

Flesh It Out

Rulebook

Flesh It Out is a creative party game of simultaneous action and monster mashing. Can't draw? You're in luck—all the art is done for you! You and 2 to 6 of your friends have 60 seconds to fight over a limited pile of parts in an effort to flesh out concepts like "Horse" and "Helicopter." Sure, your airplane may have legs for wings and eyes for wheels, but beggars can't be choosers! Use your imagination!

Components



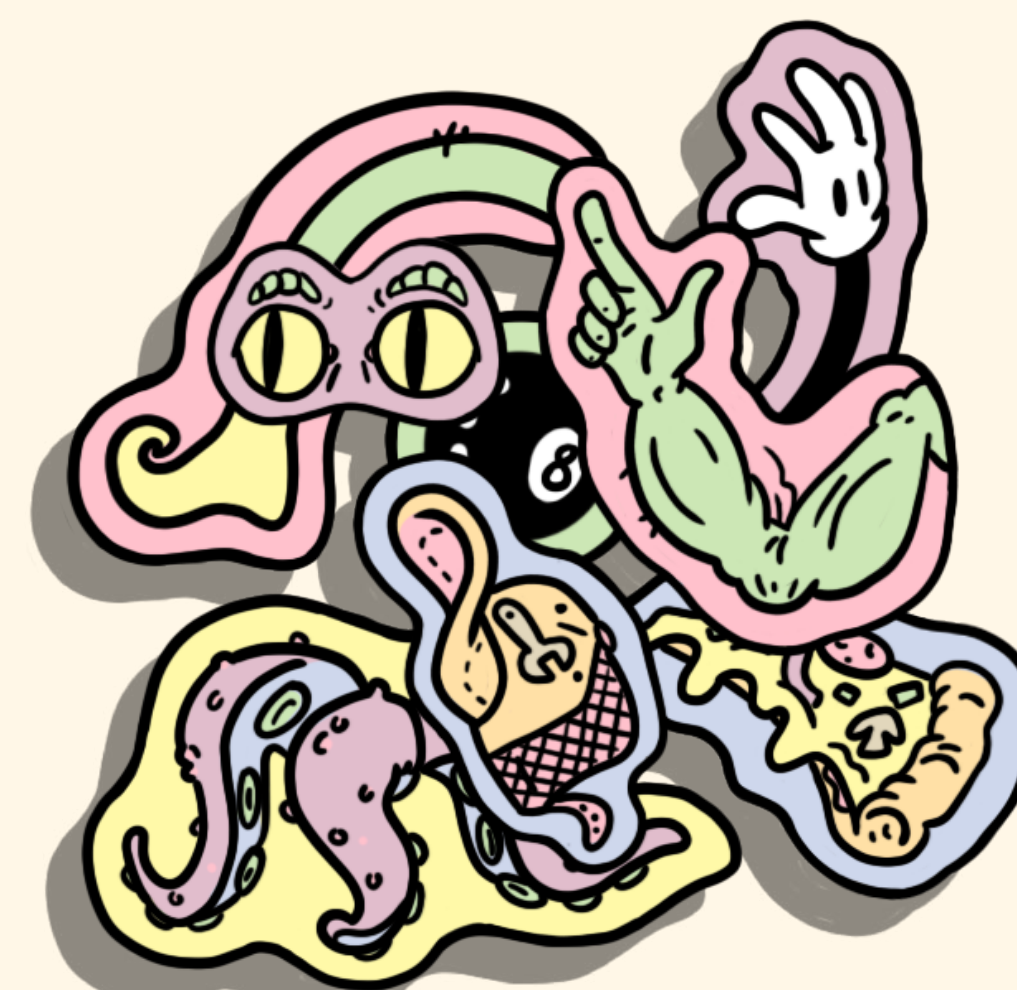
7 Player Score Markers



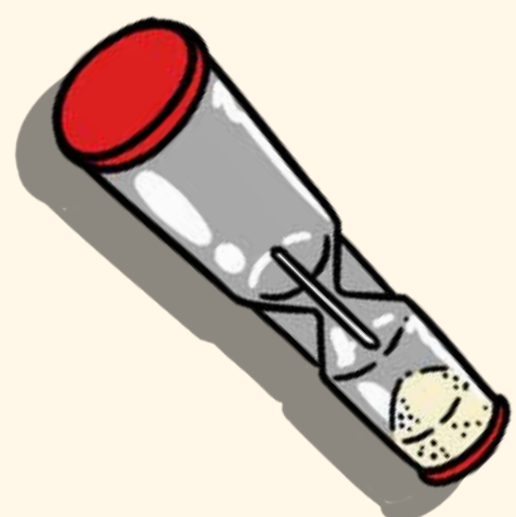
1 Scoreboard



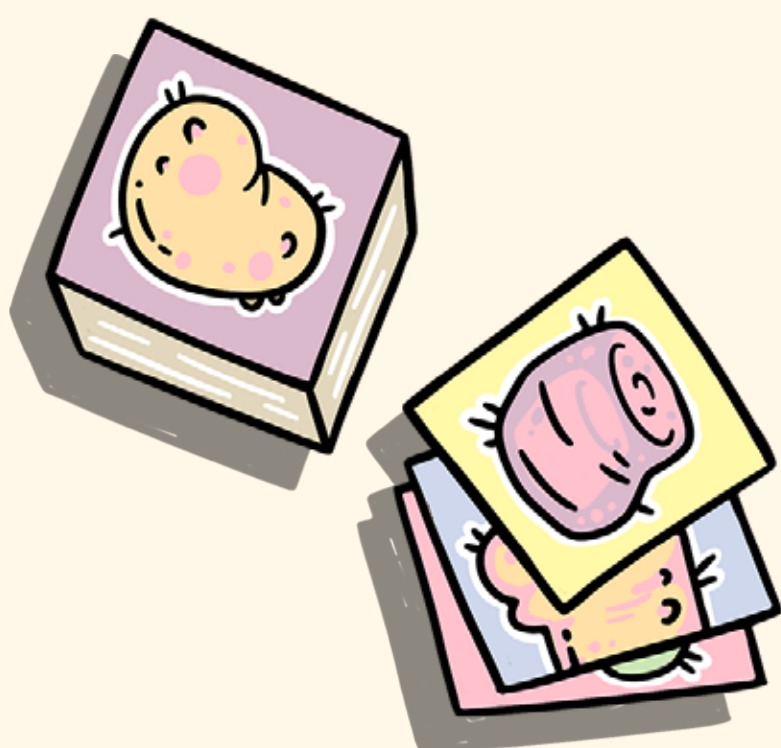
7 Player Mats



102 Parts



1 60-Second Sand Timer



45 Meaty Chunks



49 Guessing Cards



7 Number Cards



100 Concept Cards

Setup

1. Evenly spread out the Parts in the middle of the play area.
2. Each player chooses a Playmat, and takes the Guessing Cards that match the color/symbol on their Playmat.
3. Place the Scoreboard to the side with the Player Score Markers at the "Start" position.
4. Shuffle the Number Cards (a) and Meaty Chunks (b) separately and put them to the side.
5. Separate the Concept Cards by difficulty (Easy, Medium, and Hard). Shuffle them separately.
6. Place the Sand Timer in a central location.



Gameplay

Each Round in Flesh it Out has 5 Phases:

Prep! - Players get new Meaty Chunks. Draw a new Concept Card for the group. Each player is secretly assigned a different concept from the card.

