

THE SMARTEST BUSINESS GAME... ON RESTAURANTS!

WHAT THE GAME IS ABOUT

Welcome to **Belly Battle!** The smartest business game on restaurants. If your favourite cuisine is Mexican, Indian, American, Italian or Japanese then test your taste buds by paying a visit to the 24 restaurants in St. Cheeseburg. **Belly Battle** allows you to become an aspiring restauranter, who wants to expand his empire in the Republic of Belly. Buy restaurants from Mr. Munchwalla (with Brupees, the official currency of the Republic of Belly) and collect Munch fees from other players. You can also upgrade your restaurants with the intake of chefs and also become a star rated restaurant to collect higher Munch Fees. What's more is that you can takeover other restaurants, swap restaurants with other players and do a lot more!

HOW TO WIN

The richest player (highest no. of Restaurants, Chefs, Star ratings and Brupees) wins the game. The game ends when at least one player goes bankrupt.

CONTENTS

- 🍷 1 Game Board
- 🍷 24 Restaurant Cards
- 🍷 2 Corner Cafe Cards
- 🍷 6 Player Pawns
- 🍷 24 Chef Tokens
- 🍷 12 Star Tokens
- 🍷 1 Golden Belly Award Token
- 🍷 3 Bellyguard Insurance Cards
- 🍷 20 Munchtime Cards
- 🍷 1 Cheesy Scandal Card
- 🍷 1 Celebrity Visit Card
- 🍷 1 Haunted Card
- 🍷 1 MonsterChef Card
- 🍷 2 Dice
- 🍷 Brupees Currencies
(6 x Br 500, 12 x Br 100,
12 x Br 50, 140 x Br 10)



SETUP

1. Place the game board on a table/floor. Place the Golden Belly Award Token, Cheesy Scandal, Celebrity Visit, Haunted, MonsterChef cards and the 3 Belly Guard Insurance cards on their allotted spaces on the board.
2. Each player chooses a pawn and places them at the Start position.
3. Randomly pick and give each player one restaurant card and one munchtime card.
4. Give each player 1000 Brupees as follows (1 no x BR 500, 2 nos x BR 100, 2 nos x BR 50 and 20 nos x BR 10).
5. All the remaining money, tokens and cards are handed over to Mr. Munchwalla.

MR. MUNCHWALLA

An ideal candidate to be Mr. Munchwalla would be your parent /grandparent or, you can ask one of the players themselves to be Mr. Munchwalla.

Mr. Munchwalla is responsible for selling and buying back restaurants, providing Chefs and Star tokens to players to upgrade their restaurants and playing players compensations. Mr. Munchwalla acts as the owner of all the unowned restaurants and collects the Basic Munch Fees till a player lands on it and buys it.

Mr. Munchwalla has unlimited money. Even if he runs out of money during the game, he may still issue money and keep a note of it on a paper. Ensure that the player who also acts as Mr. Munchwalla keeps their money/cards/tokens separate.

GAME PLAY

The player who has the largest belly goes first.

ON YOUR TURN

1. Roll the two dice and move your pawn in the direction of the arrow, the same number of spaces as indicated by the dice. Your pawn remains in the same space till your next turn. Two or more pawns may rest on the same space.
2. Based on the space your pawn has landed,
 - a. Buy available restaurants/cafes.
 - b. Pay the restaurant owner (player who already owns the restaurant before you have landed) or you have to pay the basic munch fees to Mr. Munchwala if the restaurant is not owned by anyone
 - c. Do as per the instructions for special spaces.
3. After you have completed your turn, the player to your left plays their turn next.

SPACES ON THE BOARD

During your turn, you can land on three types of spaces

1) RESTAURANTS

There are different types of restaurants catering to six different cuisines - **PUNJABI, CHETTINAD, ITALIAN, AMERICAN, JAPANESE AND MEXICAN** in the game. Each cuisine is served in 4 restaurants.

