

GURGITATE!: THE GAME OF COMPETITIVE EATING

- I. Game Components
- II. Setup
- III. How to Play

I. Game Components

- 17 Food Charts
- Eater Cards
- Event Charts
- Action Deck
- Score Sheet
- This Rulebook

The Food Charts

Each food is represented by its own chart, at the top of each chart is the name of the food along with the length of the contest. Below that is the representation of the numbers shown (i.e. Pounds/Minute). Letters run across the top of each food chart. These correspond to the eater's modified eating rating. Numbers 1-25 run along the left side of the chart. These are obtained by an action card draw. These numbers & ratings are explained in the "How to Play" section.

The Eater Cards

Each eater is represented by a card, which gives the player's name and (if available) hometown. Below this info the eater is rated using a letter range for each of the contests in which he/she may participate. Letter grades range from A (best) to X (worst). Note that many eaters have only a single letter grade. Special modification rules apply to these eaters. See "How to Play" for an explanation.

The Event Charts

Before, during or after an event, this chart is consulted if an "EVENT" action card is drawn. This chart covers all of the unusual events that may take place during a contest.

The Action Deck

The deck is composed of 101 cards, 100 of which contain 3 entries. The top entry, labeled EVENT, is read only when referring to the event charts. The second entry, labeled EAT, is used when reading the range of numbers from 1-25 down the left-hand side of the food chart. The third entry, labeled MOD, is a modifier applied to an eater's eating rating. More details of these entries and their usage will be found in the "How to Play" section.

The Score Sheet

The score sheet is used to record the progress of an event. Write the name of the event, its duration (in minutes), units (pounds, ounces, sandwiches, etc), and date at the top of each sheet. Below this heading is the main body of the score sheet. Twelve lines are present for competitor names. Enter the outcome of each minute under the appropriate column. After round 2, CUM columns are present. Simply add the previous CUM total to the last round's to keep a running count of food eaten for each competitor.

II. Setup

1. Choose the event you would like to simulate. Choose some eaters who are eligible to participate in that event. (I would recommend 8-10 eaters as a good number.) Place the eater cards in a straight line across the table; order them as you wish. The left-most eater will go first, and so on.
2. Write each eater's name on the score sheet under the NAME column. Write the name of the event, length, units and date on the score sheet.
3. Shuffle the action deck thoroughly and place the event chart nearby for easy reference.

III. How to Play

1. Draw an action card for the first eater, and refer to the MOD entry. (If the first card drawn reads EVENT, skip to the Events section of the rules. The Mod entry will direct you to either add or subtract letter grades from the eater's eating rating on his/her card.

EXAMPLE: Assume our first eater has a grade range of C-H. Our MOD draw reads +4. Counting UP (+) 4 letter grades from H, we arrive at a modified rating of D. (An alphabet table is included at the bottom of the event chart as a counting aid.) This is the column we will refer to at the top of the food chart for our result. A MOD result may not increase the eater's rating beyond his highest or lowest letter grades.

Note: Some MOD results read MAX or MIN. In these cases, use the eater's highest (MAX) or lowest (MIN) eating rating, respectively.

2. Now we draw another action card, reading the EAT entry. Cross-reference this number with the modified MOD result from step 1, and read the entry on the food chart. This gives us the total number of units of food eaten by our first competitor. Record this number on the score sheet under the "1" column. Proceed to the next eater, repeating steps 1 & 2.

3. EVENTS

As mentioned earlier, one of the 101 action cards is marked EVENT. If this card is drawn on an eater's INITIAL draw (i.e., a draw to determine a modifier), then immediately draw another card and refer to the EVENT (the topmost) entry. This will give you a number between 1-100. Now cross-reference that number with the appropriate event chart. If this happens to be the eater's first card of a contest, (his/her first MOD draw in minute 1) refer to the Pre-Contest Event Chart.

If the EVENT card is drawn during the eating portion (but not the last round) of the contest, refer to the Mid-Contest Event Chart.

If the EVENT card is drawn during the last round (minute) of the contest, refer to the Post-Contest Event Chart. Each of these 3 charts may direct the eater to make additional draws on other event charts.

4. EATERS WITH ONLY ONE EATING RATING

You will notice that several eaters have only one letter grade for an event, rather than a range. When making MOD draws for such eaters, the maximum grade adjustment possible is 2 grades (up or down).

For example, an eater with a grade of "T" may never use columns above S or below V.

5. THE PUSH

During the last round (minute) of the contest, all competitors will get a “push” attempt. (An effort to gorge down those few extra bites in hopes of winning). Resolve the eater’s round normally and then draw another action card, reading the top (EVENT) entry. Cross-reference the result on the Push Chart. Add the resulting amount of units onto the eater’s final sum.

Push Chart Legend:

+#: Draw an action card, reading the EVENT entry. Add to the eater's total the number in one-hundredths. (EX: If the EVENT draw is 56, add .56 (units, ounces, pounds, etc. to the total.)

+1, +2, +3, etc: Add the stated number of units to the eater's total.

TOP: Replace the original amount with the amount at the top of the column. (EX: An eater originally used line 14 on column J for a result; on a Top reading, use line 1 of column J.)

LEFT: Replace the original amount with the amount directly left of the column. (EX: An eater originally used line 14 on column J for a result; on a Top reading, use line 14 of column I.)

LEFT + TOP: A combination of the previous two modifications. Move the original result left a column and to the top. In our aforementioned example, the eater would use the amount given on line 1, column I.

If a TOP, LEFT, or LEFT + TOP result moves the eater’s result to the largest possible amount (i.e. Row 1, Column A), he is immediately entitle to another EVENT (1-100) draw. Treat this bonus draw as a +# result.