

DON'T

BY T. C. Petty III
BETA version



GET EATED!

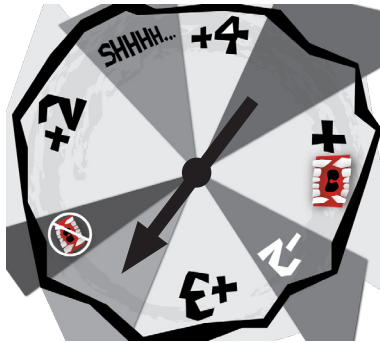
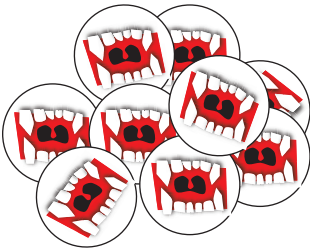
The farmer is cruel and you have decided to escape. These are more words that describe the game better. Theme themy theme theme thematic theme. But, theme Thematic theme themy theme theme theme. You don't like the farm and you want to escape the evil farmer.

Don't Get Eated is a game of cute animals and survival where only the fittest escape. But, animals are easily distracted, easily frightened, and easily eaten.

The Goal of **Don't Get Eated** is to survive ten evil encounters (Threats) in the wild that threaten to send you running scared back to the farm. But, the threats here are more than you can traverse alone. Luckily, you have a group of friends to help along. Unluckily, they'd rather win than help you.

SET-UP

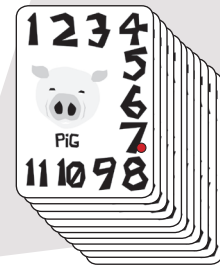
Bite Tokens



Wheel of Death

Place the main spinner board at the center of the table. Place Bite tokens nearby.

Animal Deck



Each player chooses an animal token and a matching animal deck (11 cards with same animal back) and shuffles them.



Each player randomly discards a single face-down card without looking and forms a pile near the spinner.

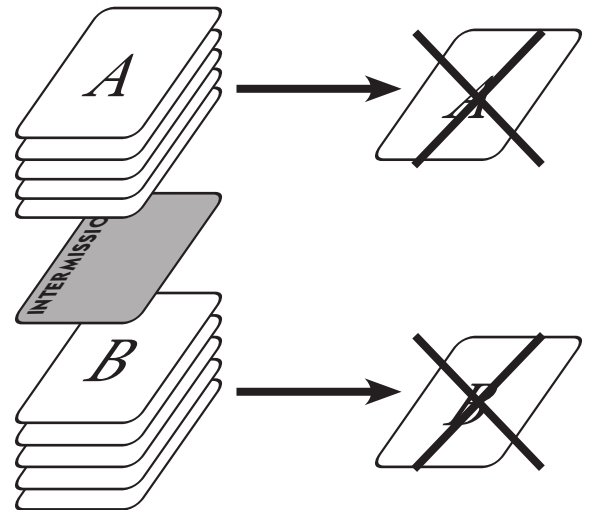
(this is used for Intermission)



Each player draws 5 cards to form their hand. Players may look at these cards, but may never show them to another player.

Prepare the Threat Deck

Divide the Threat cards into two piles: Deck A & Deck B. Shuffle the 6 cards in Deck A and remove one at random, placing it into the box. Shuffle Deck B and repeat the same process. These two cards will not be used during the game. Then, Take Deck B and place it next to the spinner board, place the Intermission Card on top of it. Then place Deck A on top. This should form a deck of 10 Threats, (5 from Deck A, an intermission card, and then 5 from Deck B).



Choose a Ringleader

The Ringleader should be the most experienced player (or the owner of the game) and helps wrangle players' negotiations to keep the game moving forward. She flips the new Threat and Mole card each turn, explains NEXT abilities, and helps add up Squad totals when cards are revealed.

The "Mole"

If you are playing with less than eight players, the Ringleader takes an unchosen animal deck, shuffles, and places the Mole token nearby. The "Mole" counts as a dummy player that flips over one random card to aid all players each Round.

GAMEPLAY

A game of Don't Get Eated is played over the course of ten rounds. Every round a new threat is drawn and each player will play one numbered or "X" card from her hand in an attempt to survive the threat. Players place their chosen card face-down and then reveal simultaneously. If a player passes the threat then she is safe. And most importantly, the player or players that have played the best card total will score Points.

