Lunch Money[™]

A fast-paced, multi-player card game where the players re-enact a real street fight, but without all the slippery blood.

Key Selling Points

- An exciting, fast-paced, multi-player card game.
- **Encourages smack talk** by combining darkly psychological images with provocative insults.
- Card combos and back-and-forth play make for fight sequences that seem more realistic and less turn-based.

What It's About

In Lunch Money, players use violence to settle their differences. Chains? Big Combos? Roundhouse Kicks? Eye Pokes? You bet — all that and more.

Of course, everyone's got a comeback up their sleeve, from prosaic Dodge and Block maneuvers to more specialized Disarm, First Aid, and Freedom cards.

But *Lunch Money* isn't just about violence. Threats, insults, and humiliation are also clear and present dangers to each player's pocket full of coins.

Your friends are the worst. Why not make them pay?

Gameplay Basics

- Each player starts with five cards and 15 pennies. When your money's gone, you're out of the fight.
- Players launch attacks on their own turns, but can defend themselves and sometimes turn the tables — when they're attacked on others' turns.
- Card combos make for exciting attacks and violent defenses. (Block + Grab + Hail Mary!)

Vital Stats

- Stock AG1100, ISBN 978-1-887801-47-8, MSRP \$19.95.
- Contains 110 poker-sized playing cards.
- 2-4 Players, 30 Minutes, Ages 13+.
- Box size 5.5" x 3.75" x 0.75", case count 12.







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