

Human Flavor



a tabletop game for 2-6 players by
Layman Kingsford

Seize control of Bigbad City with a clan of supernatural beings by capturing and consuming humans. Will your clan be sustained by faith, flesh, fear or something else to fuel your rise to power?



COMPONENTS

1 CITY BOARD

6 CLAN BOARDS

50 ALLY CARDS (TAROT SIZED)

54 HUMAN CARDS

24 PUBLIC AGENDA CARDS

175 RESOURCE TOKENS (35 OF EACH OF 5 TYPES)

36 MEEPLES (6 PER CLAN)

144 STACKERS (24 PER CLAN • 6 OF EACH OF 4 TYPES)

1 FIRST PLAYER MARKER

6 PLAYER REFERENCE CARDS



THE SETTING

Bigbad City is a thriving metropolis where humans have grown and flourished. Art, technology, commerce and government all blend into the perfect urban home for people of every sort... including the *supernatural* sort.

Unearthly folk hailing from the radiant heavens, the seven hells, the land of the dead, the feral wilds of limbo, and the hidden places of folklore wield fearsome and tremendous powers alongside uncanny and violent needs. Mostly, they *hunger*.

The crowded and naive denizens of Bigbad City have

become complacent in their easy lives and are ripe for the picking. A supernatural clan's dining table isn't decorated only with tender flesh carved from human bodies, but is replete with entrees slathered in fear sauce paired with a side dish of blind faith. Goblets overflow with emotional nectar and the very dessert of life force makes for a tasty finale to every meal.

Will you be able to lead your clan of supernatural allies to dominance in the city partaking in the smorgasbord of mortality's vital victuals before the nameless humans rise in rebellion?

THE GOAL

Players will take **worker placement actions**, one at a time, venturing out into the city to capture humans and spread their influence or they will stay at home to snack upon their captives to gain needed resources while activating their ally's special abilities.

You will need to **capture** humans in order to **feed** upon their various essences to fuel your ability to influence various city networks. The higher your dominance stackers rise in the city the more points they are worth at the end of the game... unless the humans get fed up (pun intended) with all the wanton murder and retaliate against their supernatural oppressors.

The game **ends** when the Human Uprising meter has maxed out OR when all players have placed their last meeple on the last day (varies by player count).

THE GLANS



Clan Celestial: Angels, seraphim, devas and other glorious residents of the radiant Heavens descend into the world looking to dine upon the blind faith and witless devotion of humanity.



Clan Feral: Ferocious, shape-changing beasts hearkening from the wild landscapes of Limbo pass for human in one guise but shift to bestial form when the hunger for flesh overwhelms.



Clan Fey: Capricious, wily and sly are the wee folk dwelling in hidden nooks around the world. They may seem playful or even helpful, but their perverse games will sap human's very will to live.



Clan Infernal: Fiery demons, devious devils and all the residents of the nine Hells come to earth seeking to sow fear. They depravedly dine upon wicked bargains designed to sow fear and regret.



Clan Mystic: Not all who dine upon humanity are other-worldly. Some regular people are perfectly willing to subjugate, abuse and consume their peers in an odious quest for unnatural powers.



Clan Undead: Not all humans stay dead when their life ends. Infused with agony and torment, some return to the mortal world to whittle away the life force of others so as to eke out a decrepit existence pantomiming mortal verve.

SETUP

1. Shuffle the Ally deck

- 1 Shuffle ALLY cards, draw 4 to place face-up in these slots. The rest remain in a face-down deck.



face-up spaces top of



and display 4

2

- 2 Shuffle PUBLIC AGENDA cards, draw 3 to place face-up. The rest remain in a face-down deck.

cards in the at the the

3

- 3 Shuffle NAMELESS HUMAN cards, draw 4 and place face-up in these slots. The rest remain in a face-down deck.



4

- 4 2-4 players Place X starting Dom nat on Stackers of an unused color on the Uprising Meter.



5

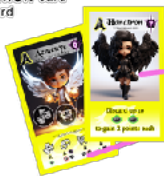
- 5 Each player takes a CLAN MAT, its matching starting MINION card and its starting ALLY card.

7 Sides of your Domination STACKERS



Place the rest of the Ally

- 6 Place your starting meeples on your clan mat.



deck face down to the

8

- 8 Place your starting allotment of resource tokens (9) in storage.

city

9

- 9 Deal 3 random Personal Agenda cards to each player.



board.

deck face down to the

2. Shuffle the square **Public Agenda** cards and **reveal 3** where all players can reference them. Place the rest of the deck face down next to the revealed cards.