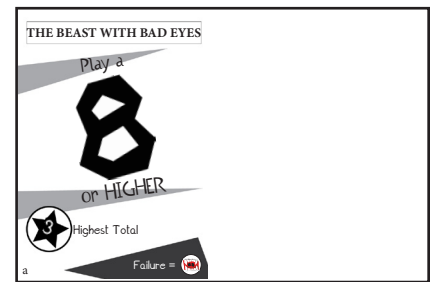
If a player fails to pass a threat, she receives a Bite token. If a player ever takes two Bites during the game, she becomes Eated. But, she could still win.

The **surviving** player with the most points at the end of the game is the winner. *That means that an Eated player cannot win the game if any player has survived.* But, if all players become Eated, the Eated player with the most points wins.

A SAMPLE ROUND

Each Round a new threat is drawn from the Threat Deck. The most common Threat has a number on it. **Like this one.** — — — — — →

As long as you play a number from your hand equal to or higher than the Threat number, you are safe. If you play an 8, for example, you have happily overcome this threat and move onto the next round. But, that's terribly inefficient. The threat deck is filled with challenges and numbers that are higher than your highest card, an eleven!



That's where Squads come in. When you play the same number as another player (or players), you form a Squad. This makes your number stronger with the power of teamwork and gives you a Squad Bonus!

Squad Bonus: Count up all players in a Squad and add that amount to the number played.

So, for example, if you play a 6 along with one other player, that means two players played a 6. $6+2=8!$ Or say, you play a 3 and four other players do as well. That means five total players played a 3. $3+5=8!$ By working together, you have saved a valuable higher number for later and were still able to overcome the Threat. Squads are essential for survival, and that means talking, plotting, and scheming with other players before you choose your next card. Teamwork isn't just helpful, it could mean the difference between winning or walking back to the farm in defeat.

But, most importantly, the player or Squad that plays the best card total (usually the highest number) receives the points noted on the Threat Card. The points aren't split up. So, all tied players with the best card total receive the amount of points listed by taking point chips from the supply.

X "HANG ON!"

The "X" card is a special card included in each player's deck. If this card is played, as long as any other player survives, you survive and receive no Bite (but also no Points). The "X" card counts as no number, and players do not form Squads when playing it.



NEXT!

Some cards also have unique special abilities written on them. These special effects come into play on the Next Round at the appropriate time (see NEXT: for more details). Some of the higher-numbered cards even have negative effects!

TEH ROUND

Each round of play consists of six parts. Below is quick run-down of the parts of a Round:


- **Draw a Card** (*only in Rounds 1-6; in rounds 7-10, skip this step*)
- **Draw a New Threat** (*Spin the Wheel of Death if necessary*)
- **Negotiate!**
- **Play a Card**
- **Reveal & Form Squads**
- **Survival, Points, & Bites**

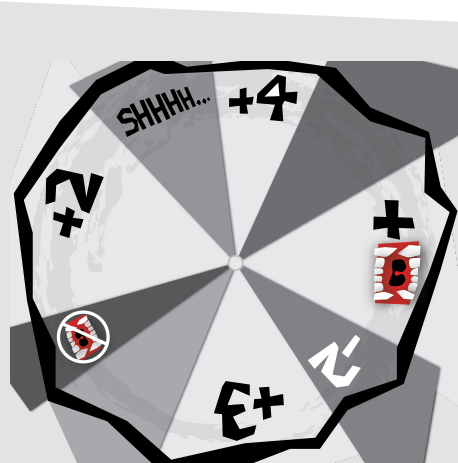
DRAW A CARD — — — — ➔ DRAW A NEW THREAT

Each player draws one card from their personal animal draw deck. For Rounds 1-6, all players should draw one card and should have 6 cards in their hand after drawing.

After Intermission, skip this step, as there will be no more cards in your deck to draw.



Draw a new card from the Threat Deck and place it next to the Wheel of Death. If the drawn card is the “Intermission” Card, resolve the Intermission instead (see Intermission).

If the drawn card has a  symbol. Spin the Wheel of Death. The resulting spin is added to the current Threat (re-spin if the spinner result is too close to call).



WHEEL OF DEATH

The Wheel of Death is a set of mostly bad things that occur to make certain Threats different each game. Below is a brief run-down of all the spots on the wheel.

- +2, +3, +4:** Increase the Threat Total by this amount.
- +**  A player that fails this Threat receives two BITE tokens!
- PASS:** Pass one card from your hand to the player to your left.
- 2:** Reduce the Threat Total by this amount (a good thing).
- :**  A player that survives this Threat may return their token to the supply.
- SHHHH...** During Negotiation, players must not talk.

NEGOTIATION RULES! ← — — — —

After the new Threat is revealed, it's very important to talk openly or make secret deals with other players at the table to both survive the Threat at a lower cost and to possibly score some important Points.

