TASTY HUMANS

1-4 Players

30-60 Minutes

Ages 14+

Game Designed by:
Ryan Langewisch

WHO'S HUNGRY?

You are a fantasy monster with an insatiable appetite! As you and your fellow monsters toss around the village king, you attract a steady buffet of adventurers who feebly fight back. You'll take turns selecting which adventurers to consume, dropping various body parts into your stomach. You, like all monsters, have your own personal craving and as the day goes on, you'll acquire tasty leaders that will sate your appetite in ever more delicious ways.

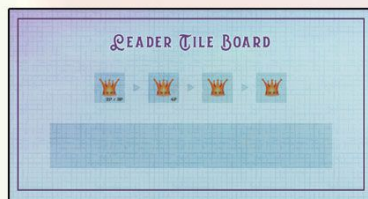Once you or another monster fills their stomach, the most satisfied monster wins!
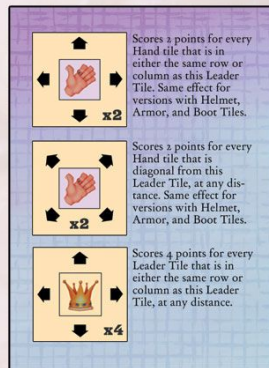
COMPONENTS

4 MONSTER BOARDS

1 VILLAGE KING TOKEN

HELMET
ARMOR
BOOT
HAND
DAMAGE

192 TILES

50 ADVENTURER CARDS

4 REFERENCE CARDS

Scores 2 points for every Hand tile that is in either the same row or column as this Leader Tile. Same effect for versions with Helmet, Armor, and Boot Tiles.

Scores 2 points for every Hand tile that is diagonal from this Leader Tile, at any distance. Same effect for versions with Helmet, Armor, and Boot Tiles.

Scores 4 points for every Leader Tile that is in either the same row or column as this Leader Tile, at any distance.

30 LEADER TILES

1 LEADER TILE BOARD

4 SCORING TOKENS

SETUP

Each player randomly selects a Monster Board and places it in front of them. Place the Helmet, Armor, Boot, Hand, and Damage tokens into piles within reach of all players.

Each player randomly draws a Leader Tile and places it face-up in the "Leader" space of their Monster Board. This space is in the top right corner of their Monster Board, left of the tiled "Stomach" area.

Place the Leader Tile Board off to the side, where all players can still see it. Randomly create 4 face-down stacks of Leader Tiles (3 stacks in a four player game), where each pile has one more tile than the number of players. Place these stacks on the spaces of the Leader Tile Board from right to left. Any extra Leader Tiles can be returned to the box. Then reveal all the tiles from the leftmost stack and place them in the open row on the bottom half of the Leader Tile Board.

Shuffle the Adventurer Deck and deal 9 cards face up into a 3 x 3 grid in the middle of the table. This grid forms what will be referred to as the **Attacking Adventurers Grid**. The orientation of the grid is relevant, as the adventurer cards will always collapse to the bottom and fill from the top.

Randomly select a player to go first, and place the Village King Token near their monster board. (One way to do this: choose a Scoring Token at random - the player with the corresponding monster goes first.)

EXAMPLE OF SETUP FOR A 3-PLAYER GAME

ATTACKING ADVENTURERS GRID

LEADER TILE BOARD

MONSTER BOARDS + VILLAGE KING TOKEN

Gameplay

The game is played over a series of Rounds. In each Round, players will take a total of two turns. At the end of each Round, a *Draft Leaders* phase is performed, the Village King Token is passed clockwise, and a new Round begins.

To begin a Round, players will take a turn starting with the player who has the Village King Token, and continue according to a snake draft. This means that players will take turns moving clockwise, but instead of cycling back to the first player, the last player will take a second consecutive turn, with the turns then moving back counter-clockwise.

For example, in a 4 player game, the turn order in a single Round would be Player 1, Player 2, Player 3, Player 4, Player 4, Player 3, Player 2, and Player 1.

