

THE BLAME

(CREDITS)

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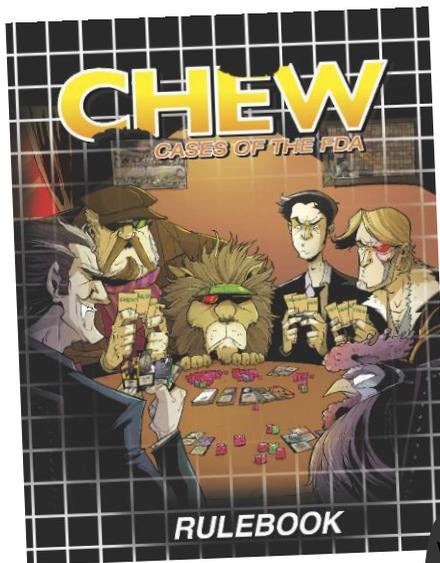
CHEW

CASES OF THE FDA

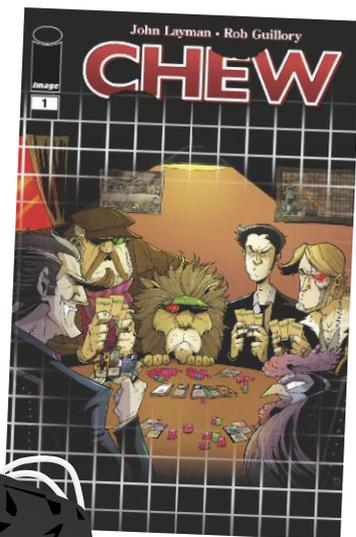


RULEBOOK

COMPONENTS



1 Rulebook



1 Exclusive
variant issue of
Chew #1



20 Chogs



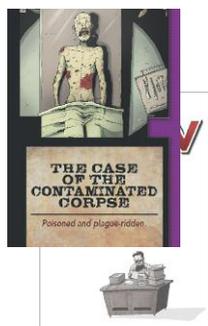
1 Drawstring Bag



48 Clue Cards



52 Investigation
Cards



5 Case Cards



5 Culprit Cards



THIS IS CHEW: CASES OF THE FDA.

Welcome to the FDA! You've been recruited for your keen investigation skills, attention to detail, and most importantly, your strong stomach. But that's enough praise, rookie, it's time to get to work!

This is a game for 2-5 players that plays in under 30 minutes. In it, you try to solve a mystery by following a trail of clues to the end (how else would you solve a mystery?). All right, let's go over the basics first.



THIS IS A MYSTERY

The card on the left is a Case card. The card on the right is a Culprit card. Together, they are called a mystery. You get dealt one of each of these cards at the start of the game. Your job is to create a trail of Clue cards that will connect your Case to the Culprit behind it. If you do that, you solve the mystery and you win! Simple, right? That is, of course, *wrong*. Otherwise, this wouldn't be much of a game.



THIS IS A CLUE CARD

You use Clue cards to create a path from your Case card to your Culprit card. Each clue has a **strength value** on it, which is a number 6 or less. In order to solve your mystery, you must have a value of at least 20 strength in your crime scene **BEFORE** connecting to your Culprit card.

In addition, the colors on the right and left side of each card must match to form the path, as shown below.



WILD

A Cibopath grid border means that side of the card is Wild. When playing Clue cards into your mystery, you may match a Wild border with any other Clue color.



THIS IS AN INVESTIGATION CARD

Investigation cards can do just about anything. You'll have to read each card to see what it does. One card might let you mess with another player or look through the discard pile for a specific card. Another might be played in front of you to let you break a rule for the rest of the game.

Some Investigation cards are a special type of Investigation card, such as *Cibopath*, *Bad Guy*, *Partner*, or *Pain-in-the-Ass*. These will be explained later.



THIS IS THE HAND LIMIT

Normally, you can never have more than 7 cards in your hand at once. If you ever find yourself with more cards than that, you must immediately choose and discard enough cards to bring you back down to 7 cards before you can do anything else. This is referred to as your hand limit.



MEET THE CHOG

It's a chicken. It's a frog. It's fricken adorable. Love the chog. In this game, it's also your currency. Whenever you see a bite taken out of the corner of a card with a number in it, you know that you must spend that many chogs to play that card. If you don't have enough chogs, you can't play the card. No, not even if you ask nicely.

In addition, some Investigation cards require a chog ransom to be played before you place any more clues. See *Bad Guy* cards for more details.

OK, that's enough with the introductions. Let's get started!

THE STORY SO FAR...

