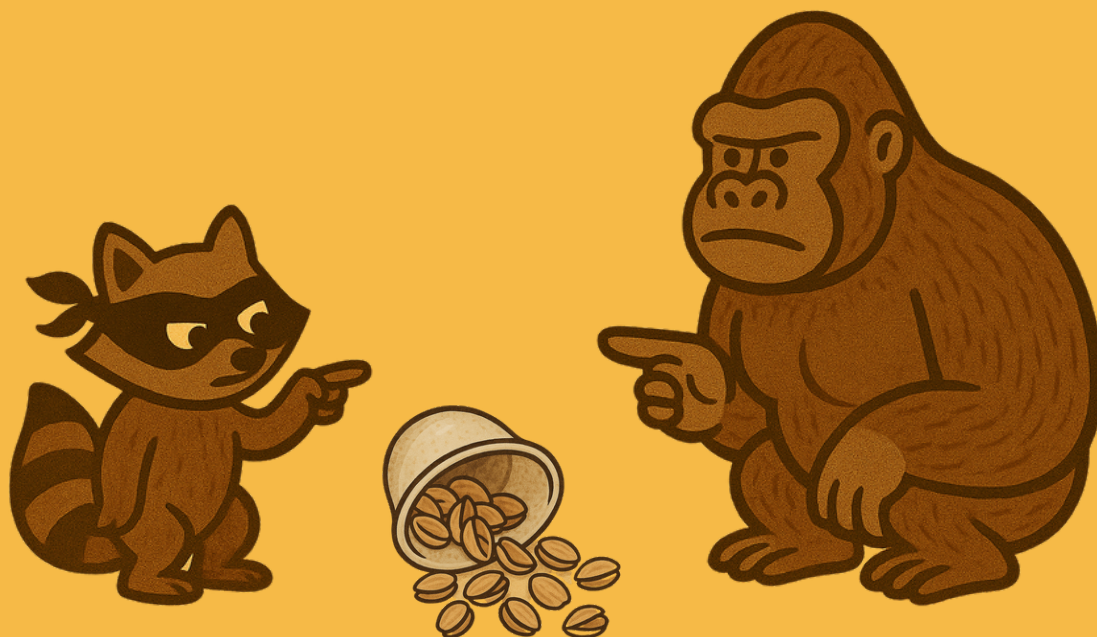


JEFF BABBITT

Pistachio

RULEBOOK

A hungry card game of Food, Sidekicks
and Golden Tournaments.



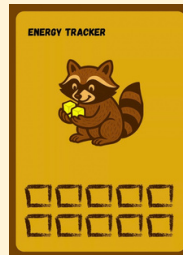
2-4 Players



30 Minutes

Collect three to win

Know your pieces



Setup

1

Choose your mode

Play the standard game without elimination, or choose the optional elimination mode before starting. Keep that mode for the whole game.

2

Shuffle and deal

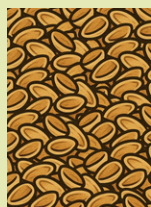
Shuffle the Main Deck. Give each player 10 Energy and 3 cards. The Shell Bowl, discard pile and Golden Pistachio supply start empty.

3

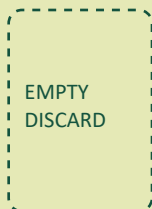
Choose the first player

The most recent person to eat a pistachio. Hunger starts inactive for everyone's first turn. Hand the Player Turn/ Hunger Event Token to the first player green side up.

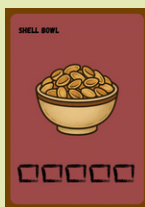
THE SHARED PLAY AREA



MAIN DECK



DISCARD PILE



SHELL BOWL

GOLDEN
PISTACHIO
SUPPLY

Keep Energy, hand sizes, Golden Pistachios and Sidekicks visible. Keep the identities of cards in your hand private unless an effect reveals them.

Your turn

Play freely during your turn. Resolve Hunger just before your final draw.

1**Check your hand**

If you start with more than 5 cards, lose 1 Energy per extra card. In the standard game, if this leaves you at 0, discard exactly enough cards to reach 5. See page 5.

2**Play your cards**

Play as many legal Food, Action, Sidekick or Golden Tournament cards as you like, in any order. Give other players a chance to Slap an eligible play before it resolves.

3**Discard if you want**

Pay 1 Energy total to discard any number of cards at once. This is an optional discard, separate from playing your cards.

4**Hunger, then draw**

If you are Hungry and did not successfully eat this turn, lose 1 Energy. Then draw 1 card, or 2 with Gorilla. Play passes to the next player still in the game.

