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## Press release

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### *Expansion for Om Nom Nom*

***Brain Games is starting their first crowdfunding project.***

**The publisher Brain Games is developing an expansion for Om Nom Nom. It will start as a crowdfunding project on the European platform Spieleschmiede.com.**

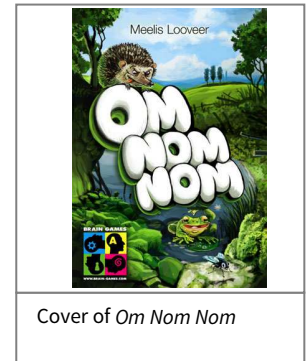
*Om Nom Nom* is a family and party game, designed by Meelis Looever and published by *Brain Games* in 2013. As the game has been received well, it was decided to make an expansion for it and it is now in the developing process. A crowdfunding project for the expansion will start in January on Spieleschmiede.com.

The game is made for 2 to 6 players. The main aim of the game is trying to capture as much food as possible, as everything you get will bring you points.

The game has three food chains, which each has three levels (for example, wolf – rabbit – carrot). At the start of the round 15 dice are rolled, which will also show food from the bottom and middle levels of each food chain. When that is done, players will play out 6 cards that each of them has in hand (from the middle and top level), thus trying to capture as much food as possible.

Players play cards one by one, but at the same time with the other players, so you never know what others will play. If you are clever and lucky enough, you manage to eat everything that's one level below you. However, sometimes it can happen that other player's card manages to capture yours, so you don't get anything. At the end of the round you get points for the cards you have captured, as well as the dice. The winner is the player with the most points after three rounds.

The crowdfunding project will start in different languages on: <http://www.spieleschmiede.com>



Cover of *Om Nom Nom*

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