



MENU

Starters

The goal of *I Didn't Eat That* is to pay the least amount of your party's dinner check. You are welcome to make up your own explanations of the items on the check and the excuses you'll use to avoid paying.

To set up the game:

1. Separate out the Dessert and Tip cards and leave them aside.
2. Shuffle the Check cards and place them face down in a pile.
3. Shuffle the Excuse cards and deal 5 face down to each player. Set the rest aside.
4. The dealer or previous winner goes first. Play proceeds to the left.

How to Play

1. Draw a Check card and place it face up where everyone can see.
2. Play an Excuse card from your hand, placing it in front of you face-up. Your Excuse should be as Credible as possible (1-5 scale, 5 being highest) and

should indicate that you did not eat the Main or Side on the Check card. If you do not have an ideal card, you must still play something and hope for the best. Even an irrelevant card can potentially help.

3. The next player plays an Excuse. This continues until all players have played a card.
4. Once everyone has played an Excuse, determine who pays for the item (see *Deciding Who Pays*). This person collects the Check card for eventual scoring.
5. The player after the one who drew this round's Check card now draws a Check card and plays an Excuse, commencing a new round.

Note: Place your new Excuse directly on top of your old one. Watch for conflicts, as a player whose new Excuse conflicts with his or her old one must pay the Tip (see *The Tip*).

6. Repeat until 4 Check cards have been claimed. Shuffle all Excuse cards together and deal a new hand of 5 Excuses to each player. Repeat steps 1-7 until you have run out of Check cards to draw. (You may skip this step for a shorter game.)
7. Score the game and decide the winner (see *Scoring*). The winner gets free Dessert and can go first next time.

Deciding Who Pays

Once all players have played an Excuse in a round, look at the cards and see which card most suggests that its

player ate the item from the Check. Use the following process to help:

1. Did one or more players have an Excuse saying they ate the Main? If so, the one with the highest credibility takes the Check card.
2. If not, then did someone play an Excuse saying he or she ate the Side? If so, the one with the highest credibility takes the Check.
3. If not, then did anyone play an irrelevant Excuse that didn't mention the Main or the Side? If so, the one with the lowest credibility takes the Check.
4. If not, then did someone's Excuse say they didn't eat the Side? If so, the one with the lowest credibility takes the check.
5. If not, then did someone's Excuse say they didn't eat the Main? If so, the one with the lowest credibility takes the check.

In the event of a tie (same place in the above order, same Credibility), refer to the tying players' last-played Excuse. If those also result in a tie, send the Check back—the card is put at the bottom of the Check pile and not paid by anyone.

The Tip

Try to catch other players playing Excuses that conflict with the one played in the last round. For example, if someone played an Excuse saying they ate Meat last round, and plays one that says they didn't eat Meat this

round, that person must take the Tip card if caught. The person holding the Tip may give it to someone else if he or she catches another player with conflicting Excuses.

Scoring

After all players have played their Excuses (5 rounds), each player totals up the cost of all Check cards they claimed. The player with the Tip adds \$2 times the number of players to his or her total also.

The player with the lowest total wins, gets the free Dessert card, and can go first next time.

In the event of a tie, enjoy your shared cheapskate victory, or play again.

Advanced Rules

For a more sophisticated experience, try the following:

Five at a Time: Instead of drawing Check cards one at a time, lay out 5 in a row where everyone can see. Deal out 5 Excuses to each player. Each turn, play one Excuse face-up next to one Check card of your choice. Point your Excuse card toward yourself so you know which card was played by whom. Continue taking turns until all all players have played all their Excuses. Determine who claims each Check using the normal

process. You may continue setting up and claiming sets of 5 Check cards until all Check cards have been claimed, shuffling and re-dealing the Excuses before each set of 5. The winner is the player who paid the least. The Tip is not used in this version.

Blind Five at a Time: Same as Five at a Time, but you play Excuses face-down (but still pointed toward you to identify who played it). Once all Excuses are played, reveal them to determine who claims each Check card.

Credits

Game design by Ali Hajighafouri, Strife Games. Visit www.strifecards.com for the latest information.

Icons made by Delapouite, Lorc, Skoll, rihlsul, and various artists. Available on <http://game-icons.net>.