3. Shuffle the narrow **Nameless Human** cards, **display 4** face-up on the spaces at the bottom of the city board. Place the rest of the deck face down on the space to the left of the displayed humans.

4. In games with fewer than 5 players, pick a color of stacker not being used and place some out on the Human Uprising Meter:
 - 2 Players 2 at one corner space, and 1 at each other corner space
 - 3 Players 1 at each corner space
 - 4 Players 1 at 3 different corner spaces (1 space will be empty)
5. Each player chooses a **Clan Mat** along with its starting **Minion** card, starting **Ally** card
6. Each player places **3** of their matching **meeples** (place 2 in a 5 or 6 player game) at the top of your clan mat
7. Each players sets out all their matching **dominance stackers** (6 of each type: Commerce, Crime, Culture & Politics)
8. Each player **gains 9 resource tokens** of their choosing. They may not exceed any printed limit on their clan mat at this time.
9. Choose one player to be the **First Player** who will take the starting action of the game. Give them the 1st Player Marker. Perhaps it is the person who most recently saw a dead body?

GAMEPLAY

Human Flavor is a worker placement and area control game. Every **day** (3-6 rounds) players will take turns placing their clan meeple (minions) one at a time until everyone has run out of meeple. Then players will score points according to the revealed **public agendas**.

WINNING

The game ends after completing the 4th day (2-4 players) or 5th day (5-6 players). Dominance Stacker are added to everyone's existing score and whoever has the most victory points wins control over Bigbad City!

DAY STRUCTURE

A **ROUND** consists of each player taking ONE ACTION with an unused minion. A **DAY** consists of all players having used all their available minions. On a player's turn, they may take **1 action** by placing of one of their unused clan meeple. They are considered to be the **Active Player** and choose to either STAY HOME or PROWL THE CITY:

FEAST at HOME

Place a minion on your **clan mat's dining table**. Depending on which seat you place your meeple, you will **snack** or **devour** 1-3 times



- ◆ **ACTIVATE + SNACK:** **snack** upon humans in captivity **gaining resources** from each one according to the slot's allotment (1, 2, or 3); then slide all snacked upon humans 1 slot to the right. *If this moves them into your dumpster, turn the card(s) over. Choose each resource icon on a human card only ONCE per snack action.*

OR

ACTIVATE + DEVOUR: **devour** humans by sending their bodies straight to the dumpster and turning them face down. Immediately **gain points** according to the slot the humans came from.

ACTIVATE means use 1 of your *once per day* **ALLY card abilities** OR your *once per game* **CLAN ability**, then flip it over (*activation can happen before or after you snack/devour*).

PROWL the CITY

Send one minion to a city location. **UTILIZING** a location's special ability is optional before or after doing one of the following:



- ◆ **UTILIZE + DOMINATE:** Pay for & place 1 **stacker** matching one of the icons on that city location to the bottom of the matching Dominance Meter. Immediately **Gain 2 points**.

OR

UTILIZE + CAPTURE: Claim (for FREE) one of the visible **humans** in the city and place it into the **left captivity slot** on your clan mat.

*If a location is already occupied (other than the Public Park), you **must** pay 1 resource of your choosing to the player with the previous **standing** meeple there (if it is your own, discard 1 resource instead). Then stack that meeple on its back on top of all other previous visiting meeples leaving your meeple as the standing meeple.*

END of DAY

At the end of the final day only steps 1-3 are followed.

END of DAY: Once all players have used all their minions, the end of the day is triggered. Do the following **IN ORDER**:

1. Score **PUBLIC** Agendas
2. **FEED** all your clan **ALLIES** 1 resource of their type and discard any you do not or cannot feed
3. **CLEANUP** your mess by discarding all **BODIES** in your **DUMPSTER** and all excess **RESOURCES** from your mat
4. **RETRIEVE** all your **minions** to their holding slots on your clan mat and flip all used **Allies** face-up
5. **ACQUIRE** a new meeple to your clan mat
6. Start a **NEW DAY** by revealing **3 new Public Agendas**. The player with the **LOWEST** score takes first action (becoming the day's First Player)

END GAME SCORING

- Score all **Dominance STACKERS** = **7 points** each:
Uprising = -2/-4/-6/-9 for each Dominance stacker
- Add the **value** of each **ALLY** remaining in your clan (upper right corner) to your final score.