Three years ago, 23 million people in the United States, and 116 million around the globe, died as a result of what the government claimed was an Avian flu. This led to the banning of all poultry and the rise of the U.S. Food and Drug Administration to become the most powerful law enforcement agency in the world.

You play the part of FDA Agents attempting to solve criminal cases. You may get partnered with psychic agents (AKA Cibopaths) who can eat a corpse to find out how that person died, cops who have had half their face replaced with bionics, or even roosters that are just really, REALLY bad ass. If you want to be the first to solve your case, you'd better set your weird-o-meter to "Let's ride."

SETTING UP THE GAME

Okay, with that stuff out of the way, let's get this party started!

- 1 First, put the chogs in a pile near the middle of your table. Aren't they adorable? Each player gets 3 chogs to start the game.
- 2 Next, separate the cards into 4 different decks by looking at their cardbacks. There should be 5 Case cards, 5 Culprit cards, 48 Clue cards, and 52 Investigation cards.
- 3 Shuffle the Case cards and deal 1 face-up at random to each player. Return any extras to the box. Then do the same for the Culprit cards.
- 4 Shuffle the deck of Clue cards and place the deck facedown near the center of your table by the chogs. Turn the top 4 cards of the Clue deck face-up in a row next to the Clue deck – this is the Crime Scene. Don't deal any Clue cards out to the players — they've gotta EARN them.
- 5 Shuffle the deck of Investigation cards and deal 5 cards to each player. Players may look at these cards but should keep them secret from each other. Put the rest of the Investigation deck facedown near the Clue deck.
- 6 The player who has eaten the most chicken wings in one sitting is the first player and takes the first turn. After each player takes their turn, play passes to the player to their left. This continues until someone solves their mystery and wins the game. You are now ready to begin.



TAKING YOUR TURN

Your turn is broken into three parts:

1. REQUISITIONS

At the start of your turn, you receive 3 requisitions. Each requisition can be used either to take 1 chog from the bank or to draw 1 Investigation card from the Investigation deck. Requisitions can't be used to draw Clue cards.

After requisitions, if you have more than 7 cards in your hand, choose and discard cards until you are down to 7 before continuing.

There's no limit on how many chogs you can have. However, if you requisition a chog and there are none left, take that chog from another player of your choice.

If you draw the last card from the Investigation deck, turn the Investigation discard pile facedown, then shuffle it to create a new Investigation deck.

2. PLAY INVESTIGATION CARDS

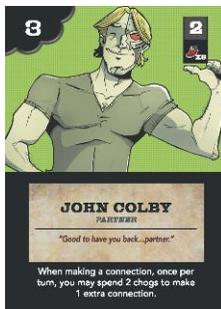
Once you've used up your 3 requisitions, you may play any number of cards in your hand that you wish. If a card has a chog cost on it, you must spend that many chogs in order to play the card, like explained earlier, if you were paying attention.

Normally, when you play an Investigation card, you do what it says and then discard it face-up into a discard pile next to the Investigation deck. However, there are a few special types of Investigation card that you should know about:



CIBOPATH

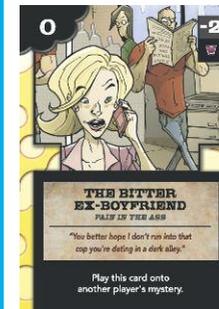
Cibopath cards are played as normal. However, there is a card in the Investigation deck – “Beets” – that allows a player to retrieve a Cibopath card from the discard pile. Really, that's the only thing weird about these cards.



PARTNER

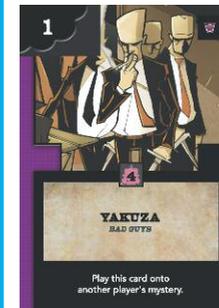
Partner cards get played face-up in front of you and stay in play until something gets rid of them. You may have as many partners in play at once as you wish. Partners generally have some sort of ability that either triggers on each of your turns or else is always on. You'll have to read the cards to see exactly what they do. Some partners even have a strength value on them just like Clues do.

These cards count towards your mystery's total required strength of 20 while they're in play. That is, if you have a partner with a strength of 2 in play, you only need 18 more strength in your mystery in order to solve it.



PAIN-IN-THE-ASS CARDS

Pain-In-The-Ass cards get played face-up into another player's mystery. The color on the left of the Pain-in-the-Ass card must match the color on the right side of the last card in the mystery in order for you to play it, just as if it were a clue. Normally, Pain-in-the-Ass cards reduce the overall strength of that player's mystery. In other words, if you play a Pain-in-the-Ass card with a -2 strength into another player's mystery, they now need 2 more strength in order to solve their mystery, and they probably like you a little less than they did at the start of your turn.