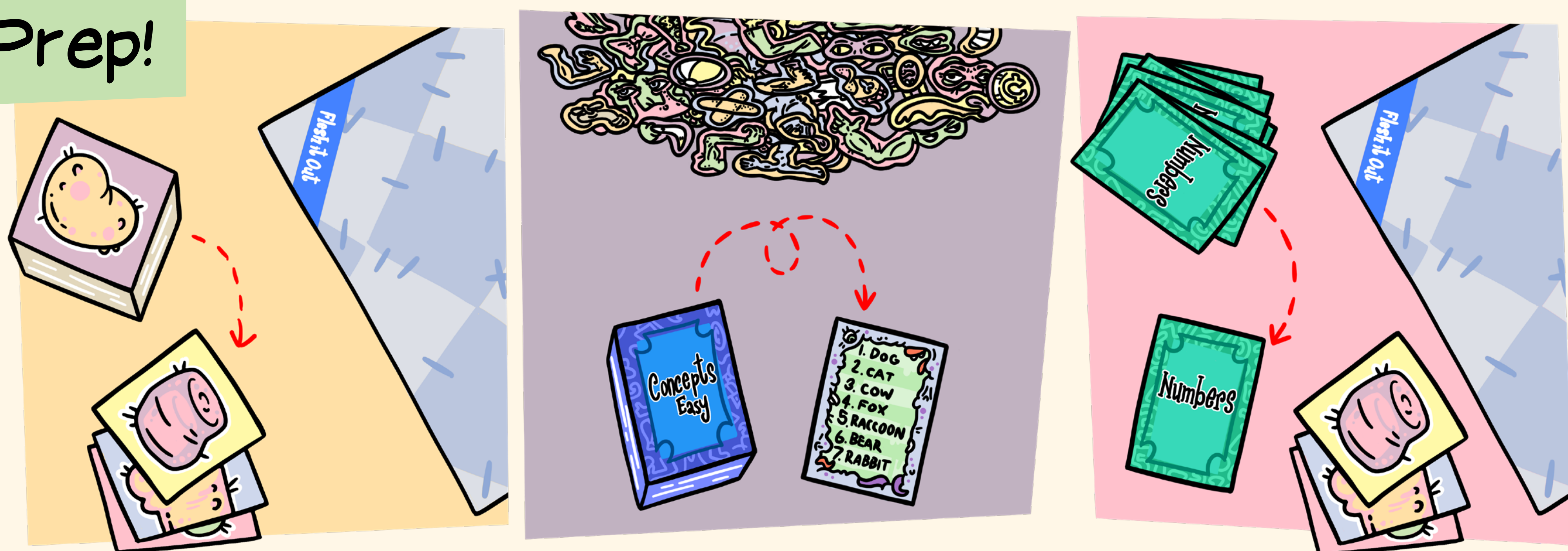
Build! - Players rush to build their concept, using Meaty Chunks from their hand and Parts from the middle, before time runs out!

Guess! - Players guess each other's concepts!

Score! - Players earn points for correctly guessing and being guessed correctly!

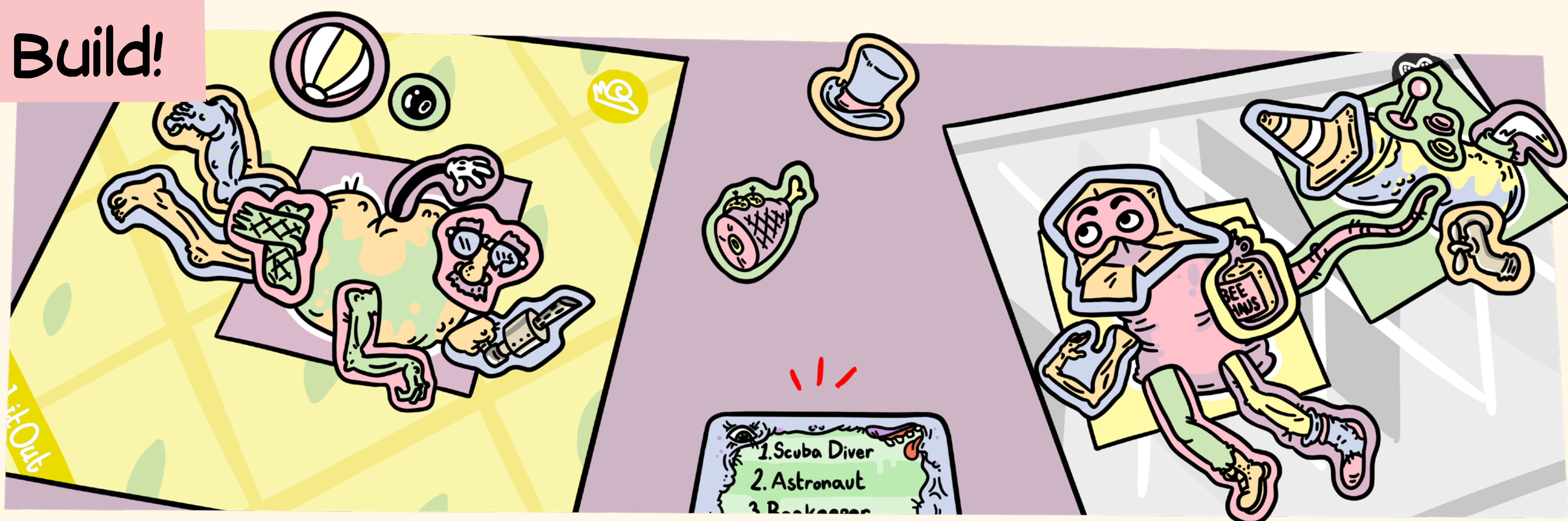
Cleanup! - Clean up the area for another round!