Each player's turn consists of three steps:
1. Choose Adventurer (Page 4)
2. Eat Adventurer (Page 4-5)
3. Reveal New Adventurer (Page 6)

Once a player's turn is complete, play proceeds to the next player, following the order of the snake draft.
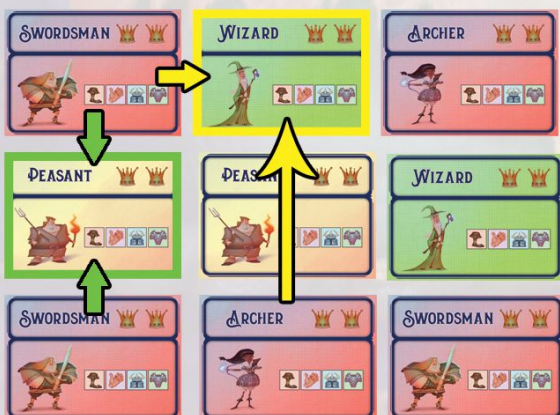
Choose Adventurer

A player can select any of the nine cards in the **Attacking Adventurers Grid** to eat during their turn. These adventurers do not put up a fight once you decide to eat them; however, it is possible that you may take damage from some of the neighboring adventurers. There are two types of cards that deal damage:

Swordsman - When eating an adventurer, you must take one damage for each Swordsman that is orthogonally (not diagonally) adjacent to the unit that was eaten.

Archer - When eating an adventurer, you must take one damage for each Archer that is exactly two spaces away in a straight line (not diagonally) from the unit that was eaten.

Depending on the arrangement of the Attacking Adventurers, it is possible that you could take damage from multiple sources on a single turn. But maybe that one adventurer just looks tasty enough that it is still worth it!

Example: if you eat the Wizard highlighted in yellow, you take two damage - one from the Swordsman on the top left, and one from the Archer on the center bottom.

If you eat the Peasant highlighted in green, you take two damage, one from each adjacent Swordsman.

Taking Damage

When a player is damaged, they must take a number of Damage Tiles equal to the amount of damage, and drop them into their stomach one at a time **before the Eat Adventurer step**. To drop a Damage Tile, simply select one of the six columns in your monster's stomach, and place the damage token in the bottom-most empty square. When taking multiple Damage Tiles simultaneously, simply drop the tiles in sequence, one after another.

Damage tokens prevent you from filling your stomach with other more delicious options, and they can also can penalize your end score if they are adjacent to each other, so be careful!

Eat Adventurer

Once an adventurer is selected and any damage has been resolved, the player can decide how they want to drop that adventurer into their stomach. Each adventurer card shows a shape that consists of anywhere from two to four of the basic tile types (helmet, armor, boot, and hand). The player must decide how they want to rotate the shape (physically rotating the card can help players visualize their options), and which columns into which the tile will be dropped.

There are four different orientations that a shape can be dropped: right-side up, rotated 90 degrees in either direction, and rotated 180 degrees. For certain shapes, some of these orientations may have the same result.

Once ready to drop, take tiles from the general supply that match each square in the shape. These tiles are positioned above the stomach grid according to the desired rotation of the shape, and then dropped straight down with each tile stopping in the bottom-most empty space.

Important: Each tile collapses as far down as possible, and this could cause the original shape to break apart!

A shape may be dropped over columns that are already full, in which case the tiles for that column are ignored. However, at least one tile must always fall into the stomach, and no part of the shape can extend beyond the first or sixth column.

The height required for a column to be "full" is different depending on the number of players (see Game End section). No tiles are ever allowed to be played in a row above what is active for the current player count.

Example: Daniel decided to eat the Swordsman below. He takes two Helmet Tiles and two Armor Tiles from the supply, and decides how he wants to drop it into his monster's stomach. He decides to rotate the shape, and drop it into the second and third columns with the following result:
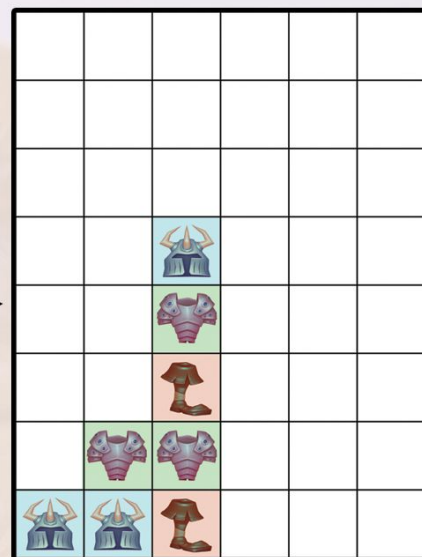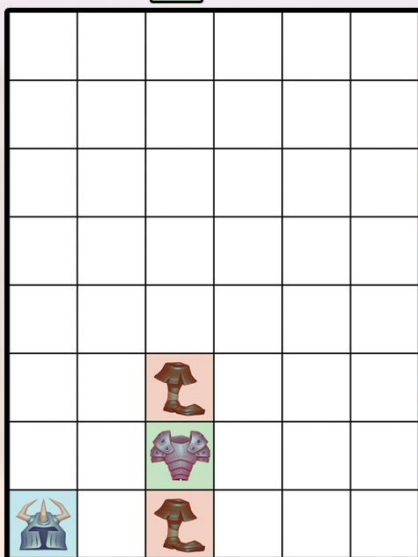
Additional Adventurer Effects

