

# Meat Sweats™

The Game

## Thank You

First and foremost, we want to say a MEATY "Thank You" to our Kickstarter backers, friends, family, and play-testers who made this game possible. We are humbled and truly grateful for your support.

## Contents

- (11) Carnivore Cards



Bonus NPC



- (11+1) Carnivore Power Cards



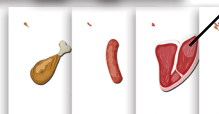
- (30) Action Cards



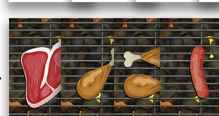
Card Back



- (60) Craving Cards



- (69) Grill Cards



Card Back



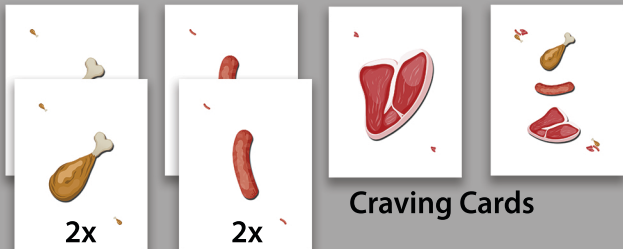
- (1) Instruction Sheet

## Setup

### 1- Starting Hands

All players begin with identical hands, depending on the number of players (See below). Players can look at their cards. These same cards will cycle through the player's hand

#### Starting hand for 6-10 players (Standard)



Craving Cards



Action Cards

#### Add these cards for 4-5 players (Standard +)



### 2 - Shuffle Grill Deck

Shuffle all 69 grill cards and place them meat-side-up in the Grill Deck location shown in the *Grill Area Detail*. 🍖



### 3 - Select Your Carnivore

Players select their unique Carnivore Cards at random. Each player gets one of 11 Carnivore Cards to show their actions in the game.



Players then select their matching Carnivore Power Card, giving each player a unique ability to break the rules.



### 4 - Introduce Your Carnivore

The final part of setup requires that each player introduce his/her carnivore and unique in-game power. Feel free to take on the role and be as silly or serious as your group will allow. (Note: Silly is more fun.)

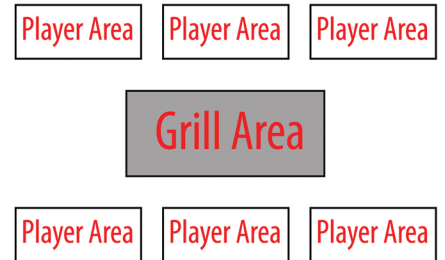
### Player Count Rule Changes

Please reference the table below to determine the number of grill cards to load each round, how many scored grill cards trigger the end game condition, and to determine starting hands. These things change based on the number of players.

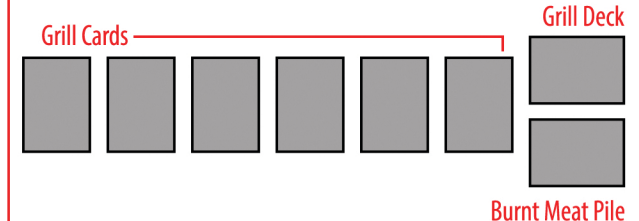
Player count	Grill Cards loaded each round	Grill Cards needed to end game	Starting hand
4	3	8	Standard +
5	4	8	Standard +
6	4	7	Standard
7	5	7	Standard
8	6	7	Standard
9	6	6	Standard
10	7	6	Standard

Table 1

## Table Layout



## Grill Area

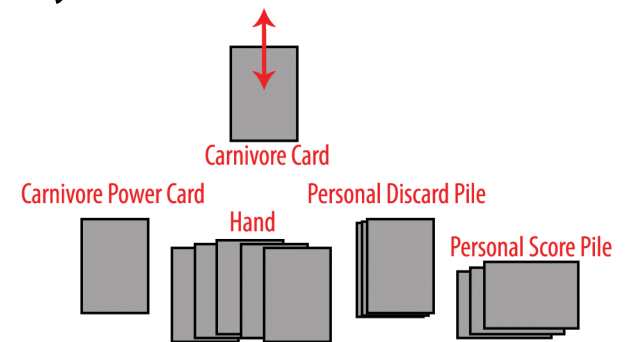


Grill Cards represent the available meat coming off the grill. Each meat has a hidden point value based on its desirability: Chicken 1-2, Double Chicken 2-3, Sausage 3-4, and Steak 4-5 points.