Prep!



All players draw 3 new Meaty Chunks. Next, draw a Concept Card (of desired difficulty) and place it face up in a location visible to all players. Finally, shuffle the Number Cards and deal one face down to each player. For now, **do not look at your Number Card!**

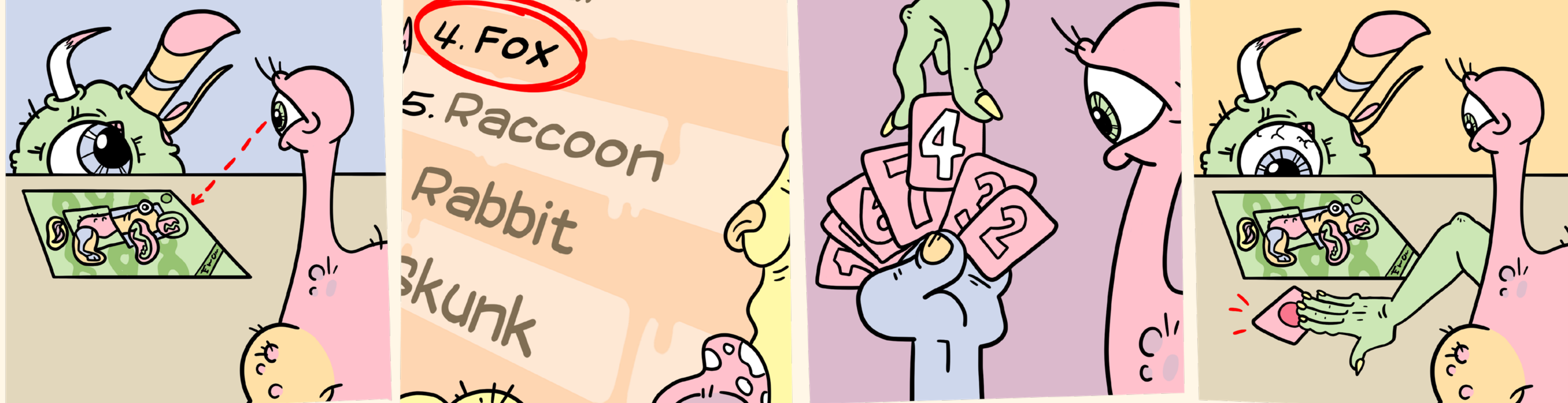
Build!



When all the players have a Number Card, start the Sand Timer! All players secretly look at their Number Card to see which of the numbered concepts they are assigned to. Players then have 60 seconds to build their concepts using any of their Meaty Chunks and the parts from the middle.

Once the Timer runs out, all players must stop building! Then, players rotate their Play Mats to show everyone their creations.