Besides Swordsmen and Archers that can cause players to take Damage Tiles, there are three other types of adventurers with special effects:

Wizard - When eating a Wizard, their magic causes some extra rumbling in your monster's stomach. After dropping the adventurer into your monster's stomach, you *must* swap any two adjacent tiles in your monster's stomach (this includes tiles that were just eaten, Leader Tiles, as well as Damage Tiles). However, it is legal to swap two adjacent tiles of the same type, leaving the board unchanged. Only two tiles can be swapped; a tile cannot be swapped with an empty space.

Captain - After eating a Captain, some other adventurers will retreat. Discard the other two cards in the same row (if the arrows on the Captain's banner are horizontal) or in the same column (if the arrows on the Captain's banner are vertical). The **Attacking Adventurers Grid** collapses down as normal (see Reveal New Adventurer section), and three cards are dealt to fill the spaces before the next player's turn.

Cleric - After resolving any damage from selecting a Cleric, but before the Eat Adventurer step, you must remove one Damage Tile from your monster's stomach (if possible). Any tiles that were above the removed Damage Tile collapse downwards to fill the space. Then the Eat Adventurer step is resolved normally.

Besides Swordsmen, Archers, Wizards, Captains, and Clerics, there are many Peasants who join in the effort against the monsters. When eating a Peasant, solve the phase with no additional effect.

Reveal New Adventurer

Once the tiles have been properly ingested, the player keeps the adventurer card next to their board, as the 👑 icons on consumed adventurer cards will be referenced in the Draft Leaders phase.

Now, a new adventurer card (or cards, if a Captain was chosen) needs to be drawn to fill the **Attacking Adventurers Grid**. New adventurers always fill in from the top (they are approaching from the distance), so first slide cards downwards if possible, and then draw a new adventurer card for each empty space in the grid. If the adventurer deck is empty, shuffle the discard pile to form a new deck.

Once the **Attacking Adventurers Grid** is filled, the next player in the snake draft can begin their turn.

Oftentimes, a player will need to think about how they want to eat their adventurer. For this reason, we recommend the next player handle the Reveal New Adventurer step while the previous player is finalizing their decision.

The archer in the center of the bottom row was eaten. She was delicious.

The two adventurers above her drop down to fill the gap.

Another unlucky peasant fills in from the top.

DRAFT LEADERS

Whenever a Round (consisting of one snake draft, with each player taking two turns) is complete, players will have the opportunity to select some of the most tasty leaders from the adventurers' village.

Leader Tiles are special in that they define the scoring conditions for that monster's satisfaction (see the Appendix for descriptions of all Leader Tiles). Place them carefully, and try to make everything settle well in your monster's stomach!

Leader Tiles fill spaces in the monster's stomach, meaning that future tiles will be stacked above them, just as with all other tiles.

Each player will have the opportunity to select one of the Leader Tiles that is currently revealed on the Leader Tile Board. Players who have the most 👑 icons on their two consumed adventurers were able to squeeze "inside information" out of their consumed adventurers, giving them first access to the available leaders. Each player picks one Leader Tile using the following turn order and tie breakers:

- Players with more 👑 icons on their two consumed Adventurer Cards pick first.
- If tied, players with fewer Damage Tiles inside their stomach pick first.
- If still tied, resolve in turn order starting with the player who has the Village King Token, and moving clockwise.

Once all players have selected a Leader Tile, the extra Leader Tile that was not selected is removed from the game. Additionally, each player discards their two consumed adventurer cards (resetting the 👑 totals for the next Drafting Leaders phase), and the Village King Token is passed to the next player clockwise (who will have the first selection of an Adventurer card in the following Round).

Each player then places their newly drafted Leader Tile in the "Leader Space" on the top of their Monster Board, replacing the Leader Tile that is currently there. The Leader Tile that was already in the "Leader Space", is then removed and dropped into the monster's stomach.

When eating the Leader Tile that was previously in the monster's "Leader Space," select one of the six columns, and drop it in the same manner as eating a normal adventurer.