RULES

SNACKING (getting resources)

Once captured, humans begin the end of their life in the left captivity slot on your clan mat. The clever and efficient supernatural being keeps humans in a secure location in their home where they can be grazed upon like artisan hors d'oeuvres. Any number of humans can occupy any slot. A single snacking action will give you resources from 1-3

humans depending upon which seat you take at the table. The humans you snack upon need not all be in the same slot.



When snacking on humans in the left slot you gain all 3 resources depicted each card you choose to nibble upon. Each icon on each card can only be activated once per snack action. Don't worry if you don't have enough storage space, during a day you may hold **any number of resource tokens** on your clan mat.

When a captive is snacked upon in the middle slot you gain resources from only 2 of its icons (you may not choose a printed icon more than once) and when snacked upon in the right slot you gain only 1 of its resources.

Once you have gained resources, move all snacked upon humans one space to the right. When humans in the right-slot are shifted, they have expired from the insufferable conditions you have subjected them to and they go to your dumpster where their bodies may be of some value in scoring agendas at the end of the day.

You cannot combine Devour and Snack actions when taking a seat at your clan table.

DEVOURING (getting points)

Captive humans sometimes are just too delectable to leave chained to the wall for casual noshing. Sometimes you're so ravenous you gobble every morsel they have to offer.

A devour action allows you to send 1-3 humans directly to your dumpster. You immediately gain points for each one. Potentially, their shapeless remains may be of value for

scoring an agenda at the end of the day before the city's garbage collectors come and empty your dumpster.

Like snacking, a devour action can take humans from different slots, but the further they are to the right the less valuable they are.

You cannot combine Devour and Snack actions when taking a seat at your clan table.

ACTIVATING ALLIES

Every time you take a snack or devour action by placing a meeple on one of the three table slots on your clan mat, you may also - for FREE - activate the special ability of any one of your recruited allies. I mean, they need to earn their keep if you're going to continue feeding them.

This activation may be done before or after your snack/devour action and is totally optional. Maybe none of your allies have anything worthwhile to contribute at the moment.

Allies are not tireless. They can each only be activated once per day so flip over their card when used. Don't worry, if you feed them again at the end of each day they will not only flip back to be usable again, but they will stay loyal to your clan to provide their value in victory points at the end of the game.

DOMINATE (using stackers)

When prowling the city, it is wise to get involved with how human society operates. After all, you need to keep them prosperous enough so as to continue feeding your needs.

Learning how to take control of civilization requires you to interact with humans in a the ways of arts and entertainment (**Culture**), governance and justice (**Politics**), buying and selling

goods and services (**Crime**) and subverting the laws of the land (**Commerce**).



A **dominate** action allows you gain **1 Dominance Stacker** of a type depicted at the city location your meeple was placed. You must pay (by discarding from your clan mat) the **number and type of resources** for that stacker type as defined by the cost depicted on your clan mat.

Once paid for, place one of your matching, unused stackers from your supply **at the bottom** of the matching corner stack on the Uprising Meter. Immediately gain **3 points**.

If the stack is now too high (four high in a 2-4 player game or five high in a 5-6 player game), the top stacker is removed from the stack, turned upside down and is added to the top of the Uprising stack in the middle space of the meter.

CAPTURE HUMANS

The universal need to eat is no different for supernatural beings as it is for nameless chattel. You will need to keep a fresh supply of people coming into your home as the ones you already have get consumed for resources and points.

Every time you visit a city location you have the option to capture any one of the face up humans on display. A captured human is added to the cards in the left-most slot at the bottom of your clan board. For some reason, humans seem to huddle together and cry at this



point. Some wail incoherently. Some devolve into silent meat sacks. They also seem to degrade over time. Honestly, it's kind of pathetic.

When a human card is taken from the city, slide all remaining face up human cards one space to the right and refill the empty slot at the left with a new card from the top of the nameless human deck.

DOMINANCE STACKERS & the Uprising

The four corner DOMINANCE meters fluctuate throughout the game. Every time a stacker gets placed by a **Dominate** action, it goes on the **bottom** of the stack and the player earns **3 points**. Each stacker is worth **7 points** if it is still on the meter at the end of the game.

In a 5-6 player game each Dominance Meter can only go 5 stackers high. It is limited to 4 stackers in a 2-4 player game.