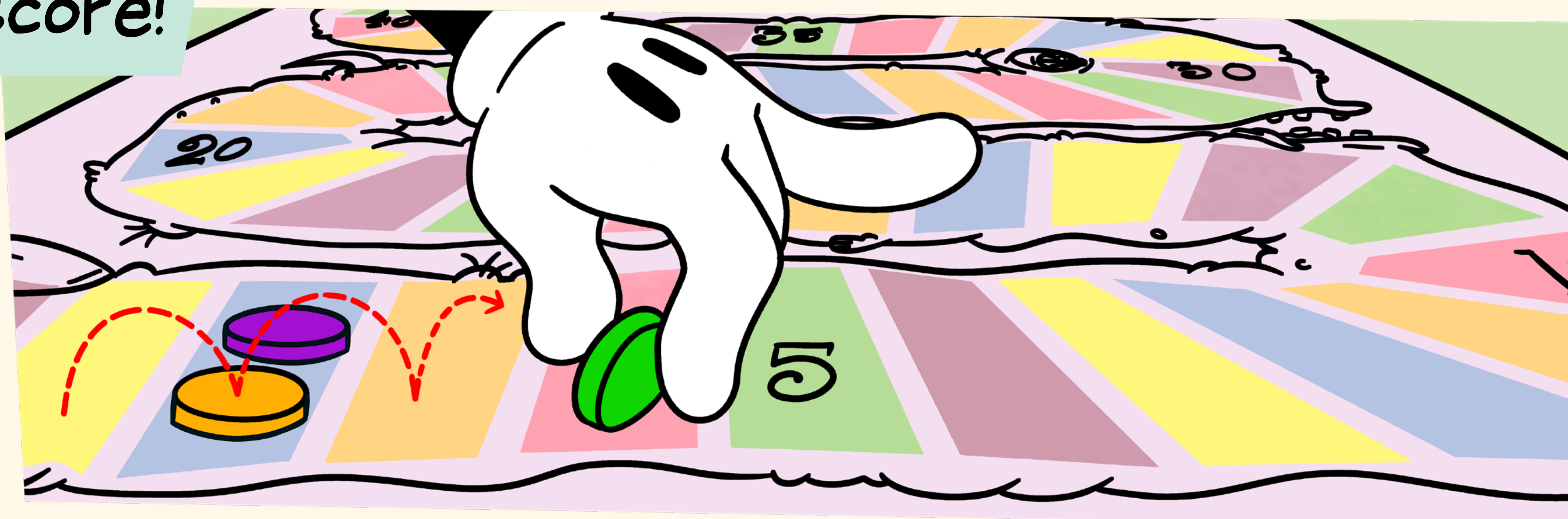
Guess!



Everyone guesses what everyone else made by placing a Guessing Card in front of the other players' build mats.

The number on the Guessing Card should match the number of the concept they think that player was trying to make.

Score!



Once all players are done guessing, it is time to reveal! Starting with the player with the current highest score (or whoever wants to go first) and going clockwise around the table, each player reveals their own Concept Card as well as the other players' Number Cards in front of them.