GAME END

The end of the game is triggered when a monster's stomach is completely full. A monster's stomach is full when every square contains a tile, up to the top row based on the number of players. In a two player game all rows are used, a three player game ignores the top row, and a four player game ignores the top two rows.

If a monster's stomach becomes full while eating an adventurer, the final round is triggered. The remainder of the current round (snake draft) is completed, skipping the turns of any players whose stomachs are full. If players still have a Leader Tile in their Leade Space after the final round ends, they will eat it (if possible). Then the game ends.

If any of the monsters' stomachs become full during the Leader Phase (with the Leader Tile filling the final space), the game ends immediately after all players have finished eating their Leader Tile.

The player that triggered the end of the game by filling their monster's stomach first also takes the Village King Token, which will be worth points during Scoring.

If more than one player simultaneously filled their stomach (possible if both players filled their last spot by dropping a Leader Tile), all players that filled their stomach will receive the bonus for the Village King Token. Use a placeholder to mark which players will receive this bonus.

Scoring

Flip the Leader Tile Board to reveal a track that can be used for scoring. Each player places the scoring token matching their monster board to the left of the "1" space on the Scoring Board.

Overall satisfaction from the monsters' feast is determined by the Leader Tiles in a monster's stomach, as well as the Personal Craving specified on that monster's board. For descriptions of each monster's Personal Craving, as well as all of the available Leader Tiles, see the Appendix. Go through each Leader Tile and Personal Craving one by one, adding their result to the controlling player's score.

Additionally, each Damage Tile that is adjacent to another Damage Tile subtracts one from the monster's final score. For example, if only two Damage Tiles in the stomach are adjacent, the player would lose 2 points; 1 point per tile.

The player with the Village King Token gains 2 points, as they filled their stomach first and get to enjoy a nice dessert.

After all of the above categories have been tallied, the monster with the most points is the most satisfied and wins the game!

In the case of a tie, the player with the least Damage Tiles in their stomach is the winner. If there is still a tie, the player whose lowest-scoring Leader Tile earned more points is the winner. If there is still a tie, check the next lowest-scoring Leader Tile, and continue as necessary for up to five Leader Tiles (or four in a 4-player game). If there is still a tie (truly a remarkable occurrence!), then tied players share the victory!

It is recommended that players work together to score one board at a time, as having multiple eyes checking each board can help to avoid any accidental mistakes!
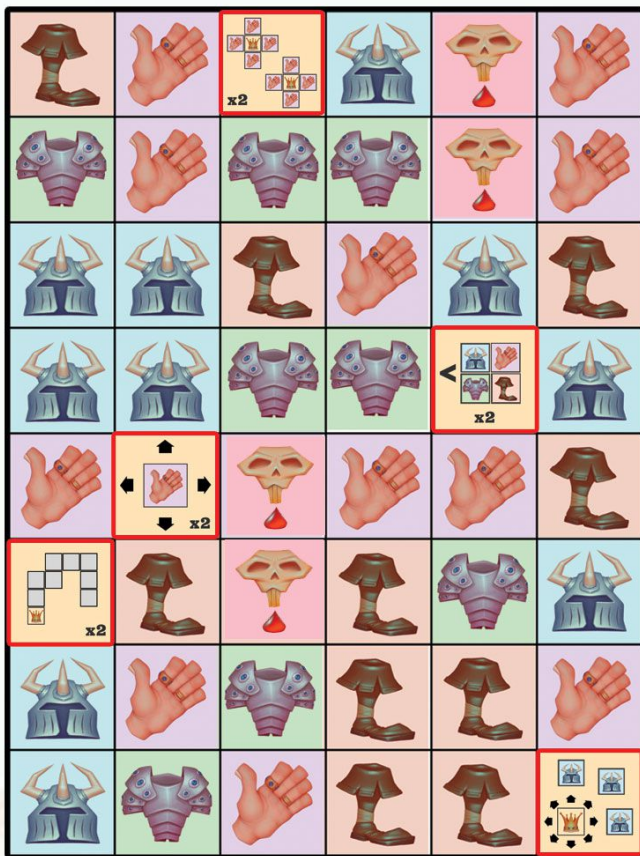
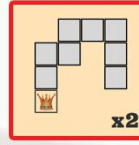Scores 2 points for each hand tile adjacent to any leader tile.

$2 + 2 + 2 + 2 = 8$
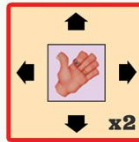
Count hand tiles in same row and column as leader. Multiply by 2.

