

( *M* ) *EAT*

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## ABOUT\_ (M)EAT

THIS IS A GAME ABOUT ANIMAL MEAT, AND THE EVER-CONFLICTING INFORMATION THAT CIRCULATES REGARDING WHETHER OR NOT HUMANS SHOULD BE EATING ANIMALS.

THE GAME (M)EAT IS A REFLECTION OF MY EXPERIENCE WITH MEAT. AS A MEAT-LOVER WITH A FAMILY AGAINST IT, I HEAR AN ENDLESS STREAM OF REASONS WHY MEAT IS BAD. I DON'T QUITE KNOW HOW TO FEEL ABOUT THIS OVERWHELMING AMOUNT OF INFORMATION, OR WHETHER I SHOULD TAKE IT INTO ACCOUNT, ALL I KNOW IS I LOVE THE STUFF.

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*MAIN GAME COMPONENTS*

## 2 — — — — — CARD GUIDE

*MEAT CARD & HUNGER CARD*

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*INFO CARD & ACTION CARD*

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## GAMEPLAY\_OVERVIEW

IN ORDER TO PLAY *(M)EAT*, YOU NEED TO KNOW A FEW THINGS.

### HOW TO START?

THE RULES START OUT SIMPLE;  
DRAW A CARD, PLAY A CARD.  
*(M)EAT* IS A 3 - 5 PLAYER GAME

### WHAT ARE THE DIFFERENT CARDS?

THERE ARE 3 MAIN CARD TYPES;  
\_MEAT CARDS,  
\_INFO CARDS,  
\_ACTION CARDS

TO READ MORE ABOUT THESE CARDS,  
SEE FOLLOWING PAGES

### HOW TO WIN?

THERE IS NO WIN CONDITION TO BEGIN WITH.  
AS CARDS ARE DRAWN AND PLAYED, INFO  
CARDS WILL CHNAGE THE WIN CONDITION FOR  
PLAYERS. REMEMBER THAT THE RULES WILL  
CHANGE AS OFTEN AS NEW INFORMATION ABOUT  
MEAT IS INFLICTED, AND THAT DIFFERENT  
PLAYERS WILL HAVE DIFFERENT WIN CONDI-  
TIONS THAT ARE ALWAYS SUBJECT TO CHANGE.

## MEAT CARD EXAMPLE

*[BACON]*

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MEAT CARDS CAN BE THOUGHT OF AS "COLLECTING" CARDS. THESE CARDS WILL ULTIMATELY BE THE MEANS OF WINNING OR LOSING, DEPENDING ON THE VERDICT OF THE NEW INFO CARD EACH PLAYER MOST RECENTLY DREW. THERE IS NO SET VALUE ON ANY MEAT CARD, INSTEAD THE VALUE CHANGES PER PERSON AS INFO CARDS DICTATE. THESE CARDS CAN BE HELD IN YOUR HAND, OR "PLAYED" (PLACED ON THE TABLE IN FRONT OF YOU).

## HUNGER CARD EXAMPLE

*[THE ABSENSE  
OF FOOD]*

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*SOME PEOPLE MIGHT CALL  
THIS HUNGER. "GRUMBLE"*

THIS IS WHAT A HUNGER CARD LOOKS LIKE. HUNGER CARDS ARE TREATED THE SAME AS MEAT CARDS; THEY ARE ALSO COLLECTED PER PLAYER IF AN INFO CARD REQUIRES IT TO WIN. THESE CARDS ARE ALSO CARDS THAT YOU MUST "PLAY"

CARD GUIDE IS CONTINUED ON THE FOLLOWING PAGES

INFO CARD EXAMPLE

INFO CARDS ARE THE CARDS THAT DETERMINE PLAYER'S WIN CONDITIONS. UNTIL A PLAYER'S FIRST INFO CARD IS DRAWN, THEY DON'T HAVE A REAL GOAL, THEY ARE SIMPLY DRAWING AND PLAYING CARDS. ONCE AN INFO CARD IS DRAWN, IT IS IMMEDIATELY PLACED IN FRONT OF THAT PLAYER, AND THE PLAYER'S MOTIVES CHANGE. FOR EXAMPLE, THEY MIGHT BE TRYING TO COLLECT 7 RED MEAT CARDS. NOTE THAT EACH PLAYER NEEDS THEIR OWN PERSONAL INFO CARD, AND THAT IF THEY DRAW ANOTHER INFO CARD AT ANY POINT, IT REPLACES THE PREVIOUS.

**INFO**

GIVES THE INFORMATION ABOUT MEAT

**EXAMPLE  
INFO CARD**

REVEALS WHAT CARD(S) MUST BE COLLECTED TO WIN

THIS CARD MUST BE PLAYED YOU CAN'T HOLD ON TO IT

ACTION CARD EXAMPLE

ACTION CARDS ARE PRETTY STRAIGHTFORWARD BECAUSE THE MAJORITY OF THE DIRECTIONS ARE INCLUDED ON THE CARD. THEY CAN BE USED ON YOURSELF OR, MORE COMMONLY, ON OTHER PLAYERS. PLAYERS MAY KEEP THEM IN THEIR HANDS UNTIL THEY FIND A GOOD USE, OR THEY MAY DECIDE TO PLAY THEM SIMPLY BECAUSE OF THE RULE THAT STATES YOU MUST ALWAYS PLAY ONE CARD PER TURN.  
--> DE:ACTION CARDS ARE SIMPLY CARDS THAT A PLAYER CAN USE TO COUNTERACT ANY ACTION CARD, ON HIS/HER SELF OR ON ANOTHER PLAYER.

