Ages: 6+
Players: 2-4

CONTENTS
1 Phil’ Up Chuck head, 4 dice, 16 shirt cards, & 20 pieces of food.

Phil will throw up his food; his head will pop open and the food inside will pop out when he is too full. Blech!

SET-UP
Place Phil’ Up Chuck on a flat surface in the center of the play area. Set all food pieces near Phil’ Up Chuck, in reach of all players. Make sure that Phil’ Up Chuck is empty and his head is securely closed before play begins. Each player chooses a color and is given four shirt cards that match with their color selection. Players lay their four shirt cards, clean side up (with no green splatters), in front of them. Each player is given one die. If there are any remaining dice, they are set out of play.

GAME PLAY
To begin a round players shout “1, 2, 3, GO!” All players roll their die at the same time (if all players roll the same number, everyone re-rolls). Players that roll the same number as another player skip their turn and are free from feeding Phil’ Up Chuck for this round. Of the remaining players, the player with the highest number begins and must feed Phil’ Up Chuck the number of food pieces that match their roll. Then, the player with the next highest roll must feed Phil’ Up Chuck the number of food pieces he/she rolled, and so on, until each player in the round has fed Phil’ Up Chuck. Remember, if your roll matches another player’s roll, you don’t feed Phil’ Up Chuck during this round.

Feeding Phil’ Up Chuck
After players have finished stuffing Phil’ Up Chuck and he does not upchuck, all players roll their die again to begin the next round.

OBJECT
To be the player with the most clean shirt cards indicating that you made Phil’ Up Chuck upchuck less than any other player. Note: “Upchuck” means that

When players take turns feeding Phil’ Up Chuck, hold Phil’ Up Chuck by his lower lip. Phil’ Up Chuck does not like it when you grab his head when feeding him!

If Phil’ Up Chuck upchucks at any time when a player is feeding him, then that player must turn over one of their clean shirt cards to the dirty shirt side and a new round begins. If Phil’ Up Chuck upchucks on their turn again, they must turn their second clean shirt card over to the dirty side, and so on. As soon as a player turns over their fourth clean shirt card to the dirty side, the game is over.

THE WINNER
When one player has turned all four of their shirt cards to the dirty side, the game is over. The player with the most clean shirt cards at that time is the winner!

In the Case of a Tie
If two or more players have the same amount of clean shirt cards at the end of the game, those players will play against each other in a tie breaking round. Game play is the same except players use only one shirt card, clean side up. If Phil’ Up Chuck upchucks on the player’s turn, the player has to turn over their clean shirt card to the dirty side, and they are out of the game. The player with the last clean shirt card is the winner.