BAD GUY

Bad Guy cards, like Pain-in-the-Ass cards, get played face-up into another player's mystery, and must match colors when played, just like a Pain-in-the-Ass card. However, that's where the similarities end. A bad guy effectively “dead ends” that player's mystery while it is in play, preventing further Clue cards from being added to the mystery. In order to get rid of a Bad Guy card, that player may either play a card that discards a Bad Guy or else pay the chog ransom shown on the Bad Guy card. The ransom is paid by simply spending that many chogs and discarding the Bad Guy card.

3. MAKE A CONNECTION

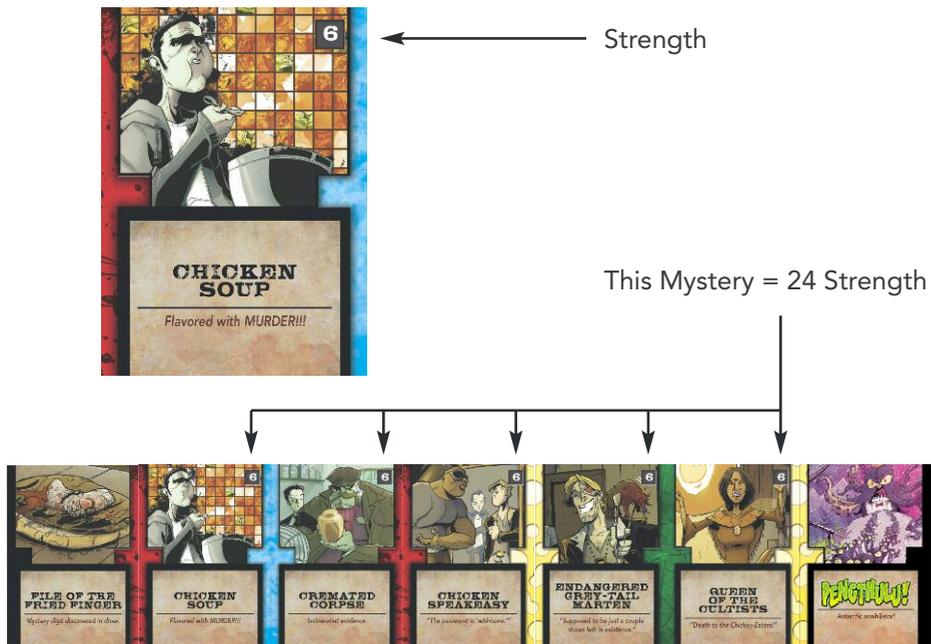
After you've played all the Investigation cards you are willing or able to play this turn, you may make one connection. To make a connection, look at the four face-up Clue cards next to the Clue deck (also known as the crime scene, remember?). You may take one of those cards and add it face-up to your mystery if its left color matches the right color on the last card in your mystery, whether that's your Case card, a Pain-in-the-Ass card, or another Clue card. If none of the face-up clues can fit into your mystery, you lose your opportunity to make a connection this turn.

After you've made your connection, turn the top card of the Clue deck face-up, adding it to the crime scene, so that there are always 4 face-up clues in the crime scene at the start of the next player's turn.

Some Investigation cards will allow you to make extra connections during your turn. Each extra connection lets you add one more card to your mystery that turn. However, do **NOT** refill the crime scene with Clue cards until you've finished making all of your connections for the turn.

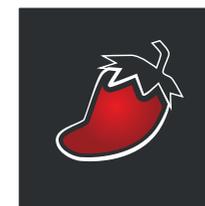
SOLVING YOUR MYSTERY

If you have at least 20 strength worth of clues in your mystery (including any strength from your current partners), you may instead use the opportunity to make a connection to solve your mystery by connecting your Culprit card to your mystery. The color on the left side of your Culprit card must match the color on the right side of the last card in your mystery as well. However, if your mystery has enough strength and you can fit your Culprit card onto the end of your mystery, you've solved the case and you win the game!



VARIANTS

You may have noticed the red pepper and shotglass icons in the upper right of some cards. These icons are only used in the following variants:



IRON STOMACH

In order to play with this variant, you'll need some jalapeño peppers, or some stinky cheese, or something otherwise a bit unpleasant to eat. (Don't get silly and hurt yourselves, though. It's just a game.) Each time a player plays a card with a pepper icon on it, that player must take a bite of the provided food – one bite per pepper icon on the card.



IRON LIVER

In order to play with this variant, you'll need some sort of libation for each player – preferably something a bit lightweight, like beet juice. Each time a player plays a card with a shotglass icon on it, that player must take a sip of their drink – one sip per shotglass icon on the card.