FAST SKIPS YOUR TURN

Fast is the exception. It skips your whole normal turn, avoiding that turn's Hand Limit and Hunger penalties. Energized Fast also draws 1 card.

Energy has a ceiling

Energy is your life total and a resource for paying costs. It never falls below 0. Your usual ceiling is 10, reduced by 1 for each of your own Energy tokens in the Shell Bowl. Energy gained above that ceiling is lost. In elimination mode, reaching 0 results in death.

Hunger and hand limits

Successfully eating any Food makes the next player Hungry. If you are Hungry, you have your whole turn to eat. Check the result at the very end, immediately before your final draw. Players pass the turn token/ Hunger Event token to help keep track of player turns and Hunger Events

YOU ATE

You ate Hunger continues to the next player.



NEXT PLAYER IS HUNGRY

YOU DID NOT EAT

You did not eat Lose 1 Energy. Hunger clears for the next player.



HUNGER CLEARS

Food cancelled by a Slap does **not** count as having eaten.

More than five cards

Start your turn with more than 5 cards and lose 1 Energy per extra card. If the penalty would leave you at 0, pay whatever Energy you have, then discard exactly enough cards of your choice to reach 5. If already at 0, just make the forced discard. If you stay above 0, pay normally and keep your cards.

This forced discard costs no extra Energy and adds no Shell Bowl token. It only happens at the start-of-turn Hand Limit check. Falling to 0 later in your turn does not force a discard.

HAND LIMIT EXAMPLE

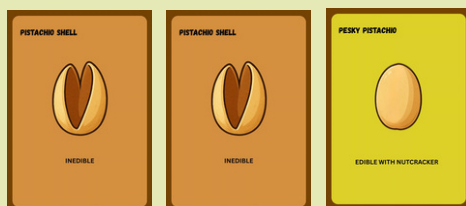
Example Start with 1 Energy and 7 cards. Lose your last Energy, then discard exactly 2 cards.

Finish your turn

Discard any number for 1 Energy

Pay 1 Energy total to discard any number of cards at once. This is an optional discard, separate from playing your cards.

The Shell Bowl holds 5 tokens. A voluntary discard costs 1 Energy and places a token in the Bowl. When all 5 slots are full, you must free a slot before using that discard action.



Discard several cards in one paid discard.

Recovering a token raises your ceiling immediately. Spill the Bowl also restores 1 Energy for each token returned to you.

Example With 2 of your tokens in the Shell Bowl, your ceiling is 8. Eating cannot raise your Energy above 8 until you recover a token.

Draw, then pass play

After resolving Hunger, draw **1 card**, or **2 with Gorilla**. Play passes to the next player still in the game.

When the deck runs short Set aside the top 3 cards of the discard pile. Shuffle the rest into a new Main Deck.

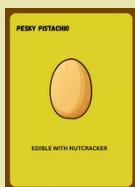
Food and shells

Food effects below apply during normal play. Tournament Energy rules are on page 11.



Pistachio

Gain **1 Energy**.



Pesky Pistachio

You must have **Nutcracker** in play to eat it. Gain **1 Energy**.



Loose Pistachio

Gain **1 Energy** and draw **1 extra card**.



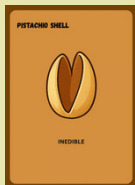
Raisin

Gain **2 Energy** normally. During a Golden Tournament, it still grants **1 Energy**.



Moldy Pistachio

Gain no Energy and **lose 2 Energy**. Every other living player discards a Food from their hand. A player with no Food reveals their whole hand instead.

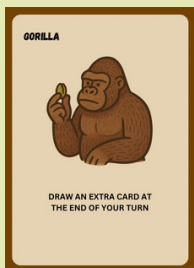


Pistachio Shell

Inedible. Remove it by discarding, donating or using an effect that moves the card.

Meet your Sidekicks

Play Sidekicks into your own play space. They stay until an effect removes them or you are eliminated.



Gorilla

Draw **2 cards instead of 1** at the end of your normal turn.



Nutcracker

Allows you to eat **Pesky Pistachios**.



Billy Goat

Choose **exactly 3 cards** from your hand and eat them together as a single Food. Gain **1 Energy**, as with a plain Pistachio.

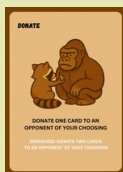
One of each. You may have all 3 different Sidekicks in play, but never two copies of the same one. A Sidekick being played can only be cancelled by an Energized Slap.

Actions and Energizing

Actions are used once and enter the discard pile as soon as they are played.

Energize an eligible Action by paying exactly 2 Energy when you play it. Use the stronger effect. An Energized play can only be cancelled by an Energized Slap.

You must have at least **2 Energy** available. Pay exactly 2 Energy to Energize in every game mode.



