

100% BEEF SHOWDOWN

COMPONENTS
- BEEF CARD x 36
- MENU CARD x 4

30
MIN

14+
AGE

2-4
PLAYERS

Who’s beef tastes the best?
A showdown of beef expertise!

The most important ingredient for great tasting steaks are the beef itself.

As a beef connoisseur and steakhouse chef, seek out the best quality beef to satisfy the tastebuds of customers who are keen for the best tasting steaks.

However, there are other buyers rivaling to attain the same high-quality beef with the same intentions.

Be shrewd in your tactics, along with an eye and sense for quality and timing, to attain the best beef to serve the best tasting steaks.

A. Game Objective

100% Beef Showdown is a poker-style card-game that uses cards as “Sirloin” and “Fillet” to create Hands as the “Chateaubriand” and the “T-bone” to win rounds to collect Victory Points.



Victory Points come from the Head Card, and they are attained by having the strongest 5-Card Hand amongst the players.



The Winner is the player with the most Victory Points at the end of 3 rounds.

B. Cards

S SIRLOIN

Mid to lower back portion
Tender with fine streaks of fat

Classic cut served in many ways such as the T-bone.

× 10 / 2 VP

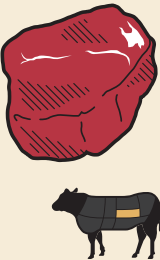


F FILLET

Inner cut of the Sirloin
Extremely tender with minimum fat

High-grade cut of beef that is hard to collect but makes delicious Hands.

× 6 / 2 VP



R RIB

Below the shoulder to mid-back
Voluminous meat with juicy fat

Popular cut that can be a Hand all on its own!

× 10 / 1 VP



C CHATEAUBRIAND

Prime portion of fillet

× 3 / 4 VP

- Chateaubriand Card is required for the Chateaubriand Hand.
- Chateaubriand Cards may be used as **Fillet Cards**.



B BONE

For T's, L's and Chops

× 5 / 3 VP

- Bone Cards are used to create Bone-inclusive Hands.
- Bone Cards may be used to create **multiple Hands**. (see P.8)

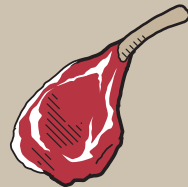


* Only used in Advanced Mode *

L LAMB

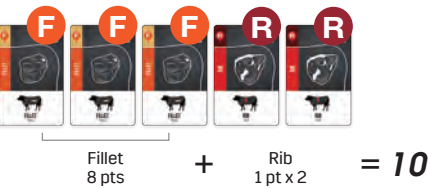
Not beef! But mixed grazing of cattle and sheep yields benefits.

× 2 / 5 VP

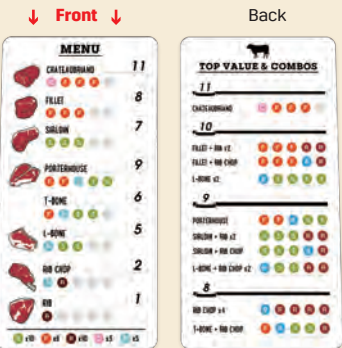


C. Creating a Hand

- Create a 5-Card Hand.
- A Card is to be used only once for a Hand, with no repeat use to make multiple Hands.
- The strength of a Hand is based on the points of a Hand or the sum of the points if a Combo Hand.

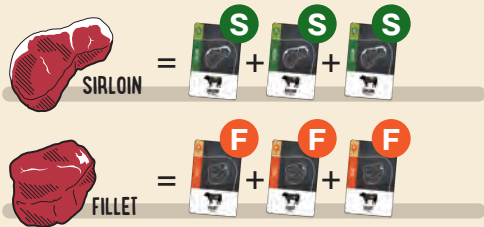


List of Hands and its points are on the Menu Card.



Basic Hands

3 cards of Sirloin or Fillet Cards become Hands. Boneless and tender, a favorite for many.



Chateaubriand is the strongest Hand in the game. A prime cut of the fillet considered to be of the highest quality. 1 Chateaubriand Card and 3 Fillet Cards make up the Chateaubriand Hand.



Rib Cards can be a Hand all on its own.

