

Guts of Glory

rulebook version 0.3

design by Zach Gage
art by Jess Worby
development by Jesse Fuchs



Welcome, competitors!

Each of you has a mouth. Or maybe more than one. But definitely not none, or any fewer than that. Each of you is also one of the best, or at least one of the last, at the only game in town, if there were still a town: eating. So loosen your belt, unfasten your jowls, and get ready to prove that nobody, but nobody, can glut their gut like you!

Gameplay Overview

In Guts of Glory, you compete to be the greatest eater in the world—not that there’s much competition (or world), but what’s left is fierce.

You start with an empty mouth and a full plate of delicious comestibles. Each turn, you must cram a new delicacy from the plate into your mouth. Then, you must chew (always chew your food!), swallowing anything that’s been masticated into submission. Some cards give you glory, bringing you closer to victory, while others bolster your abilities or wreak havoc on an opponent’s mouth.

But beware! If you need to feed but have no room in your mouth, you’ll have to spew one of your precious cards at another competitor, along with the chance for extra glory. After all, it’s always more glorious to swallow something spewed at you than to just eat something off a plate. Everyone Knows that.

Setup

- Place the main board in the center of the table.
- Give each player one of the mouth boards, and place the matching player token on the track space marked ‘0’.
- Place the glory cards on the spot marked on the game board, and the chew tokens next to the board as shown.
- Now, it is time to assemble a game deck from the full set of cards:
 - Split up the cards into a Food pile (Blue, with coin icon) and a Condiment pile (Green, no coin).
 - Shuffle each deck separately, and deal out 5 Foods and 7 Condiments per player. These cards represent your Game Deck.

If this is your first game, we recommend you play with only two players, and use the following deck setup, shuffled, but with the 2 tapeworms and 1 of the Right Hand Gloves on top of the deck:

Foods: 1 Dentures, 1 Fridge of Virtue, 1 Shiny Thing, 1 Snack Product, 2 Tapeworms, 2 Tires of Doom, 1 Toast...er, 1 Weirdest Thing

Condiments: 3 De-Masticators, 2 Hot Hot Hot Sauces, 3 Laser Teeth, 3 Right Hand Glove, 2 Side Jaws, 2 Vitamin Zs.

Setup... Continued

- Remove the remaining cards from play.
- Shuffle the Game Deck, and place it on the spot marked on the gameboard.



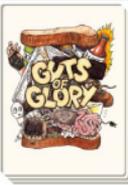
player 1 mouth

discard

deck

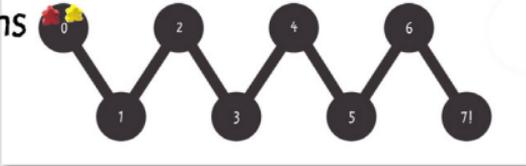
plate

glory



the plate

player pawns



player 2 mouth



Cards

Cards can be Foods or Condiments.

 Every card in the game has a toughness value, referenced by the number in the black chew on the upper right hand corner of the card. This is the number of chew tokens that must be placed on the card in order to swallow it.

Foods:



Food cards have a coin on top that shows their inherent glory value when swallowed. Some have special powers, which are marked with icons; others just have flavor text.

Condiments:

Condiment cards all have special powers:

 **In-Mouth Effect.** This icon denotes a power that is passively active as long as this card remains in your mouth (regardless of if this card has been chewed).

 **Swallow Effect.** This icon denotes a power that is activated upon swallowing the card.



Turn Order

Play begins with the hungriest player. If there is a tie, play begins with the angriest player. Turns then rotate clockwise around the table.

A player's turn consists of three phases:

Fill:

Draw from the deck and put the card(s) onto the plate until all three spaces are filled. If the deck is depleted, shuffle the discard pile to form a new deck.

Feed:

Take a card from the plate and place in your mouth. A Food card can only go on the two mouth cards, while a Condiment card can only go in one of the three slots in-between. If there is no available slot for the card, you must spew a card of the same type to make room (see "Spewing" below).

Chew:

Take two chew tokens from the pool. This may be increased or decreased by the mouth effects of your cards.

