

# Guts of Glory

**Summary:** Guts of Glory is a post-apocalyptic eating contest, in which 2-4 players compete to be the first to achieve 7 glory points by swallowing the most crowd-pleasing comestibles he, she, or it can.

## Setup:

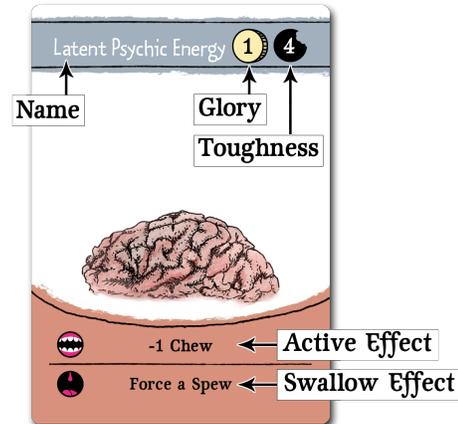
First, give each player one of the mouth boards, and place the glory (gold) and chew (red) tokens in two piles, off to the side.

Now, assemble a game deck from the full set of cards:

- Split the cards into a food pile (blue) and a condiment pile (red/green).
- Shuffle the food pile and deal 5 cards per player from it to a new deck.
- Shuffle the condiment pile and deal 6 cards per player from it to a new deck.
- Remove all un-dealt cards from play.
- Shuffle the two new decks together to form the game deck, and place it at one end of the tray.

You're ready to start!

**Cards:** Cards can be Foods or Condiments:



**Food:** Food cards have a blue banner on top. They are always worth glory when swallowed, and some also have special powers—these are marked by a red or green banner on bottom.

**Condiment:** Condiment cards all have special powers: either Attack (red banner) or Garnish (green banner). Swallowing them can only give you glory if the card has accumulated glory tokens through spewing (explained below).

## 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) on the tray.

**Feed:** You *must* take one card from the tray and put it in your mouth.

**Chew:** You *may* chew the cards in your mouth.

**Filling:** To begin your turn, flip cards off the top of the deck and fill the tray up to 3 cards. If the deck is depleted, shuffle the discard pile to form a new deck.

**Feeding:** Take a Food or Condiment from the tray and put it in your mouth. Foods can only go in the first or last slot in your mouth, while Condiments can only go in one of the three middle slots. If there is no available slot for the card, you must spew a card of the same type to make room (see below).

**Chewing:** During this phase, apply all Active Effects from cards in your mouth (see reverse side for detailed explanations).

You normally receive two chew tokens at the beginning of this phase. If you choose to chew, you *must* use all the chew tokens you can legally place. You may normally place only one chew token on each card in your mouth.

If the number of chew tokens on your card equals its toughness, it is immediately swallowed, and you must resolve any effects before placing another chew token. If the card is worth any glory points, collect them now and place them in your victory pile.

## Spewing:

- Choose a card to remove (spew) from your mouth.
- Place a glory token on the spewed card, and offer it to the opponent of your choice.
  - If they have room for it in their mouth, they must accept it.
  - If not, they may choose to either reject it or accept it.
    - If they reject it, place any glory tokens on it back in the pile, and place the card in the discard pile.
    - If they accept it, they must now spew one of the other cards in their mouth, by the same rules.

## Winning:

The game is immediately won when any player receives their seventh glory point.

## Attack Effects

### Feed an Opponent

Choose an opponent and a food item from the tray. Your opponent *must* place the selected card in their mouth.

### Force a Spew

Select an opponent's card. Your opponent *must* spew it at the player of your choice.

### Clear All Chews on One Opponent's Card

Remove all chew tokens from the card.

### Force an Opponent to Swallow One of Their Cards

The opponent of your choice must immediately swallow a card of your choosing. All effects immediately occur as if they had swallowed it normally.

### Discard a Plated Card

Discard any card from the tray.

### Swap Your Food or Condiment With Opponent's Same

Exchange a card in your mouth with a card of the same type in your opponent's mouth. Both cards retain all of their current tokens.

## Garnish Effects

### Double Chew

During your Chew Phase, you may place up to two Chew Tokens on a single card. This effect is cumulative: thus, two Double Chews allows you to place up to three tokens, and so on.

### Spew

You *must* spew a card from your mouth.

### Feed Yourself

You *must* take a card from the tray and put it in your mouth.

### Feed Yourself Off the Top of the Deck

You *must* draw a card off the top of the deck and put it in your mouth.

### Extra Chew or +1 Chew

At the beginning of your chew phase, take one extra chew token.

### +1 Chew Next Turn/-1 Chew Next Turn

Place this card sideways, in front of your mouth. At the start of your next chew phase, take one more/less chew token, then discard the card.

### Swap Chews on Two Cards in Your Mouth

Swap the chew tokens on any two cards in your mouth.

### Swallow Another

You *must* Immediately swallow another card in your mouth. All effects immediately occur as if you had swallowed it normally.

### Cannot be Swallowed With Oil

This card may not be swallowed with the above effect