**ACTION**

**EXAMPLE ACTION  
CARD**

REVEALS WHAT THE ACTION CARD DOES

EXPLAINS HOW TO PERFORM THE ACTION STATED ABOVE

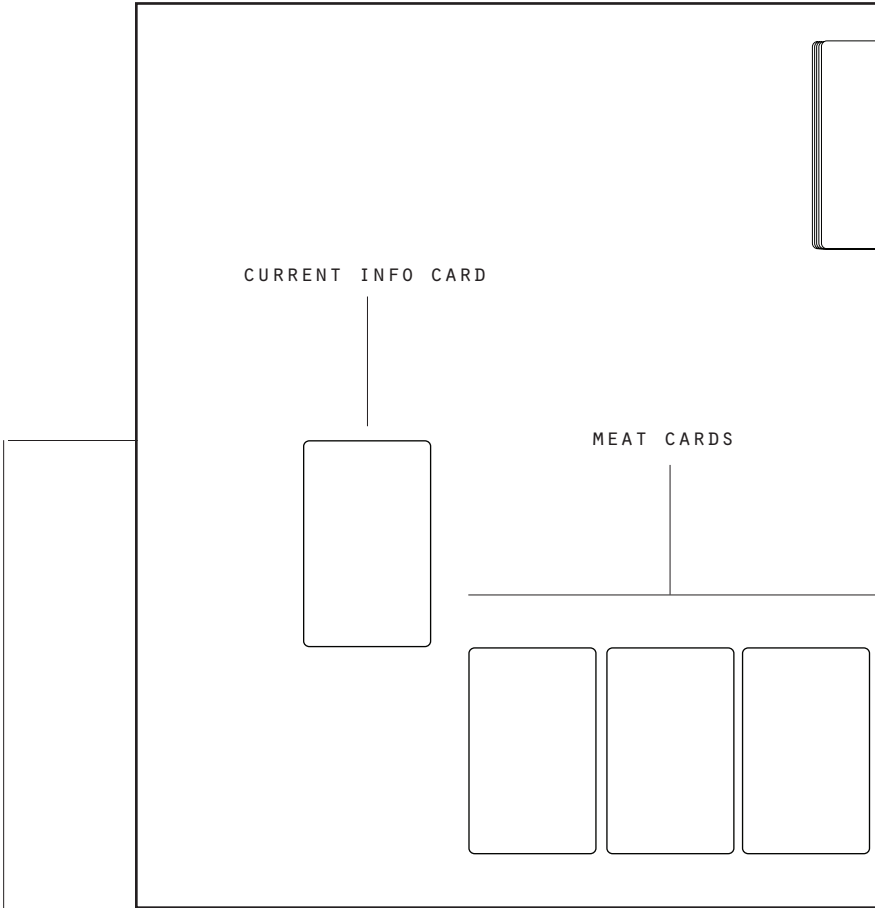
## TO BEGIN PLAYING

- 1) EACH PLAYER IS DEALT 5 CARDS FROM THE SHUFFLED DECK. THE REMAINDER OF THE DECK IS PLACED IN THE MIDDLE.
- 2) THE PERSON WHO LOVES MEAT THE MOST GOES FIRST (DETERMINE THIS HOWEVER YOU WISH). CLOCKWISE ORDER THEREAFTER.
- 3) SAID MEAT-LOVER MUST FIRST PLAY A CARD FROM HIS/HER HAND, THEN REPLACE THE CARD FROM THE DECK. THIS IS HOW GAMEPLAY BEGINS, AND CONTINUES UNLESS AN ACTION CARD SAYS OTHERWISE.
- 4) IF AN INFO CARD WAS DRAWN, THAT PLAYER MUST PLAY THE INFO CARD AS THEIR TURN. TO PLAY A CARD SIMPLY MEANS PLACING IT, FACE-UP, IN FRONT OF YOU.

ON THE FIRST TURN: IF 2 INFO CARDS WERE DRAWN BY ONE PLAYER, THE PLAYER MUST CHOOSE ONE FOR HIM/HER SELF AND GIVE THE OTHER TO ANY PLAYER CURRENTLY WITHOUT ONE. SHOULD THERE BE ANY EXCESS INFO CARDS, THEY MUST BE DISCARDED.