Grill Deck holds all future available meat. The last card pulled from the Grill deck triggers an end game condition.

Burnt Meat Pile represents meat that didn't make it into someone's score pile.

## Player Area Detail



Carnivore Cards move back and forth from the player area to the grill area each round to show players' actions.

Carnivore Power Cards have either "per round", "per game", "end game" or "unlimited" abilities. Players flip this card over when they use their ability and follow instructions on the back side of the card.

Personal Discard Piles are where each player places the white Craving and Action Cards on their Carnivore Card at the end of each round. These cards can only be returned to the player's hand by playing a Burp Card instead of a Craving Card.

Hand is visible to the player, but kept hidden from other players. Your hand holds the Craving or Action Cards available for claiming meat, attacking, defending, or recovering your personal discard pile.

Personal Score Pile is where each player keeps their claimed (eaten) Grill Cards until end of game scoring.

# Gameplay

## 1 - Load the Grill

Draw and place Grill Cards from the Grill Deck as shown, depending on the number of players (see Table 1 on reverse page). The Grill Deck previews a meat available in the next round (Fig. 1).



Fig. 1

## 2 - Position Your Carnivore

Players *simultaneously* position their Carnivore Card next to a desired Grill Card. Players may adjust until the last Carnivore Card is played, then everyone is "locked-in" (Fig. 2). Note: If a player is taking too long to decide, any player can start a 3-2-1 countdown.

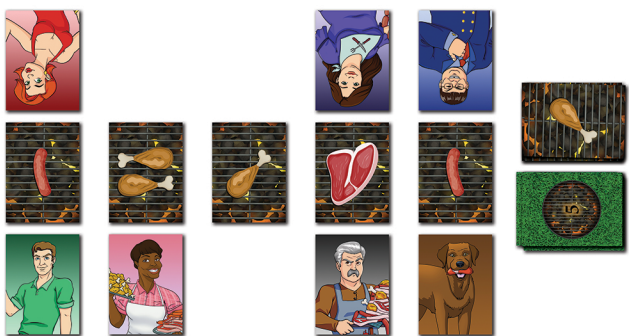


Fig. 2

## 3 - Place Your Craving and Reveal

Players *simultaneously* select and place a matching Craving or Burp Card from their hand face-down onto their Carnivore Card. When everyone has played a card, reveal simultaneously (Fig. 3).



Fig. 3

## 4 - Claim Your Meat

All Grill Cards are resolved by the end of this phase. Examples in Figures 4, 5, & 6 illustrate potential outcomes.

Uncontested Grill Cards (Section 4a) are resolved immediately, while contested Grill Cards (Section 4b) may involve additional "combat" between two or more Carnivores competing for the same Grill Card.

## 4a - Uncontested/Burp/Burp

Players can immediately claim their Grill Card if they played a matching meat Craving Card and it is uncontested, meaning no other Carnivore has a claim to that Grill card (Fig. 4, group B↓).

If no Carnivore Card is positioned next to a Grill Card (Fig. 4, group C↓), the meat is placed face-down in the Burnt Meat Pile.

A Burp Card cannot claim a Grill Card, but allows a player to pick up their personal discard pile. The Grill Card is treated as Burnt Meat (Fig. 4 group C ↓) or uncontested (Fig. 5, group F→).

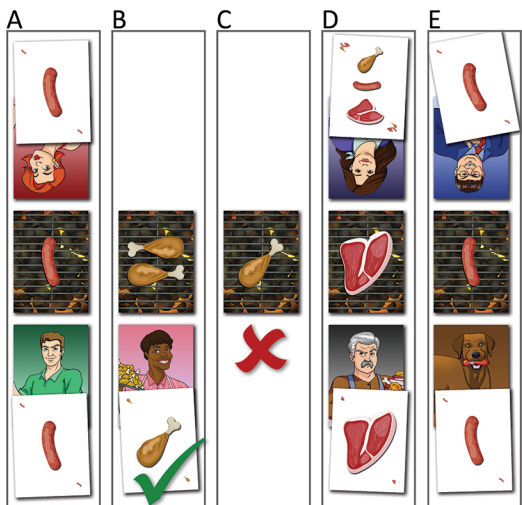


Fig. 4

## 4b - Resolve Contested Grill Cards

If more than one player has a matching meat Craving Card next to a Grill Card (Fig. 6), it must be resolved. The Carnivore Card with the most matching Craving Cards claims the contested Grill Card.