$6 \times 2 = 12$

2x the number of tiles you have the least of.

8 Armor x 2 = 16

Two, multiplied by the number of tiles in the longest orthogonal chain of the same type extending from the leader tile.

2 Helmet x 2 = 4

Count up spaces to nearest helmet tile in all eight directions.

$2 + 0 + 0 + 0 + 0 + 0 + 5 + 4 = 11$

Legendary Dragon Personal Craving:
5 points for each 2x2 square of the same type.

$5 + 5 = 10$

2 sets of damage tiles touching

$= -4$

$8 + 12 + 16 + 4 + 11 + 10 - 4 =$ **57 Points**

Solo Mode

When playing Tasty Humans solitaire, your goal is to beat a target score that is generated by an A.I. opponent that acts based on your decisions throughout the game. This simulated opponent will be referred to as, simply, A.I.. Most of the gameplay remains the same as in the multiplayer experience, with a few exceptions detailed in this section.

Setup

Set up the game as if you were playing with two players, but without setting up a second monster board. This includes selecting a monster board, placing a random Leader Tile in the Leader Space, shuffling the Adventurer deck and dealing a 3 x 3 grid for the Attacking Adventurers, and then revealing the first set of 3 Leader Tiles. The solo player starts with the Village King Token.

Additionally, you must decide what level of A.I. you would like to compete against. The higher the A.I.'s level, the more difficult it will be to win.

If it is your first time playing the Solo Mode, you might try Level 2 (Capable Creature) and adjust your desired difficulty from there.

Level 0	Baby Beast	A.I. starts with 0 cards.	Level 3	Advanced Adversary	A.I. starts with 3 cards.
Level 1	Growing Giant	A.I. starts with 1 card.	Level 4	Menacing Monster	A.I. starts with 4 cards.
Level 2	Capable Creature	A.I. starts with 2 cards.	Level 5	Terrifying Tyrant	A.I. starts with 5 cards.
			Level 6	Looming Legend	A.I. starts with 6 cards.

Once a level is selected, deal cards from the adventurer deck equal to the A.I.'s level into the A.I. play area face-up. Organize the A.I.'s cards in piles for each of the different adventurer types: Swordsman, Archer, Wizard, Captain, Cleric, and Peasant. Grouping by type will be helpful in calculating the A.I.'s score at the end of the game.

Gameplay

During each round, the solo player will always select an adventurer card first (regardless of whether they possess the Village King Token). Resolve the turn normally, placing the adventurer in the monster's stomach. However, before collapsing the Attacking Adventurers and filling it with new cards from the deck, the A.I. will select two cards. If the solo player currently has the Village King Token, then the A.I. will select the two cards in the same row as the card the solo player selected. If the A.I. currently has the Village King Token, then the A.I. will select the two cards in the same column as the card the solo player selected.

Place the two cards the A.I. selected in the A.I.'s play area, but don't place them in the sorted piles yet. These two cards will still need to be referenced during the Draft Leaders phase, at which point they will then get sorted by type along with the A.I.'s existing cards.

If there is no card in a space from which the A.I. would pick (possible if the solo player selected a Captain which discarded cards), the A.I. draws the top card of the Adventurer Deck and keeps it instead.

Once the A.I. has taken two adventurer cards, the Attacking Adventurers Area can be collapsed downwards and new cards (typically three) are drawn to fill the empty spaces.

Now, the solo player can select their second adventurer card for that round. The A.I. will not take any cards after this selection (as it already selected both cards for the round). The solo player eats the adventurer as normal, and the Attacking Adventurers Area is refilled.

During the Draft Leaders phase, the A.I. will not pick one of the Leader Tiles. However, depending on the number of 👑 icons on the solo player's two cards when compared to the A.I.'s two cards, some of the Leader Tiles may get discarded before the solo player chooses one.

• If the solo player has more 👑 icons than the A.I., no Leader Tiles are discarded.
• If the A.I. has the same number of 👑 icons as the solo player, or exactly one more, then the leftmost Leader Tile is discarded before the solo player selects.
• If the A.I.'s 👑 total exceeds the solo players by two or more, then the two leftmost Leader Tiles are discarded, and the solo player must pick the only one that remains.

Once the solo player has selected their Leader Tile, they resolve the rest of the Draft Leaders phase as normal, dropping their previous Leader Tile into their stomach. The Village King Token is then passed to the A.I. if the solo player currently has it, or else it is passed back to the solo player. Remember that the Village King Token is only important for determining whether the A.I. will use columns or rows for selecting cards, and does not affect turn order (the solo player always picks first and last in each round).

