

INSTRUCTIONS FOR FUN AND SAFETY

YOUR EATING MANUAL FOR GUTS OF GLORY

**IN CASE OF ELECTRICITY
TUTORIAL VIDEO AT GUTSOFGLORYGAME.COM**

Welcome, competitors!

Each of you has a mouth. Or maybe more than one. But definitely not none, or 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. Each turn, you must cram something new from the plate into your mouth. Then, you must chew (always chew your food!), swallowing anything that you've managed to masticate 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.

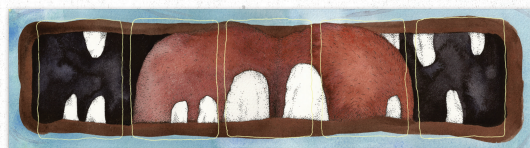
But beware! If you need to feed but have no room in your mouth, you'll have to spew one of your precious cards at another competitor, along with a chance for extra Glory. After all, it's always more glorious to swallow something spewed at you than to just eat something off a plate. Everyone knows that.

SETUP

- Place the game board in the center of the table.
- Give each player one of the mouth boards, and place the matching player token on the Glory track space marked '0'.
- Place the 13 Glory cards (red-backed) face-up next to the track, and pile the chew tokens next to the board. When you need chews during the game, take them from here.
- Now, assemble a game deck from the full set of cards:
 - Split up the cards into Foods (blue, with coin icon) and Condiments (green, no coin), and shuffle each type separately.
 - Then, deal cards from each pile, as shown in the chart below, and shuffle them together. This will be the game deck.

Players	Food Cards	Condiment Cards
2	10	15
3	13	20
4	16	25

- Place the deck face down on the spot next to the plate, and return the rest of the cards to the box.



player 2 mouth



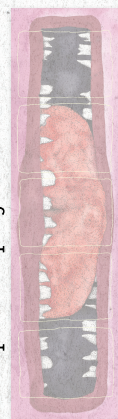
optional player 4 mouth



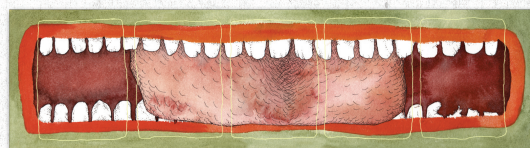
discard

deck

plate



optional player 3 mouth



player 1 mouth

FOR YOUR FIRST GAME

Until you've acclimated, we recommend trying a two-player game using the following Starter Deck—shuffled, but with the 2 Tapeworms and 1 Right-Hand Glove on top of the deck:

Foods: 1 Fridge of Virtue, 1 Shiny Thing, 2 Snack Products, 2 Tapeworms, 3 Tires of Doom, 1 Weirdest Thing You Can Possibly Think Of

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

CARDS

Cards can be Foods or Condiments. Broadly speaking, you can think of Foods as point cards and Condiments as power cards, although in practice it's a bit more complicated.



FOODS

1

Food cards are always blue, and have a coin on top that shows their innate Glory value when swallowed. For instance, this Mutant Boot will be worth at least 1 Glory point when it's swallowed.

While some foods have special powers, which are marked with icons, others have none.



CONDIMENTS

Condiment cards are green and never have a coin on top.

Condiments, however, always have some sort of special power—sometimes even two, as with this Hot Hot Hot Sauce.

CAN A CONDIMENT EVER BE WORTH GLORY?

Yes! If it has been spewed, it will have accrued Glory cards, which are worth 1 Glory point each.

More on this later.

CARD ICONS

CAN I DECIDE NOT TO USE A POWER?

Unless specified, all powers are required.

Also, unless a card says otherwise, any power that target a player can target any player, including yourself.

WHAT IF A POWER HAS NO AVAILABLE TARGET?

When a power is activated and has no available target, the power "fizzles" with no effect.

TOUGHNESS

3

Every card in the game has a Toughness, shown in the black circle on one corner of the card. This number shows how many chew tokens must be placed on the card in order to swallow it.

MOUTH POWER



This icon indicates a power that is active as long as this card is in your mouth (regardless of whether or not it has been chewed).

SWALLOW POWER



This icon indicates a power that is activated upon swallowing the card.

GAME START

Play begins with the hungriest player. If there is a tie, play begins with the angriest player. It is assumed that you can solve this on your own. Turns then rotate clockwise around the table.

TURN ORDER

Except for their first turn, each player's turn consists of the following four phases:

WHAT IF THE DECK RUNS OUT OF CARDS?

Any time cards need to be drawn and there aren't enough cards in the deck, shuffle the discard pile and flip it over.

Look, a new deck!

IS THE FROTH PHASE JUST FOR GETTING CHEW TOKENS?

Not necessarily. Some Mouth powers can occur during the Froth phase; although most of these only affect the number of chews gained, some, such as Mouthwash, have other effects. Take care of these in any order you want.

FILL

Draw cards from the deck and place them on the plate until all three spaces are filled.

FEED

Take a card from the plate and put it in your mouth. Food cards go on your teeth, while condiment cards go on your tongue, as shown in the diagram below. If there is no available slot for the card, you must spew a card to make room (see "Spewing" on the next page).



If this is your first turn, skip the next two phases and end your turn here.

FROTH

Take two chew tokens from the pile. This number may be affected by Mouth powers on your cards.

CHEW

Distribute your chew tokens on the cards in your mouth. You may place only one chew token on any card in your mouth per turn—unless you have one or more "Double-Chew" powers, which would allow you to place two chew tokens on any affected card.

You must use all of the chew tokens you are able to; any that can't be used are returned to the pile.

"Why am I chewing?" you may be wondering.

We have anticipated your question. See "Swallowing and Gaining Glory" on the next page.

