



## GAME OVERVIEW

The Competitive Eating Contest Universe Dice Game is a dice-based game where each contestant faces off with the goal of eating the most of a certain food during the event! You can play one-off events or play through an entire 25 Event Season!

Each competition is broken into 6 to 12 segments or “minutes” with each roll representing 2 minutes. At the end of the competition, the competitor with the highest total wins the competition. If there is a tie, do one additional roll with only the tied competitors to find the winner.

Each Competition can have up to 12 Competitors. Each Competitor is Rated in 4 areas:

- 1. Capacity-** Measures how much food a contestant can physically handle before slowing down. High-Capacity characters thrive in long events. In the game, it is the key rating to help determine how much is eaten per 2-minute period.
- 2. Speed-** This does reflect how quickly they can chew, swallow, and move through portions, but it also refers to how well they control their speed of eating during the contest. Eating speed can be positive or negative! In the game, the Speed Rating can also affect how they finish the Competition. Will they finish strong or start slowing down?
- 3. Technique-** Covers form, strategy, bite efficiency, and minimizing penalties (like spills or choking checks). In the game, a higher Technique Rating helps reduce bad-luck rolls on the “Drama Chart”.
- 4. Willpower-** Represents mental toughness, nausea resistance, and the ability to push through late-round fatigue. In the game, the higher the Willpower Rating the better they are at handling Nausea situations and comeback moments.

## GAME PLAY

(Need 2d6, 1d10, 1d12)

- 1. Choose the Food Event or play through the Season Schedule.**

## FULL 25-EVENT LEAGUE SCHEDULE

Each event has a specific food eaten for the event. This will benefit some competitors and hinder others. On the “Mystery Food” events, roll 1d6 to determine the food. Do not roll for the Mystery Food until AFTER the competitors have been chosen!

<u>Week</u>	<u>Event</u>	<u>Food Type</u>
1	Season Kickoff	Hot Dogs
2	Burger Brawl	Burgers
3	Wing War	Wings
4	Taco Throwdown	Tacos
5	Noodle Night	Pasta
6	BBQ Bash	BBQ Pulled Pork
7	The Glazed Games	Donuts
8	Pizza Pandemonium	Pizza
9	Dessert Derby	Pie Slices
10	Sundae Showdown	Ice Cream
11	Sweet Tooth Gauntlet	Pastries
12	Mid-Season Finale	Mystery Food** (Mid-Season Top 12 Competitors Only)
13	Dog Daze	Hot Dogs
14	Patty Playtime	Burgers
15	Wings Over America	Wings
16	Taco Takedown	Tacos
17	Spaghetti Splash	Pasta
18	BBQ Flame Out	BBQ Pulled Pork
19	Eating For Dough	Donuts
20	Pizza Pandemonium	Pizza
21	Slammin' Slices	Pie Slices
22	Dippin' Delight	Ice Cream
23	Pastry Palooza	Pastries
24	Dog Gone	Hot Dogs
25	CHAMPIONSHIP	Mystery Food** (Season Top 12 Competitors Only)

**\*\*Mystery Food” Events: Roll 1d6 to determine the food for the Mystery Event.**

<u>Roll</u>	<u>Food</u>
1	Hot Dogs
2	Burgers
3	Wings
4	Pizza
5	Tacos
6	BBQ

**2. Choose up to 12 competitors and place them on the Scorecard.**

**3. Check each Competitor’s Pre-Event Preparation and Condition** - Before you start, roll to see how prepared each Competitor is for this particular event. Even the Legends can have a bad day! Even the average Competitor can find a new gear and do things they never even thought they could! When doing this check, If any of a Competitor’s Ratings would be higher than “A” when raised, give them the “A” Rating (except for Capacity which can go to “AA”), ALSO, that Competitor is exempt

from ALL WILLPOWER CHECKS for this event! If lowering their Rating would make any Rating lower than “G”, that Competitor must forfeit this event and not compete! You do not have to replace the Competitor unless you want to. If you do replace them, lower all of the Ratings by “1” for the new Competitor as they would not be as prepared as they would want to be for this event.