Players *simultaneously* add matching Craving Cards from their hands to their Carnivore Card in an effort to overcome their opponent's Craving Card count (Fig. 6, group D↓). Play continues until one player has the most matching Craving Cards, and/or all players involved give up. No one wins ties. Tied Grill Cards go to the Burnt Meat Pile (Fig. 6 group A↓).

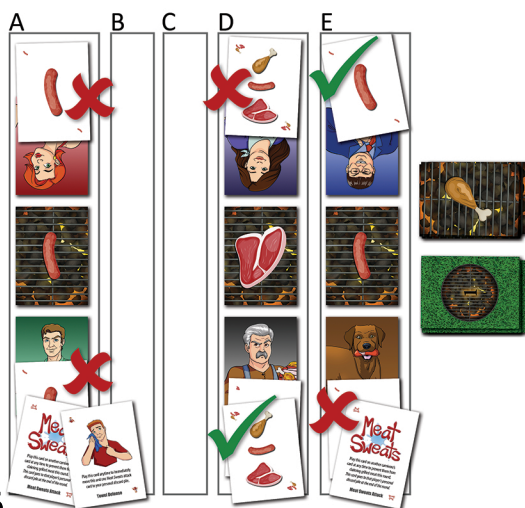


Fig. 6

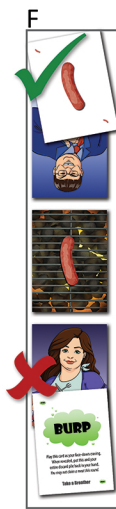


Fig. 5

Meat Sweats Attack Cards can be played from any player's hand onto any Carnivore Card (Fig. 6, group E↙) at any time. The receiving player cannot claim meat while the Meat Sweats Card remains on their Carnivore Card. However, the Meat Sweats Attack Card will move into the receiving player's personal discard pile at the end of the round... unless it's removed first.

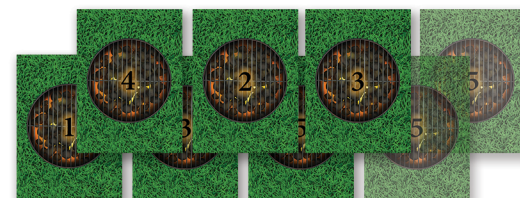
The first player to play a Towel Defense Card from their hand onto a Meat Sweats Attack Card (Fig. 6, group A ↙) immediately moves both the Meat Sweats Attack and Towel Defense Cards onto his/her personal discard pile.

## 5 - End of the Round

With the exception of Burp Cards, all cards played each round stay on the table. Unclaimed Grill Cards go to the Burnt Meat Pile. Claimed Grill Cards go to personal score piles. All played Craving and Action Cards go to personal discard piles of the Carnivore Card they are on. Check for End Game conditions, otherwise start a new round by Loading the Grill.

## End Game

The game ends if the Grill Deck runs out of cards or when the required number of Grill Cards (see Table 1 on reverse page) is collected by any player.



Each player adds up the points on the back of the grill cards in their personal score pile. The player with the most points wins! If your Carnivore has a special scoring ability, be sure to apply it here. Ties are resolved by most scored steak cards, then sausage, then double chicken, then chicken.

## Optional End Game Condition

Thanks to our Kickstarter backers' support, we were able to add Morgan, a special Non-Player-Carnivore, who can (1) make everyone lose the game or (2) simply end the game for scoring if her condition is met. Note there are more and less aggressive sides of the card, depending on your player count or desired difficulty.



For How-to-Play Video, FAQ, Alternate rules, etc. please visit [www.MeatSweatsGame.com](http://www.MeatSweatsGame.com)

Publisher: Earthfire Games, LLC  
Game Design: Evan Teska and Ryan Ziegler  
Art: Matthew Franklin  
Graphic Design: Ryan Ziegler

Meat Sweats The Game © Copyright 2020 Earthfire Games, LLC. All rights reserved. No part of this game may be reproduced or used in any manner without written permission from Earthfire Games, LLC, except for the use of quotations, gameplay videos or reviews.