

Basic context:

In this game there are two players: Bob the human, and Bob's house, the House. As the title implies: Bob wants a midnight snack. However, the House wants to stop him because it wants him to be happy and healthy. The way it does this is how any loving house would: by barraging him with books and CDs, attempting to make him go splat under a closet, and displaying various other loving gestures.

Bob has a specific skill set he can use to dodge attacks by the house, but since he is still sleepy, he only has so much energy. However, he can wake himself up at certain points in the house to be able to get more moves.

Pieces:

The pieces needed to play the game are:

- A token to represent Bob
- Four playing boards for the rooms:
 - The bedroom
 - The bathroom
 - The living room
 - The kitchen
- One deck of room-specific cards for each room
- Four general house cards
- A deck of cards for bob
- The scoreboard (board and two tokens)

Setup:

To setup the game, only a few things need to be done:

1. Get the scoreboard ready and place one token on the far left slot and one on the far right slot
2. Put the bedroom board on the table
3. House player:
 - a. Get the general cards in your hand
 - b. Get the bedroom cards in your hand
4. Bob player:
 - a. Assemble your deck
 - b. Get ready for chaos.

Assembling your deck (Bob):

The Bob player gets eight points to spend on his starting deck. You can choose any composition of cards as long as the total price of the composition is lower than or equal to eight.

The rooms:

Rooms are made up of 4 types of areas. Normal, safe, wake-up and spider. All those are walkable and are marked by little crumbs.

Normal areas have no special attributes.

Safe areas are areas where the house cannot hit you. You can walk over them without having to battle, but you still have to move the left token on the scoreboard.

Wake-up areas are special tiles where the Bob player can draw 2 cards after they have finished the battle for that tile.

Bob is very afraid of spiders. He does not dare to go past one without taking countermeasures. As such, the Bob player has to expend one of his cards (at random) in order to get past a spider tile.

All other tiles which have drawings on them and no breadcrumbs are not walkable and are purely esthetical.

Keeping score:

During the game, the House has the chance to hit you with its attacks. When this happens, the far right token on the scoreboard moves as many spaces to the left as the hit card indicates.

When Bob moves from one area onto another, the far left token moves one space to the right.

How to play:

The Bob player wins the game by advancing through every room and getting to the fridge. Advancing through a level is done by advancing over areas to get from the entrance to one of the exits. The safe and spider areas can just be walked over, whereas every normal and special area Bob wants to cross poses an opportunity for the house to try to slow him down. Whenever Bob moves to a dangerous area, a battle ensues.

Battles:

Both players have a deck of cards which they can play and once a card is played, it goes to the discard pile at the end of the battle. Used cards remain used for the rest of the room. Cards are only replenished when the game moves to a new room. The house also gains the cards for the new room (and it cannot use the cards from the previous room anymore). The house regains his general cards at the beginning of every room.

For the room order you simply shuffle all the room that are not the bedroom and the kitchen, and whenever you enter a new room you take the room card from the pile. You always start in the bedroom and the last room is always the kitchen.

Battles are played as follows: the House always starts and gets the choice to either play a card or pass. All of the house's cards indicate which cards have to be used in order to avoid taking damage from that card. The house also has "blind" cards which can be used to hide another card when they are played (this is the only case where two cards can be played at the same time. At the end of each round the amount of damage is counted and you move the right token on the 35 increment ladder (so if Bob takes 5 damage the right token is moved 5 spaces). If a dodge card can apply to multiple house cards the player gets to choose which card they use if for (after blinded cards are revealed).

Passing is an action which both the House and Bob get to take. Passing allows the other player to play one more card, after which the round ends (the other player may pass as well, not playing any more cards on that battle).

There is no limit on the amount of cards that can be played in a round, and the only way to end it is either by passing or if the Bob player plays their "Finish turn" card. Or if one of the players runs out of cards.

Some special cards explained:

- House:
 - There are House cards that are unavoidable, Bob can do nothing to dodge them.
 - There are two blinding cards the house can play: one of the four default cards (the "crazy lights" card) that the house owns, and the "Deo in your eyes" card from the bathroom deck. Blinding cards can be used to cover another card so the player can only guess what's coming at him.
 - The "anticipate" card can be used to negate (discard) the last card Bob has played, and Bob won't be able to use this card until the next room.
 - The "Reorganize" card can be used by the house to recall any basic attack card. Even ones hidden under a crazy lights. Placing it back in the house players hand
- Bob:
 - The "Matrix" card can be used to dodge any one card on the field, even double cards.
 - The "Finish turn" card can be used to end a battle. The battle end immediately after the card is played but the normal damage phase still applies.
 - "Echo" allows Bob to double the effects of one of the cards which are currently on the playing field. Bob has to choose which card he is echoing when he places the card. Effectively making it as if he has 2 of that card open.