Game End

Just as in the multiplayer game, the final round is triggered when the solo player completely fills their monster's stomach, or ends immediately if the stomach is filled during the Draft Leaders phase.

Scoring

The solo player scores their monster's board normally. There is no two-point bonus for filling their monster's stomach first. The Scoring Board on the back of the Round Board can be used when calculating both the player's and A.I.'s score.

The A.I.'s score is totalled using the cards it collected throughout the game, as follows:

• The A.I. gains points equal to the number of cards of that class type, squared. Peasant cards are ignored during this step.

For example, if the A.I. has 1 Wizard, 3 Archers, 0 Swordsman, 0 Clerics, and 2 Captains, it would receive 1 (for the Wizard), 9 (for the Archers), 0 (for the Swordsman), 0 (for the Clerics), and 4 (for the Generals), for a total of 14 points.

• Additionally, the A.I. will score points for every card (including the class cards that were already scored) based on the size of the shape on that card. For example, a card with a shape of two tiles would score 2 points, whereas a card with a 4-tile shape would score 4 points. Peasant cards are scored during this step.

Once the A.I.'s score has been calculated, the solo player wins if their score is equal to or greater than the A.I.'s score, and lose if their score is less than the A.I.'s score.

Solo Challenges

In addition to the standard solo mode, players can try one of the following variants that add an extra layer of challenge.

Balanced Diet Challenge

This challenge is played with the standard solo rules, with an additional requirement of balancing your scoring across all of your Leader Tiles. In addition to the normal winning conditions (picking a level for the A.I.), the solo player only wins if all of their Leader Tiles score points equal or greater than a certain threshold, as determined by the selected difficulty:

Beginner: All Leader Tiles must score at least 10 points.

Normal: All Leader Tiles must score at least 12 points.

Expert: All Leader Tiles must score at least 14 points.

If the solo player can manage to score enough points with each of their Leader Tiles, and still score as much as the A.I., then they win the challenge!

Monster Challenges

Each monster has a specific challenge that can be attempted, based on their unique personal cravings. To try any of the challenges, choose an A.I. level and use the standard solo rules, but with an additional victory condition:

Legendary Dragon: At least two of the Legendary Dragon's 2x2 blocks of the same type must actually be a 2x3 block of the same type.

Twin-Headed Dragon: Every row in the final board must score for having the left-most and right-most tile type match, and all four tile types (helmet, armor, boot, and hand) must be the type of at least one of the matches.

Griffin: At least two of the Griffin's alternating patterns must be six tiles long.