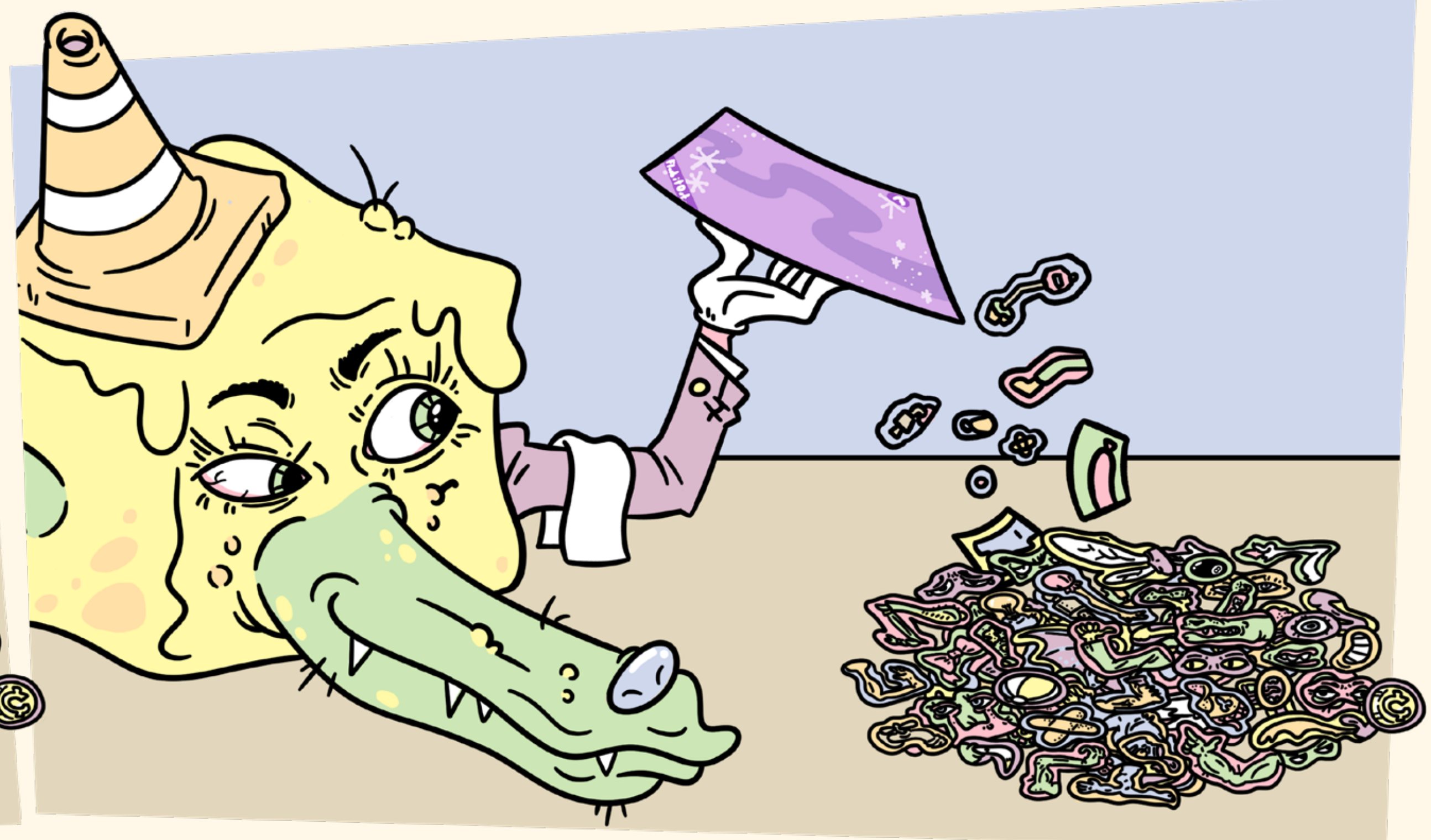
Players get points for guessing correctly and for being guessed correctly. Each player gets one (1) point for each other player who guessed their Concept correctly. Each player also gets one (1) point for every correct guess they made. If everyone guesses a player's Concept correctly, that player gets an additional two (2) bonus points!

For each point gained, players move their Score Marker up the Scoreboard one space.

Scoring continues clockwise until all the players' concepts have been scored.



Cleanup!

