**Hungry Hungry Nations**

Set up:

1. Each player chooses a nation
2. Place balls in corner slots, 5 each
3. Launch all of the balls into the arena at the same time by pressing the black button

**How to Play:**

Red balls are 1 point, the gold ball is the Avatar and worth 3 points.

* Round 1 players must try to collect as many balls as possible, players must record the total number of points collected after the round.
  + The player with the least amount of points loses and is kicked out of the arena for the remainder of the game.
* Round 2 players repeat the previous step, but the player with the most points is kicked out of the arena.
* Continue switching the win condition until one player remains.

MDA of the original game:

Mechanics:

* Players must control their hippo by using the lever to open its mouth and collect balls.
* Players can eject balls from the corner slots by pressing the black button.

Dynamics:

* “Whoever’s birthday is next gets to yell “GO!” Now gobble the marbles as fast as you can”
* If a child is playing this board game on their birthday, they would automatically be put in last in order; this could make a child 4+ very upset.

Aesthetic:

* The board game features bright colors and a whimsical aesthetic. There is one out of twenty balls that is gold rather than red, adding an additional bonus game.
* The hippos have names that have changed over the years and editions to the game, giving it personality.

Aesthetics that we changed:

* We changed the hippo’s names and paint jobs of the hippos giving them character and story in the new arena. We changed the mechanics which changed the aesthetics and feel of the game.