The backs of the animal cards show numbers from 1 to 11. These are meant to be used to help gain support for a number without speaking or showing the entire table your intentions. Point to a number with your finger and show the backside of your card to another player. Players may move around the table to make secret arrangements but they cannot leave the room or show the face of a card to another player.

No deals are binding. Nothing can be traded to help “enhance” your deals. Again, **you cannot show the face of a card in your hand to another player.** Negotiations are strictly based on trust and mutually beneficial arrangements. Trust no one.

PLAY A CARD

Each player then chooses one card from their hand secretly, and places it face-down on the table. If this is the first round, this new card will form your discard pile.

After the first round of play, be sure to place your face-down card on top of your discard pile to cover up any previously played number. Make sure any **NEXT**: text from the previous card is still visible.

REVEAL!

Once all players have chosen and placed a card face-down, negotiations stop and all players reveal their cards **simultaneously**. Be sure to reveal your card and place it on top of your discard pile to cover up any previously played number. Make sure any important **NEXT**: text from the previous card is still visible. This will help to avoid any confusion when determining Squad bonuses.

The "Mole"



If you are playing with fewer than 8 players, make sure to also reveal the Mole's top card at this time and place it on top of her discard pile. The Mole can form Squads with players, but never receives Bite tokens if she fails to complete a Threat & cannot gain points for having the best total.

SURVIVAL, POINTS, & BITES

After all players have revealed their card, determine which players form a Squad, and note any **NEXT** text that may affect card totals or Squad Bonuses. As long as a Squad or single player's card total successfully completes the Threat, they are deemed safe and move on to the next round. Any player(s) that did not successfully complete the Threat are given a Bite token.

Then determine which Squad, single player, or Squads have played the best card total (usually the highest card total) and also successfully completed the Threat. Those player(s) receive the points noted on the Threat card, taking the chips from the supply. Do not divide the points. All eligible players receive the full point amount.

ONE BITE

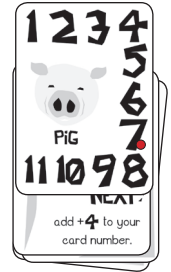
When a player fails to complete a Threat, they receive a Bite Token. This moves them one step closer to being Eated, but they are still safe.

Also, as a small consolation prize, **any player with one Bite token may secretly peek at the Mole's next face-down card** before Negotiations, giving them a slight bit of knowledge that they may choose to share with other players. *The Mole is only used in games with fewer than eight players.*

1st Round



OR



FLIP!



1st Round



OR



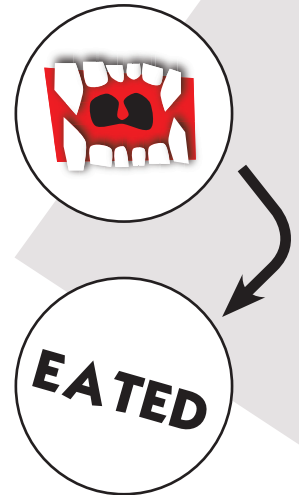
TEH EATED

When a player receives a second Bite, she flips her Bite token over to the Eated side. That player has become Eated. The Eated do not try to defeat Threats. The Eated exist for only one purpose; to moan and whine and annoy the living and make them Eated as well!

When a player becomes Eated, they still draw and play cards and do everything a normal player would do with two important exceptions.

1. **They can no longer score points from Threats or use NEXT abilities.**
2. **If they are part of a Squad, that Squad receives no Squad bonus and the Eated player scores 1 point!**

(This still counts as forming a Squad, it just means that nothing extra is added to the card total played by players in the Squad.)



INTERMISSION

After the first five threats, the Intermission card will be drawn. The Intermission card reminds players of all steps to follow at that time, and gives a small boost to the animals dragging down the pack.

During set-up, all players have removed one card at random without looking. This card is placed face-down in the center of the table to form a small pile.

During Intermission, the player with fewest points will pick up this pile of cards and choose one to add to his hand. Then, the player with the next fewest points will choose a card, and so on, until all players have received one card. If any players are tied for points, the player closest to the left of the Ringleader will choose first.

10 Rounds, 11 Cards

The Game ends either when the 10th Round is complete or at the end of a round when all players have become Eated. But, wait, there's 11 cards in player's deck!

The final card left in a player's hand is worth points equal to the number on the card.
If the game ends before the 10th round, all Eated players discard down to one card.

THE END

All surviving players total up the points they have personally collected during the game and add that to the number of points on the final card remaining in their hand. The surviving player with the most points wins!