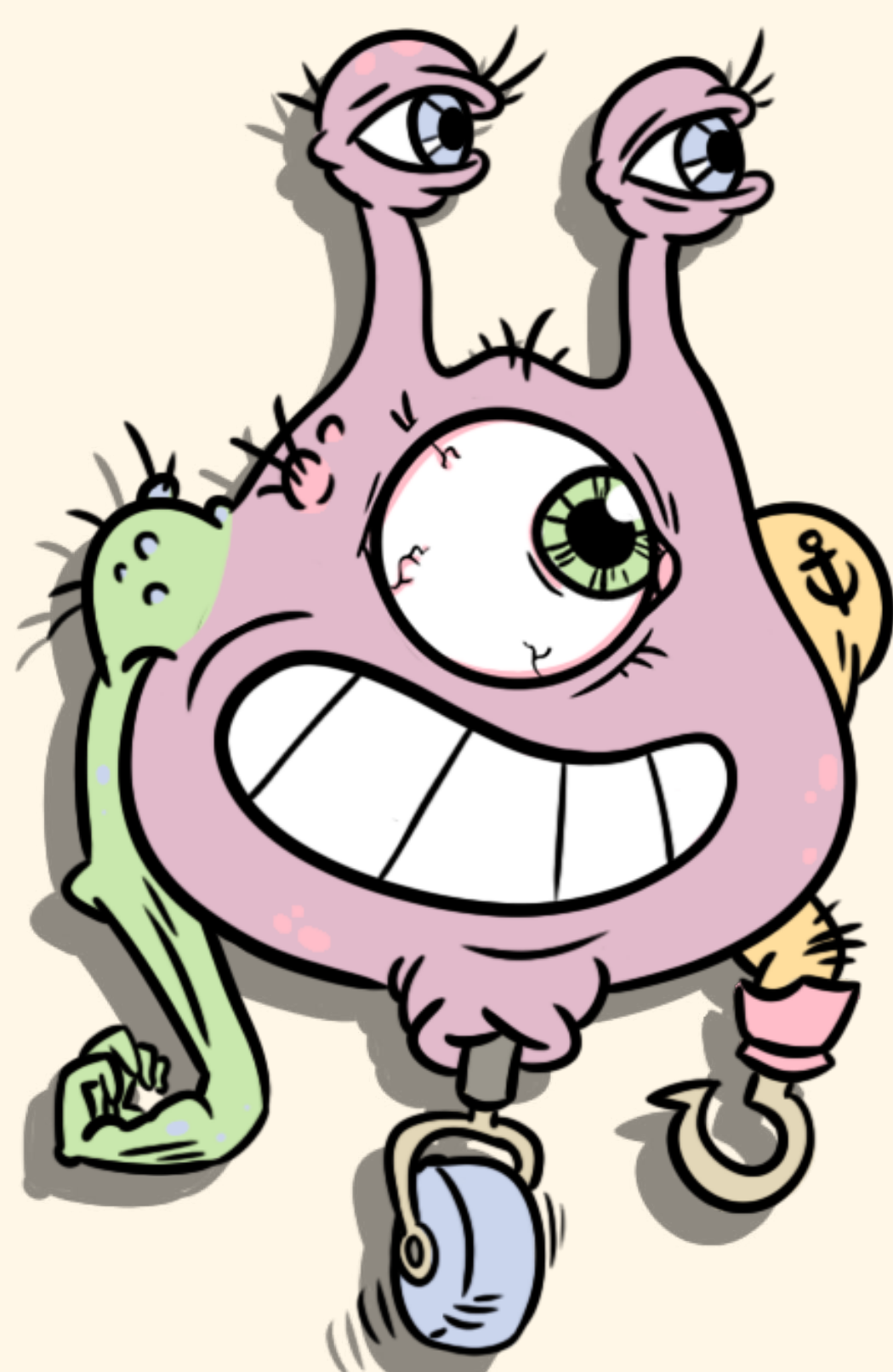


Players return all used parts to the center pile of parts, discard their Meaty Chunks, return the Guess Cards to their respective owners, and shuffle their Number Card back into the deck. Then, start a new round from the Preparation phase! If players want to they can increase the difficulty of the Concept Card they draw each new round going from Easy to Medium to Hard.