BUYING RESTAURANTS / CAFÉS: If a restaurant is not owned by any other player, you can buy it from Mr. Munchwala as per the restaurant price indicated on the card and receive the respective restaurant card from him.

PAYING MUNCH FEES: If a restaurant is owned by any other player, you need to pay the Munch Fees to the restaurant owner. If there are no Chefs or Star ratings added to the restaurant that you have visited, you should pay just the BASIC Munch fees (This is the minimum visiting fee set for any restaurant). But if that restaurant has been upgraded with Chef(s) and also has a Star rating, you need to pay the respective Munch Fees as mentioned in the restaurant card. Also if a restaurant is not owned and you choose not to buy the restaurant, then you still have to pay the Basic Munch Fees to Mr. Munchwala.



Corner Cafes are special types of restaurants. If a player lands on a Corner Café space, they have the option of buying the same from Mr. Munchwala.

The main difference between a corner cafe and a restaurant is that even if any players pass over a Corner Café, then they will need to pay the Munch Fee (BR 30) to its owner (Other players or Mr. Munchwala). Please note that Corner Cafes cannot be upgraded with Chef(s) and Star ratings.

2) CORNER CAFES

3) SPECIAL SPACES

Apart from restaurants/corner cafes, there are thirteen types of special spaces.

TAKEOVER BATTLE

When you land on a "TakeOver Battle" space, you can challenge other players to take over one of their restaurants/corner cafes. During this battle, both the players roll a dice each. If the "challenged" restaurant has Chef(s) or has a Star rating added to it, the owner can roll the dice that many times as follows (1 chef - 2 rolls, 2 chefs - 3 rolls, 1 star - 4 rolls) and choose the highest dice value rolled. If you roll more than the owner of the restaurant, you can acquire the restaurant along with its Chef(s) and Star rating. If you fail to roll more than the owner, you need to pay the respective Munch Fees to the owner. If there is a tie between the two players, then role again.



SWAP SWAP



When you land on a "Swap Swap" space, you may choose to swap any one of your restaurants with any other player's restaurant of your choice. When the swap happens, all the Chef(s) and the Star ratings of the particular restaurant are swapped as well. This is optional.

SNEAKY EYES

When you land on a "Sneaky Eyes" space, you can have a look at the Munchtime card (See under "Munchtime") of every other player. This will be advantageous for you when planning your strategy for acquiring the restaurants.



GOLDEN BELLY AWARD



When you land on the "Golden Belly Award" space, you pick the award card and place it on the restaurant you bought last. It can be used in two ways.

- (1) When a player lands on the restaurant with the Golden Belly Award, you can collect double the Munch Fees from that player.
- (2) When a player lands on the restaurant next to the Golden Belly awarded restaurant, you can shout "Golden Belly" and take the Munch Fees paid to the restaurant even if you do not own that restaurant. During gameplay, if any other player lands on the "Golden Belly Award" space, you need to hand over the award to that player. The new player who receives it must place it on their last purchased restaurant.

MUNCHTIME

When you land on a Munchtime space, every other player reveals their Munchtime cards to you. Each card will have the two types of food (cuisines). If you own any restaurants serving those cuisines as mentioned on the munch time card, you get the Munch Fees for the restaurants serving those cuisines from the players. If you own multiple restaurants serving the same cuisine, you can collect the Munch Fees separately for all the restaurants from the players. Also, players have to pay to the restaurant owners for both the cuisines mentioned on their Munchtime cards. After using the munchtime card, the revealed munch time cards are returned to Mr. Munchwalla and new munchtime cards are randomly picked up by the players. If you do not own any restaurants when landing on the Munchtime space, you do not collect any munch fee.



BELLYGUARD INSURANCE

When you land on a "BellyGuard Insurance" space, you can pick the card and place it next to any one of your restaurants. Now, with this insurance card, the restaurant is protected against any "Takeover Battle(s)" and "Swap Swap" from any other players. There are three BellyGuard Insurance cards placed at the space. You can pick up only one Belly Guard Insurance card during a turn, and only if there are available at the space at that time.