SWALLOWING AND GAINING GLORY

WHAT HAPPENS IF I SWALLOW TWO CARDS AT ONCE?

You can never swallow two cards at once. It's unsafe and gauche. But, since you're swallowing one at a time, you can place a chew on a card that has just entered your mouth as a consequence of your last chew.

Any time the number of chew tokens on your card equals or exceeds its Toughness, it is immediately swallowed.

If a swallowed card or any of its attached cards are worth Glory points, move the swallowing player's pawn the appropriate number of spaces on the Glory track.

Swallow powers of attached cards are not triggered.

Resolve all triggered Swallow powers before placing another chew token—this includes any consequences of those powers, such as other cards being swallowed and/or their Swallow powers being triggered.

Now, return any attached cards to the Glory pile (or, for non-Glory cards, the discard pile) and any chews to the chew pile. Place the swallowed card face-up in the discard pile—unless it has a Swallow power that occurs on your next turn, in which case turn the card on its side and place it in front of your mouth. (Discard it after it takes effect next turn.)

SPEWING: CONDUCT AND ETIQUETTE

Spewing occurs either when you Feed a card and have no room for it, or when a card power requires it.

DO I REALLY HAVE TO FEED A SPEWED CARD IF I HAVE THE ROOM FOR IT?

Absolutely. Guts of Glory is a contest of gentlemen.

WHAT HAPPENS IF WE'RE OUT OF GLORY CARDS?

For one thing, you're disgusting. Please try to remember that this is a game for gentlemen.

At this point, no more Glory cards will be attached until some return to the pile.

HOW TO SPEW

- Choose a card to remove from your mouth.
- Tuck a Glory card under the spewed card, (or the topmost card already attached to it) and offer the stack to the player on your left. Spewed cards retain all of their chews.
- If they have an appropriate slot available in their mouth, they must feed it. **The spewing is now complete.**

_____ **If they did not have room in their mouth, _____
they may either feed or refuse the card.**

- **If they feed it**, they must now spew one of the other cards in their mouth to make room, by the same rules. This chain of spews continues until one player has an available slot for a spew, or refuses.
- **If they refuse it**, place any cards attached to it back in the appropriate Glory or discard pile, and place the card in the discard pile. **The spewing is now complete.**

VICTORY

The first player to have 7 or more Glory points at the end of their turn wins the game—and is thus, The Guts.

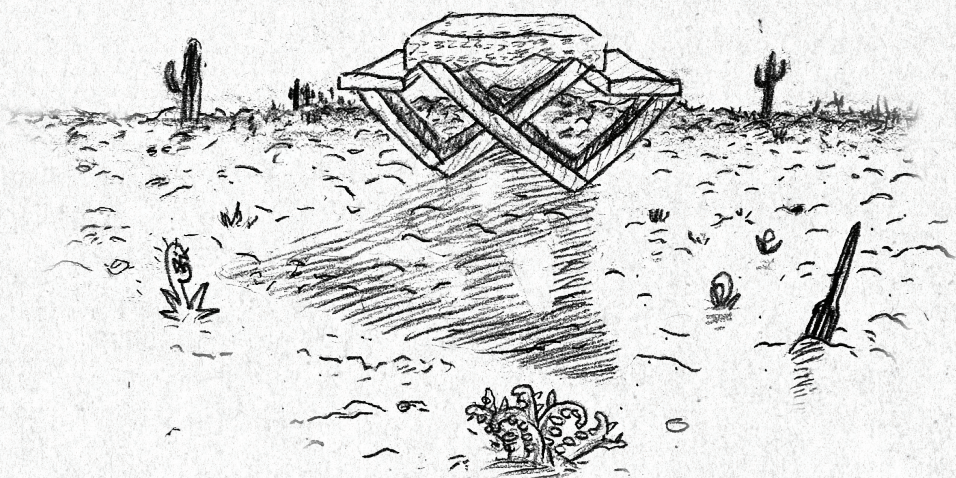
THE FORK CARD

The Fork card is an optional (but useful!) accessory to keep track of turn order.

Sometimes Spewing can become so involved that players forget whose turn it is. Do not be alarmed, this is normal. If you find this happening to you, use the Fork as a marker to remember. Have each player pass it onward when their turn is complete. Bon Appétit!

THANKS

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CARD FAQ

TOOTHBRUSH

The new Chew is placed on the card that had the glory.

MOUTH WASH

Chews *may* even be “swapped” between a card with chews and a card without chews. This effectively transfers all the chews to the unchewed card.

TELEPORTER

Card “type” refers to *Condiment* or *Food*: i.e., swallowing the Teleporter means you swap a Condiment for an opponent’s Condiment, or a Food for an opponent’s Food. As always, Chews stay on the cards.

X-RAY SPECS

Draw the top 5 cards off the deck, choose one and feed it.

If the deck does not contain 5 cards, draw the remaining cards, shuffle the discard pile to form a new deck, and continue drawing until you have 5 cards.

Afterwards, return the other 4 cards to the deck before reshuffling. Do *not* shuffle the discard pile into the deck.

TAR

If there is only 1 Chew on the target card, remove it. Even if no Chews are present and that part of the power fizzles, Tar is still attached to the card, and its Toughness is still increased by 2.

GET BUFF

At no point can your Glory ever go below 0. That’s rock bottom. You’ve made it.

CHEWS GAINED FROM CARD POWERS

When Chews are gained due to the effect of a card (such as Tire of Doom, Lipstick, Laser Teeth, or Toothbrush), note that they do *not* count towards the normal one-chew-per-card-per-turn rule.

Example 1: A chew gained through swallowing Lipstick may be placed on a card that was already chewed during the same phase.

Example 2: A player with two Tires of Doom may chew each one once, each time gaining another Chew on the other Tire.