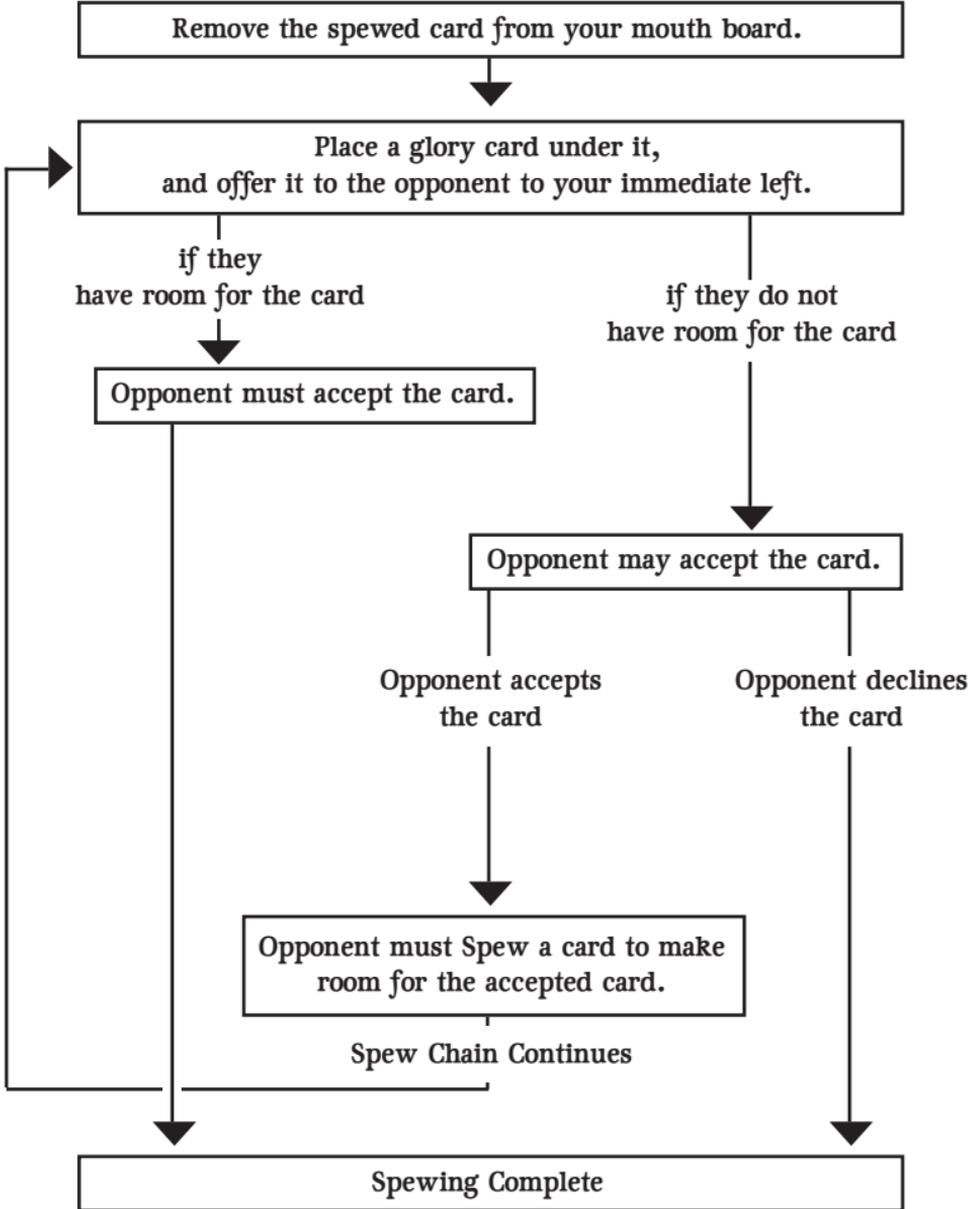
Place the chew tokens on cards in your mouth. You may place only one chew token on each card in your mouth, unless you have a special effect.

If the number of chew tokens on your card equals its toughness, it is immediately swallowed, along with any attached glory cards, and you must resolve any effects before placing another chew token. If the card is worth glory points, move your pawn that number of spaces along the glory track.

Spewing

This can be caused by feeding and/or certain card effects.
It is always mandatory.

How to Spew



Victory

The game is won immediately when a player reaches the end of the track (attains 7 glory).