YUCK! COCKROACH IN FOOD

When you land on this space, you need to pay BR 50 as compensation fee to any one player of your choice.



CELEBRITY VISIT

When you land on a "Celebrity Visit" space, this means that a famous celebrity has heard about your restaurants and made a visit. Your restaurants are now famous. For the next one round, you can collect additional BR 50 as Munch Fees from other players when they visit any of your restaurants. The player who lands here will pick up the Celebrity Visit card and returns the card back to the Celebrity Visit space during their next turn.

BOLLYWOOD SHOOTING

When you land on a "Bollywood Shooting" space, this means that a Bollywood film shooting is happening at any one of your restaurants. You can collect an additional BR 100 from Mr. Munchwalla.



HAUNTED

When you land on a "Haunted" space, this means that someone who is jealous of you has spread a rumour that your restaurants are haunted by ghosts. You need to forgo your Munch Fees from all your restaurants for one round. The player who lands here will pick up the Haunted card and return the card back to the Haunted space during their next turn.



MONSTERCHEF

When you land on a "MonsterChef" space, this means that Your chef is the winner in a cooking reality show - MonsterChef! You can collect double the Munch Fees from players who are visiting your restaurants for one round. The player who lands here will pick up the MonsterChef card and return the card to the MonsterChef space during their next turn.

CHEESY SCANDAL

Cheese makers are on strike. Irrespective of who lands on this space, all restaurants using Cheese (mentioned on every restaurant space) will have to forgo their Munch Fees for one round. The player who lands here will pick up the card and return the card to the Cheesy Scandal space during their next turn.



TUNNEL

When you land on a "Tunnel" space, this means that you can pass through the tunnel and arrive at the "Tunnel" space on the other end of the gameboard. This is a shortcut. But you cannot travel through the tunnel continuously in two consecutive turns. You can also choose not to travel through the tunnel.

CHEFS AND STAR

You can upgrade your restaurants by buying and adding Chefs (Tokens) to any of your restaurants at the end of any players' turn. Chefs and star can be bought as per the unit mentioned on the restaurant card. You can buy both the chefs and star in a single turn. You can also add a Star Rating to a restaurant only when it already has two Chefs. A restaurant can have a maximum of 2 chefs and 1 Star at any given point of time. When you add a Star rating, you can return the chef tokens back to Mr. Munchwalla. You cannot add tokens during the middle of a player's turn. If there are no tokens available with Mr. Munchwalla, you cannot buy or add tokens to your restaurants.

SELLING RESTAURANTS/CHEFS/STAR

Tough times! In case you want to sell your restaurant, you can sell directly to any other players at any cost. If there are many players who are willing to buy your restaurants, you can sell the restaurant to any player of your choice. If there are no players who are willing to buy the restaurant, you can sell it back to Mr. Munchwalla at any time for one-half the price you paid for them. Chefs and Stars can be sold back only to Mr. Munchwalla at the original cost (BR 50).

DOUBLE YOUR MUNCH FEES

If you own three restaurants which are adjacent to each other on the gameboard, then you can charge double the Munch Fees to any player visiting any of the three restaurants.

BANKRUPTCY

If you have no money left even to continue to play the game, even after selling all your restaurants, Chefs and Star ratings, you are bankrupt in Belly Battle. Hard Luck!

END OF GAME

When any player goes bankrupt, the game ends. Every other player (apart from the player who is bankrupt) calculates their wealth.

Wealth is calculated as follows

- Restaurants are valued based on the purchase price mentioned on the restaurant cards.
- Chefs and Stars are valued at BR 50 and BR 150 each.
- Available money in the players hand at the time of bankruptcy.

The player who has the maximum wealth (Restaurants + Chefs + Stars + Money) wins the game.