Troll: At least two of the Troll's stacked patterns of boot, armor, and helmet tiles must have a hand tile on both sides of the armor tile.
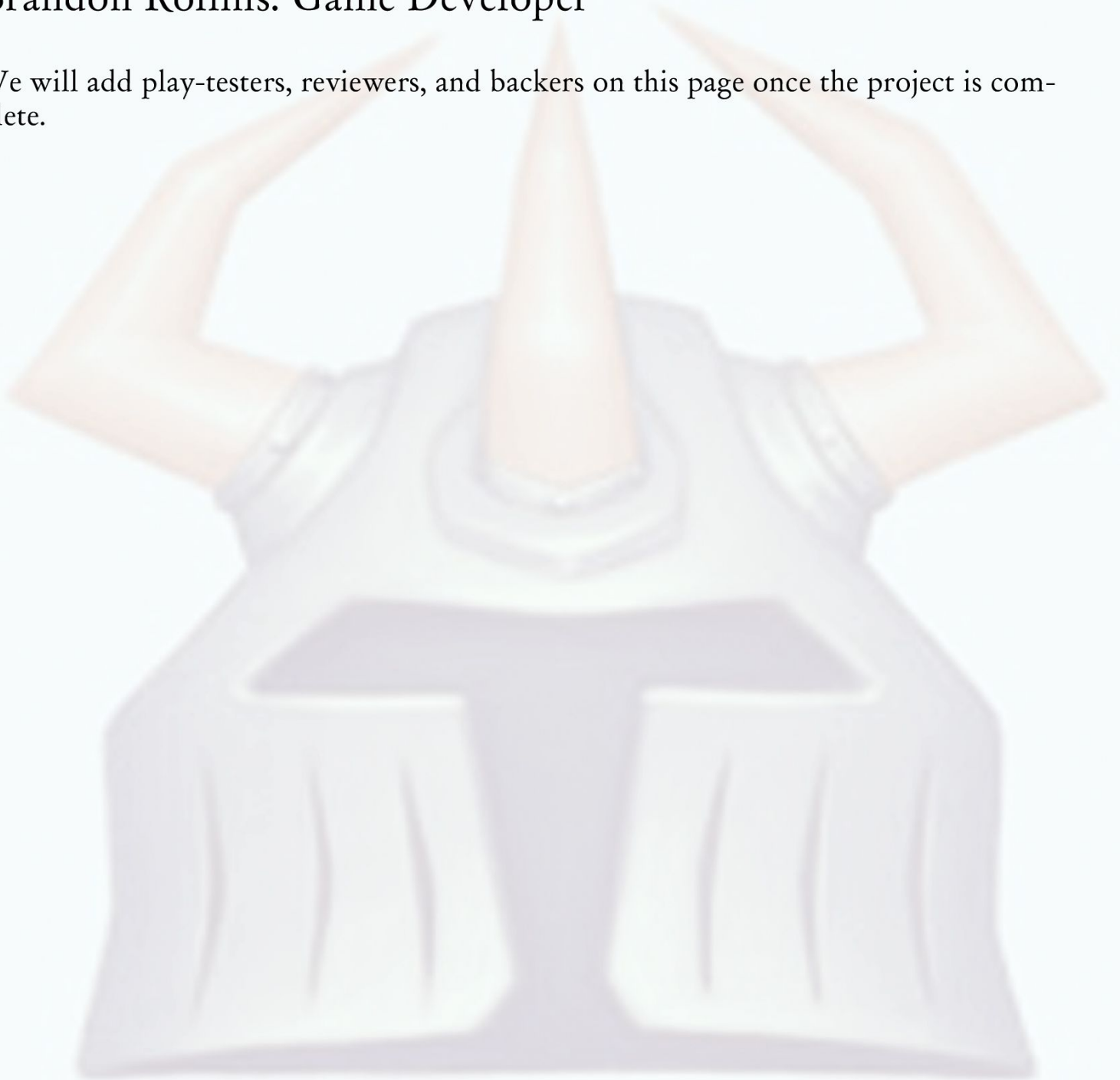
CREDITS

Ryan Langewisch: Game Designer
Petr Semenikhin: Artist
Tyson Mertlich: Game Developer
Brandon Rollins: Game Developer

We will add play-testers, reviewers, and backers on this page once the project is complete.

Appendix

Personal Cravings

Each Monster Board has a unique scoring condition and/or ability:

Legendary Dragon: Scores 5 points for every block of 2x2 squares in its stomach that are all the same type of basic tile (helmet, armor, boot, and hand). This bonus does not apply to Leader Tiles or Damage Tiles.

Twin-Headed Dragon: Scores 3 points for every basic tile in the first column of their stomach that has the same type as the tile in the sixth column of the same row. This bonus does not apply to Leader Tiles or Damage Tiles.

Griffin: Scores 3 points for every straight line of four tiles (either horizontal or vertical) that alternates basic tile types.. No tile can be used in more than one group of four tiles (even if one group is vertical and the other is horizontal). This alternating pattern cannot use Leader Tiles or Damage Tiles.

Troll: Scores 4 points for every Helmet tile that is directly above an Armor Tile that is directly above a Boot tile. This pattern must be vertical, and in exactly that order.

Leader Tiles
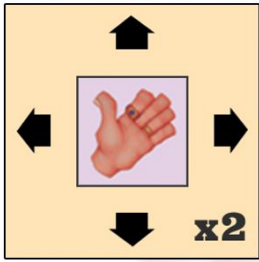
Scores 2 points for every Hand tile that is in either the same row or column as this Leader Tile. Same effect for versions with Helmet, Armor, and Boot Tiles.
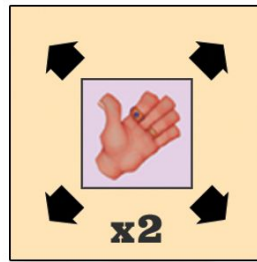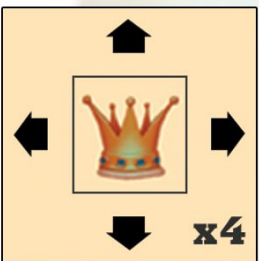
Scores 2 points for every Hand tile that is diagonal from this Leader Tile, at any distance. Same effect for versions with Helmet, Armor, and Boot Tiles.