**4. Once you have placed your competitors on the Scorecard and made any Pre-Event and Condition adjustments, it is time to begin the competition!**

**A. Find the specific Food Chart for this competition** (IE: Hotdogs, Tacos, etc.).

**B. For each Competitor, find their Capacity Rating (CAP) and roll 1d12.** This will tell you how much the Competitor ate during that 2-minute span. Move to the next Competitor and repeat the same process until all Competitors have finished their first 2-minute span. Repeat this until all competitors have finished the competition.

**5. Throughout the competition, you will have to perform various “Checks” for each Competitor.**

**A. DRAMA CHART CHECK:** If you roll a “1” during your Capacity Chart roll you are taken to the Drama Chart Check.

**B. WILLPOWER CHART CHECK:** If you roll a “2” during your Capacity Chart roll you are taken to the Willpower Chart Check.

**(Each Competitor has a Food Specialty. When the food in the competition matches their Specialty, IGNORE ALL OF THE WILLPOWER / NAUSEA CHECKS FOR THAT COMPETITOR!) If at any time, you are instructed that a Competitor is exempt from a Willpower Check, you may want to put an “X” in their Willpower Rating box on the Scorecard to help you remember that they are exempt for the rest of the event.**

**C. SPEED CHART CHECK:** "Speed" is not just how fast a Competitor eats, but how well the Competitor can control their Speed during the event! Speed in a competitive-eating contest can be a double-edged sword. Eating quickly can create early momentum, intimidate opponents, and help a competitor build a lead before fullness sets in. However, pushing the pace too hard can trigger hiccups, jaw fatigue, air intake, even a sudden slowdown that lets others catch up! Fast eaters also risk sloppy techniques that lead to penalties and mistakes.

**So, after the 6-minute mark, you will roll for all Competitors to see if they are affected by their Starting Speed.** Using the Competitor’s Speed Rating, roll 1d6 on the Speed Check Chart. This roll will tell you what sided die to finish the Competition for this specific Competitor. The game starts out with you using 1d12. It can drop to 1d10 or even 1d6. It may even end with you no longer rolling for that Competitor, instead you will give the Competitor the Lowest Total for their Capacity the rest of the Competition!

## KEY PENALTIES AND WARNINGS

**Judges use Yellow Cards for Warnings and Red Cards for Disqualification.** Two Yellow Card warnings result in Disqualification.

### **Warning:**

**Messy Eating/Debris:** Judges may deduct from the final count if excessive food debris is left on the plate, signifying a "messy" performance.

**"Chipmunking":** Eaters often stuff their mouths in the final seconds; this food must be swallowed after the buzzer to count. Eaters are typically given a 30-second window to swallow food remaining in their mouth at the end of the regulation time. If they do not swallow in that 30 second window, the food in their mouth does not count toward the total eaten.

### **Disqualification:**

**Reversal of Fortune (Vomiting):** Immediate disqualification occurs if a competitor vomits (or "reverses fortune") during or immediately after the contest, especially if it touches the table.

**Under-eating:** If a competitor stops eating, they cannot restart.

## SCORING

### **1. Key Aspects of Scoring and Rules:**

**Unit Counting:** In events like the Nathan's Famous Hot Dog Eating Contest, competitors are tracked by dedicated judges who count total hot dogs and buns in 10 minutes.

**Weight-Based Scoring:** For items like Ice Cream and Noodles, the total weight consumed determines the winner.

**2. Placement Points:** Points are awarded to each Competitor according to the order that they finished (as their totals reflect). These are helpful when keeping a running score if you want to do a series/season of events.

1 <sup>st</sup> = 60 Points	7 <sup>th</sup> = 30 Points
2 <sup>nd</sup> = 55 Points	8 <sup>th</sup> = 25 Points
3 <sup>rd</sup> = 50 Points	9 <sup>th</sup> = 20 Points
4 <sup>th</sup> = 45 Points	10 <sup>th</sup> = 15 Points
5 <sup>th</sup> = 40 Points	11 <sup>th</sup> = 10 Points
6 <sup>th</sup> = 35 Points	12 <sup>th</sup> = 5 Points