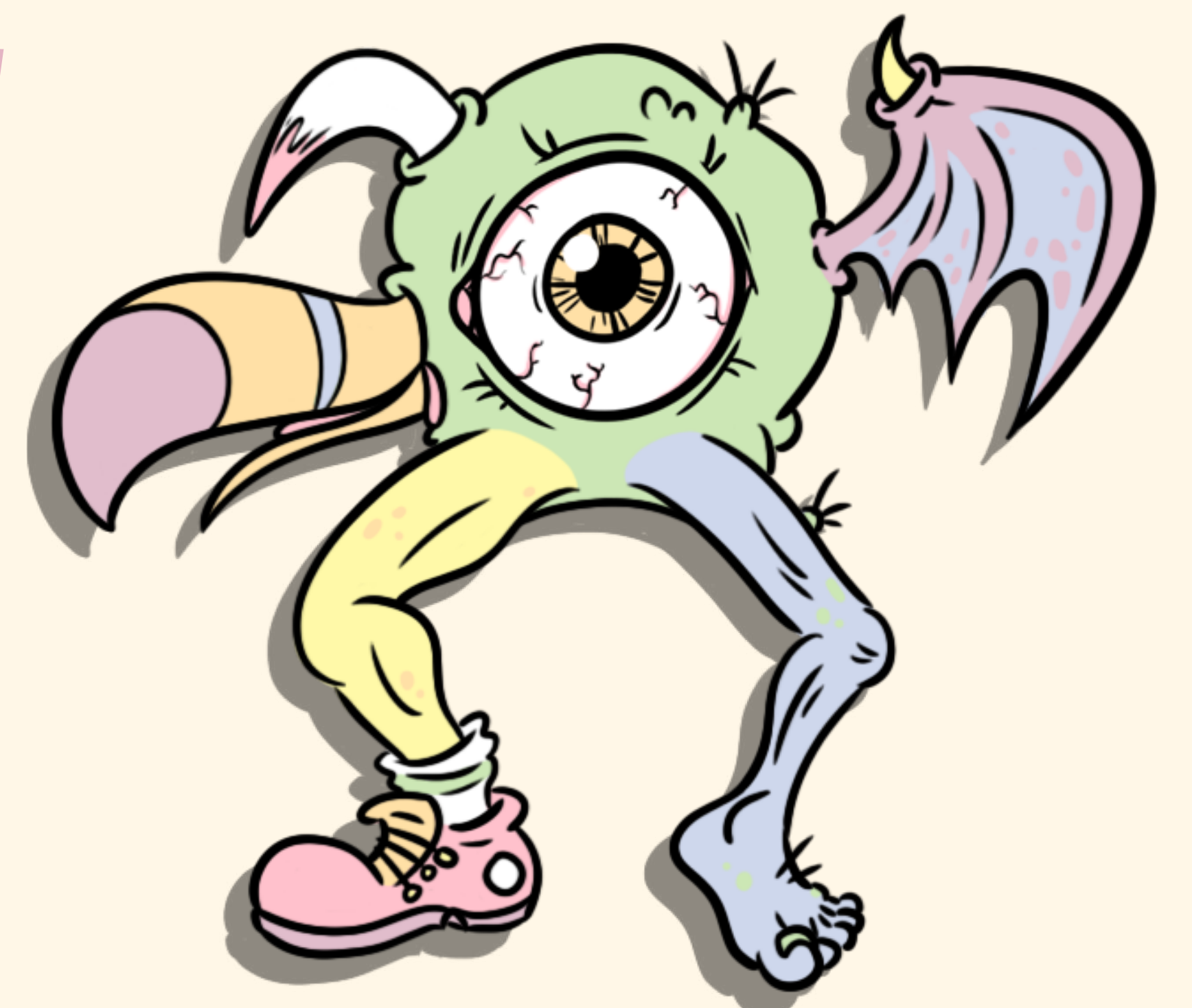
Winning the Game

At the end of 5 rounds, whoever has the most points wins!

If there is a tie the tied players must compete in a “bonus round” where they each have 90 seconds to create the best “self portrait” using any of the parts and Chunks. When the 90 seconds is up they must take pictures of their creations and post them on their favorite social media platforms. Whoever gets the most likes on their picture within 24 hours realizes that the real winner is the Games for Spiders Corporation™ and we thank you for the free publicity!



*Thanks for playing
our game!*



Designers: Vanessa Argodale, Damian Birdseye, Lillie Hopkins, Thor Olsen

Graphic Design: Vanessa Argodale and Damian Birdseye

Website: GamesForSpiders.com

Email: spiders@GamesForSpiders.com

Twitter: @GamesForSpiders

Facebook: fb.me/GamesForSpiders