Scores points equal to twice the number of tiles of the same basic type you have the least of in your stomach. (If you have 10 Helmets, 12 Hands, 19 Boots, and 5 Armor; you receive 10 points.)
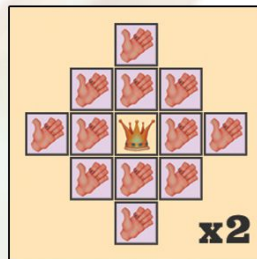
Scores 2 points for every Hand Tile that falls within the specified range of the Leader Tile (two steps away without diagnoal moves). Same effect for versions with Helmet, Armor, and Boot Tiles.

Scores 4 points for every Leader Tile that is in either the same row or column as this Leader Tile, at any distance.
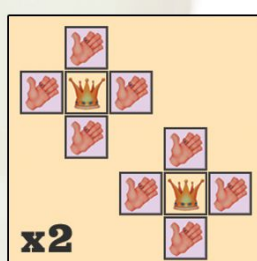
Scores 2 points for each Hand Tile that is adjacent to *any* Leader Tile. Same effect for the versions with Helmet, Armor, and Boot Tiles.
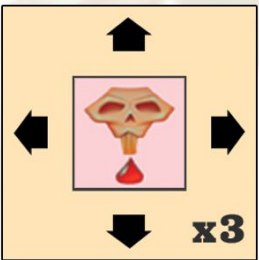
Scores 3 points for every Damage Tile in the same row or column as this Leader Tile, at any distance. This does not prevent negative points from Damage Tiles being adjacent to each other.
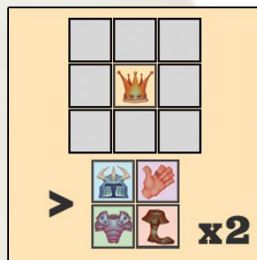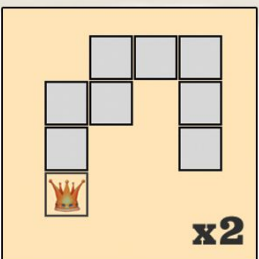
Scores 2 points for each tile of the most common type in the eight spaces surrounding the Leader Tile. (If the eight spaces contained 1 Helmet, 2 Armor, and 5 Boots, the tile would score 10 points.)
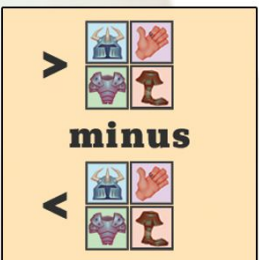
Scores points equal to the number of tiles of the same type you have the most of in your stomach MINUS the number of tiles you have the least of in your stomach. (If you have 19 Boots and 3 Armor, you'd have 16 points.)
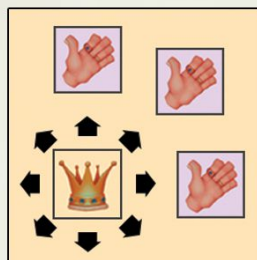
Scores points equal to the number of spaces to the closest Hand Tile in each of the 8 directions. When scoring, check each of the 8 directions. If no Hand Tile, score no points. Include the Hand Tile itself in the distance calculation. Same effect for Helmet, Armor, Boot, and Leader Tile variations.

Scores 2 points for each tile in the longest orthogonal chain of the same type, moving away from this Leader Tile. No tile in the chain may be used more than once.
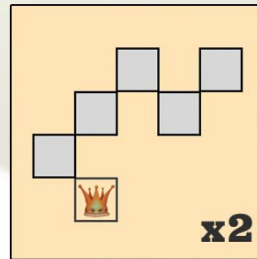
Scores 2 points for each tile in the longest chain of the same type, moving away from the Leader Tile diagnoally. No tile in the chain may be used more than once. Each sequential tile must be diagnoal from previous one.
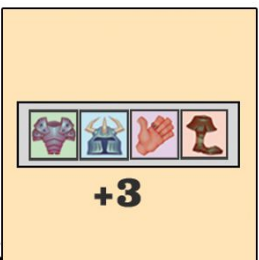
Scores 3 points for each row that has at least one of each of the four different basic tile types. It does not matter what order the tile types are in.
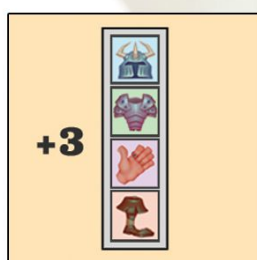
Scores 3 points for each column that has at least one of each of the four different basic tile types. It does not matter what order the tile types are in.