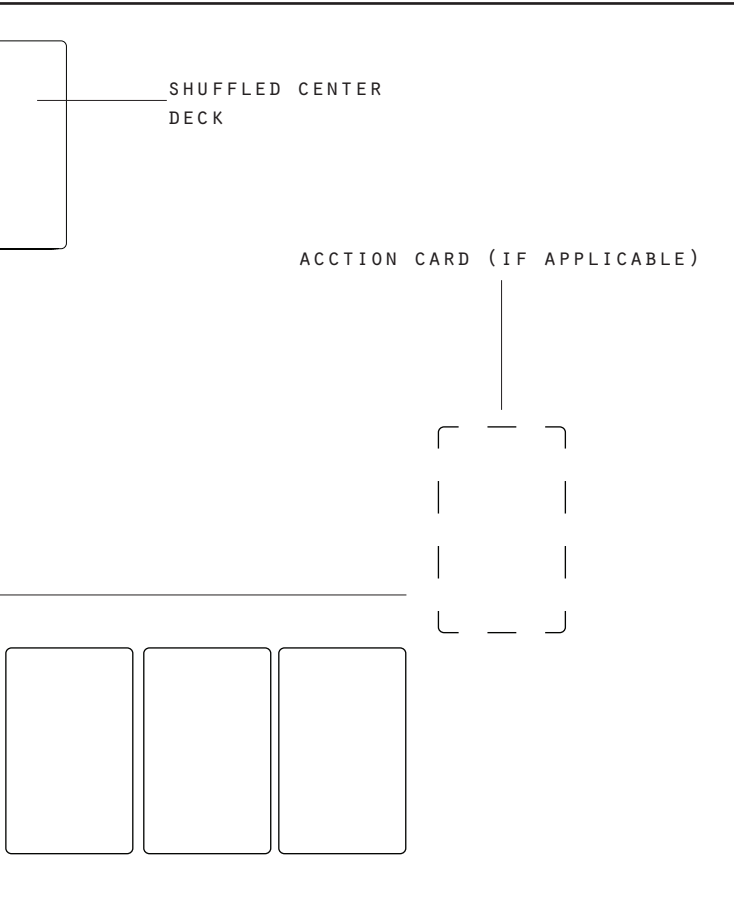
ONCE THE GAME IS UNDERWAY, IF A NEW INFO CARD IS DRAWN IT SIMPLY MUST REPLACE THE PREVIOUS ONE.

IF IN YOUR FIRST HAND YOU DID NOT DRAW AN INFO CARD, FRET NOT, JUST FOLLOW THE "PLAY, REPLACE" SYSTEM UNTIL YOU DRAW AN INFO CARD AND CAN BEGIN WORKING TOWARD YOUR GOAL.

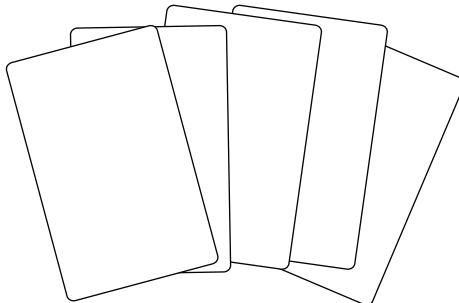


THIS IS WHAT ONE PLAYER'S  
"PLAYED" CARDS COULD LOOK LIKE





+ THE 5 CARDS THE PLAYER HAS IN HAND



IF YOU WIN

IF YOU ARE LUCKY ENOUGH THAT FATE  
DELT YOU THE RIGHT CARDS OR YOU  
STRATIGICALLY USED ACTION CARDS  
TO AQUIRE THE CARDS YOUR INFO  
CALLED FOR, THEN YOU, MY FRIEND,  
JUST WON THE GAME OF *(M)EAT*. THE  
OTHER PLAYERS CAN DECIDE IF THEY  
WANT TO CONTINUE PLAYING UNTIL  
THE NEXT WINNER, OR END IT THERE  
WITH YOU AS THE SOLE WINNER.

THE INFO CARD BY WHICH YOU WON IS  
NOW THE RULE BY WHICH WE SHALL  
ALL LIVE, THANKS TO YOU. HOPE YOU  
ARE PROUD OF WHAT YOU HAVE DONE.

## DISCLAIMER

THE INFORMATION USED FOR THIS GAME CAME FROM OPINIONS OR "FACTS" THAT PEOPLE HAVE USED IN THEIR OWN DEBATES. THEY ARE NOT ALL TRUE OBVIOUSLY, SO DON'T QUOTE ME.

ALSO WOULD LIKE TO STATE THAT THOUGH I MAY BE A MEAT LOVER, I LOVE MANY VEGANS AND VEGATARIANS ALSO. I RESPECT THE RIGHT THAT EVERYONE HAS TO EAT WHATEVER THEY WANT.

THIS GAME WAS INTENDED TO POTENTIALLY RAISE QUESTIONS ABOUT THE WAY INFORMATION ON NUTRITION CIRCULATES THROUGHOUT SOCIETY AND AFFECTS PEOPLE TO SUCH EXTREMES. I WAS ALSO INTERESTED IN THE IDEA THAT PEOPLE LIKE MYSELF, WHO JUST LOVE MEAT, MAY BE HAVING A HARD TIME ACCEPTING ALL THIS ANTI-MEAT INFO.

WE AREN'T MONSTERS!  
WE JUST LIKE A GOOD BURGER ;)

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WINTER 2013