However, if ANY players are tied, those tied players form a **final Squad and receive a Squad Bonus** added to their point total. If this causes a Squad to win or tie, all tied players share their victory by bumping paws/hooves.

If there are no surviving players, the Eated player with the most points wins!

AND NOW FOR ALL THE IMPORTANT RULES!

That is the basics of a game of Don't Get Eated, but be sure to read on to fully understand some of the more tricky situations before you begin your first game.

“NEXT:”

Below is an explanation of NEXT abilities and when they are used during a Round. Remember to always play a new card on top of the last card you played to avoid confusion. Make sure the NEXT text from the previous card is visible if needed, but the previous number is covered. Unless mentioned in the text, an ability must be used and is not optional. They are arranged by the order in which they are resolved during a round.

GOOD

“**peek at the next threat**”: Use this ability after a new threat is drawn. Secretly look at the next face-down Threat.

“**give one card to another player, and randomly steal one of their cards**”: Use this ability before Negotiations begin.

“**play your card after everyone else has revealed**”: Use this ability after all chosen cards have been revealed.

“**add +4 to you card number**”: This bonus is added to your card after it is revealed. For example, a “2” would become a “6.” The final total is used when determining Squads.

“**double your Squad's Squad Bonus**”: Use this ability after Squads are determined. For example, if 3 players play the same number and form a Squad, the bonus is increased from 3 to 6.

“**threat is worth +3 Points for you**”: Use this ability only if you or your Squad would score points for the Threat. You score an extra 3 points in addition to the normal Points on the threat card.

BAD

“**An Eated player of your choice, returns to play with one Bite token**”: Use this ability before Negotiations. If there are no Eated players, you cannot use this ability.

“**your card must be played at random from your hand**”: Use this ability after Negotiations, before playing a card. Once the random card is face-down, you may not look at your hand again until the Round is over.

“**threat is worth 2 points fewer for you**”: Use this ability only if you or your Squad would score points for the Threat. You score 2 fewer points than listed on the Threat card (to a minimum of zero).

SPECIAL THREATS

Threats always list the reason that a Bite Token is given. Mainly, a Bite Token is received when a player Fails to play a number equal to or higher than the Threat. But, sometimes there are special cases that can even award a Bite Token to the player(s) that received points, so read the Threat carefully.



Arrows are a reminder to players that a Bite Token is awarded for a special reason. *In the example above, the player(s) with the Lowest Total receive points but **also** receive a Bite Token.*

LAST ROUND “NEXT”

Any **NEXT** abilities played on the final round do not go into effect.

DISCARDS

Do not play or reveal the cards in your discard pile. Players may never look through their own or another player's discard pile during play.

“X”

The X card is not considered a number. Adding +4 to it still makes it X, and players do not form Squads when playing it.

THE MOLE

As mentioned earlier, in games with fewer than eight players, the players all receive a little assistance by a dummy animal, nicknamed, “The Mole.” Be sure to Reveal one card from the Mole's deck each turn. The Mole can help form Squads or add to them, so be careful when determining which players receive points.

TIES

If two players have the same NEXT ability and the timing of who gets to take which ability first matters, the player closest to the left (clockwise from) the Ringleader uses their ability first and so on.

THE RINGLEADER



Especially when playing with a group of eight or nine players, a Ringleader is essential to keep things moving smoothly. While players should become familiar with the system relatively quickly, making sure Threats are quickly explained, cards are played simultaneously, and that a new Mole card is revealed are very important duties of the Ringleader. There's no bonus for being a Ringleader, except the “joy” of playing the game with new people.

THE LAST PAGE OF TEH RULEBOOK

This is where the thank you section goes and I thank a ton of people and things. It's probably going to be another eclectic mix of music culture references, hair products, and people that were instrumental in giving me motivation. It's probably more difficult to type this paragraph of fake text than it is to actually list all the things and people responsible for this game. Playtest, playtest, PnPers, people, people. I am typing words of thanks. So many words of thanks for the important people. Oh my how much I love all the things that made this game become a reality. I am so humble and thankful and never sarcastic and every single person has touch my life in a very special way. Thanks again for playing!

DESIGNER NOTES

I am looking for help with rules clarity and especially feedback from hiccups found during blind playtesting. Most of the essential gameplay elements are in place, but if any contradictions or strange interactions between abilities appear, please let me know. If there is an element of the rules that players have difficulty understanding over and over, let me know and I'll try to emphasize it more in the rules. Large group playtests are extremely important, but even smaller groups and revealing any possible mathematical issues that might arise when scaling from different player counts are important as well. Thanks!

feel encouraged to contact me with feedback or suggestions:
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