The central UPRISING meter represents the population's overall threshold and tolerance of the dark and frightening atrocities being perpetrated by the clans. The UPRISING meter gets filled when a stacker is bumped off the top of one of the four Dominance meters.

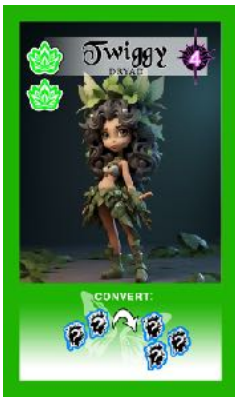
Place the bumped stacker face down on the Uprising meter (it does not get returned to its owning player).

SUPERNATURAL ALLIES

RECRUIT = pay the depicted resource cost.

You and your clan are not the only otherworldly beings in Bigbad City. Other supernatural folk continuously pass through town giving you a chance to recruit them. Allies come in six varieties and any **one** of them can be persuaded to join your clan.

Your **Starting Ally** card costs you nothing to acquire. Minion meeples never need feeding, they are your flunkies to be used and abused no matter how you debase them. They are witlessly devoted to your clan.



Other **Allies**, however, need to be bribed up front to come work for you. Discard the number and type of resources depicted in the upper left corner of their card. At the end of every subsequent day, you will need to discard 1 matching resource per ally to keep them loyal to your cause. If you cannot or choose not to, all unfed allies are discarded.

When an ally is recruited, immediately shift all remaining allies one space to the right and draw a new one to display in the left-most space.

Ally cards provide their owning player with a various **special abilities**. When placing a meeple at home chose any one face-up ally card to activate its ability *for FREE before or after your snack/devour action*. No single ally ability can be activated more than once per day. Turn the used ally card face down after activation.

CLAN MATS (your clan's home)

Every player has a unique mat on which they will store gathered resource tokens, house minions and allies as well as horde captured human cards.

Each clan mat provides a unique resource **conversion ability** that is useable once each day, at any time even when it's not your turn. This conversion is FREE and requires no minion to be assigned to it.

Each clan mat also has a unique **once per game ability** that can be used instead of activating an ally ability during a snack/devour action.



Each clan mat also has a list along the right side denoting its unique cost for that player to acquire and place each of the four kinds of **Dominance** stackers.

In the center of the mat is space to store **Resource tokens**. During each game day you may hold ANY NUMBER of resources. However, at the end of

each day, if you are in possession of **more resource tokens than you have space for**, you must discard all excess tokens (after recruiting and feeding). You cannot store tokens of one type on a line of a different type.

You may hold any number **nameless humans** captive at any given time along the bottom of your mat. You will snack upon them in order to gain the resources depicted on their cards. You may also choose to devour them outright to gain victory points.

Your **Minions** (action meeples) are housed at the top of the mat and are not considered to be “on” it. You gain a new action meeple at the end of every day until you have six in

total. The day when players gain their 6th meeple is the last day of the game.

PUBLIC AGENDAS



Agendas are one of the primary ways to gain victory points.

At the start of each new day, draw **3 Public Agendas** from the top of the deck and reveal them to all players. These are the ways all players will have to gain some points this day.

During scoring at the end of the day, if there is a tie in any category all players meeting the requirements score the points equally. You may gain points from any or all agendas for which you meet the requirements.

PLAY TESTERS

HENRY PITTINGER • NICK GOEDECKE •
JEREMY JONES • JEFF GOLD • ROBERT
YEAGER • MANDY DORIA • BRIDGET
MCNERNY • KELLY LEACH • LAUREN
KOTTENSTETTE • JENN BACH • JEN
LORD • NATE DEGRAFF • PHIL BOYER •
AUSTIN VAUTRAIN • SHANE
DESCHENNES • BROOKE MURRAY •
REID HOLLBEN • MARK BAJKOWSKY •
HANNAH DIEGOLI • JACOB WRIGHT •
MAKEON HOSB • J.C. YANG • STEPHEN
JOHNSON • ASHLEIGH VALORZ • KYLE
VALORZ • DAVID WIGGINS • JOE
KUZAWA • SAGE CHITTOCK • BETH
BLOMQUIST • JOSH NATZKE • KAT HALL
• JEFF KING • QUIN GELFAND •
BRANDON HOWARD • JAMES HOWARD
• KYLE BERRY • DAVID MACNEAL