Donate

STANDARD Give exactly 1 chosen card from your hand to an opponent.

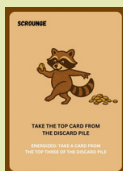
ENERGIZED Give exactly 2 different chosen cards to that same opponent.



Thief

STANDARD Steal 1 random card from an opponent's hand.

ENERGIZED Choose either 2 random cards from their hand, or 1 of their Sidekicks. A stolen Sidekick goes into your hand.



Scrounge

STANDARD Take the top card of the discard pile.

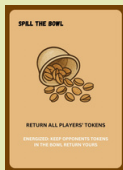
ENERGIZED Look at the top 3 discard cards and take 1 of your choice.



Picky

STANDARD Look at the top 3 cards of the Main Deck and rearrange them.

ENERGIZED Look at the top 4, keep 1 in your hand, and put the other 3 back on top in the order you choose.



Spill the Bowl

STANDARD Return all Shell Bowl tokens to their owners. Each returned token raises its owner's ceiling by 1 and restores 1 Energy.

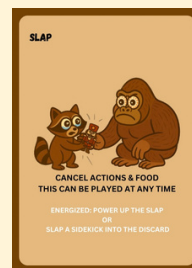
ENERGIZED Return only your own tokens in the same way. Everyone else's tokens stay in the Bowl.

Slap and Fast

Slap can be played out of turn in response to an eligible play. Every other player gets a brief chance to respond before that play resolves.

A normal Slap cancels a normal eligible play. To cancel an Energized Action, a Sidekick being played, or an Energized Slap, you need an **Energized Slap**.

A Slap can itself be Slapped. Keep resolving responses until the chain is settled.



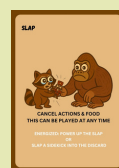
A SLAP CHAIN



A plays Food



B Slaps

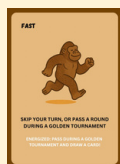


A Slaps back

Result If nobody responds again, the original Pistachio resolves and A eats it.

Use Slap offensively. On your own turn, an Energized Slap can target an opponent's Sidekick and send it straight to the discard pile. A normal Slap cannot do this.

Golden Tournament cards cannot be Slapped. Eligible cards played during a Tournament can still be Slapped.



Fast

STANDARD Skip your normal turn, avoiding Hand Limit and Hunger penalties. In a Tournament, sit out only the current round.

ENERGIZED Apply the same skip or sit-out effect, then draw 1 card.

Golden Tournaments

Play a Golden Tournament to interrupt the normal turn with an eating contest. The Tournament card itself cannot be Slapped, eaten (by a Billy Goat), or discarded.

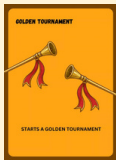


Start with the next player after the player who started the Tournament, then follow turn order. On your Tournament turn, play legal Actions and Sidekicks, then try to eat.

Eat one Food successfully and your Tournament turn ends immediately. Play moves to the next participant.

Pass to leave the Tournament for good. **Fast** lets you sit out just the current round and remain eligible for later rounds.

Continue round after round until only one participant has not passed, or the remaining participant is already the last player who successfully ate. The **last player to successfully eat** wins 1 Golden Pistachio.



Play a **Golden Tournament** card to start the contest.

EXAMPLE / A STARTS THE TOURNAMENT

ROUND 1

B passes

C eats

A eats

ROUND 2

C passes

A wins the Golden Pistachio

Food Energy changes. Food grants no Energy during a Tournament except Raisin, which grants +1. Loose Pistachio still draws a card; Moldy Pistachio still has its harmful effects.

If everyone passes without eating, nobody wins and nobody loses Energy for the failed Tournament. Afterward, resume the normal turn that was interrupted.

Winning the game

Three Golden Pistachios

Win three separate **Golden Tournaments** to be crowned the victor. Each time you win a **Golden Tournament** by being the last to eat, you receive a **Golden Pistachio**. Collect three **Golden Pistachios** to win!



Keep them in your play space. They cannot be stolen, slapped, thieved, or donated. Return them to the supply if you are eliminated in the optional mode. Your third Golden Pistachio wins the game immediately.

Optional elimination mode

In this mode, running out of Energy eliminates you immediately. Discard your Sidekicks first, then place your entire hand on top in the order you were holding it. Return your Golden Pistachios to the supply and leave any active Tournament. Preserve the discard order for cards such as Scrounge.

The Hand Limit penalty costs Energy but never substitutes a forced discard: reaching 0 eliminates you. Win by collecting 3 Golden Pistachios, or by being the only player left in the game.

10

ENERGY TO START

3

STARTING CARDS

5

HAND LIMIT

3

GOLDEN TO WIN