Hands with Bones

T-Bone consists of Sirloin and Fillet on either side of the bone for double delight.



Porterhouse is the king of T-Bones, made up of a higher grade and larger cut of Fillet.



L-Bone is cut at the bone to consist of the Sirloin only.

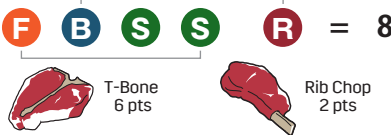


A Rib card and a Bone Card makes a Rib Chop.

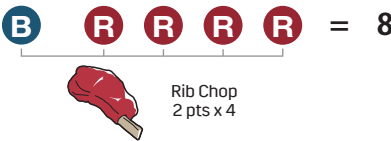
D. Bone Cards to create multiple Hands

- Bone Cards can be used to create multiple Hands.
- Bone Cards are an exception to the one-time use rule and can be used repeatedly to create multiple Hands.

Ex.1: T-Bone + Rib Chop



Ex.2: Rib Chop x 4



Be sure to make good use of Bones!

TOP VALUE & COMBOS side of the Menu Card shows single and combo Hands with the highest points.

Please use the Menu Cards as reference for Hand strength.

E. GAMEPLAY

3 rounds make up a game.

For 2-player game, see additional rules (see P.13).

Lamb Cards are included only for Advanced Mode.
Exclude Lamb Cards for normal game play.

0. GAME SETUP



- Distribute Menu Card to each player.
- Shuffle Beef Cards and distribute 6 Cards face-down to each player. Each player to check their dealt Hands without revealing it to others.
- The remaining Beef Cards are placed face-down as deck cards.

9

4. Prime Rib Bonus

Bonus point for the player with the most Rib Cards!
It's good to have Ribs!

The player with the most Rib Cards in their 5-Card Hand receives the Prime Rib Bonus!
(No Bonus if a tie. Must be clear-cut winner)

Attain 1 Rib Card from Hand and its **Victory Point**



Tuck the Rib Card under the Menu, **face-up** with Victory Point visible.

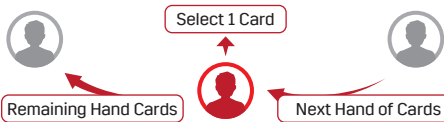
Prime Rib Bonus can be attained as a winner or a non-winner of Showdown.

5. Next Round Setup

- Excluding Cards garnering Victory Points and Stock Cards, retrieve all the cards used in the round and give it a good shuffle together with the deck cards.
- Distribute 6 Cards face-down to each player, and the game can start again with "1. Card Selection".

12

1. Card Selection



Each player selects 1 card from Hand and passes the remaining Hand Cards to the player to their left. This action is repeated until each player has 6 cards selected as their Hand for "Showdown".

Placing of Selected Cards



- All Cards are to be initially placed face-down.
- The 1st Card is to remain face-down. From the 2nd Card onwards, upon verifying that each player has readied their Card, the Cards are to be turned face-up and revealed by all players at the same time.
- Without revealing the 6th and last card, all players will pick up their selected cards upon receiving that last card from the player to the right.
- A player may check and see the face-down 1st card at anytime during the game.

2. Create a Hand

- Create a Hand with 5 cards and hold until Showdown.
- Place the remaining 1 Card face-down as the Head Card.

10

Stock Cards

- Stock Cards are to be used as additional choices to select from when making a Hand during "2. Create a Hand".
- **5 Cards make up a Hand, with 1 Head Card.** Unused Cards become Stock Cards for the next round and are to be kept face-down below the Menu Card.
- For every Showdown not won, that player will gain 1 Stock Card.
- A player may take a look at their Stock Card(s) at anytime.

6. End of Game

The player with the highest total points after 3 rounds is crowned the winner! The winning feeling is shared in times of ties.

2-Player Game

- Follow the rules below for the [1. Card Selection] process:
- From the 2nd card onwards (2nd - 5th), take 1 card from the Deck upon receiving Hand Cards.
 - Place 1 card face-down to the side, to discard completely from the round.
 - Select a card and pass on the remaining Hand Cards.
 - The 6th card will be the final card to receive. No taking from the Deck.

13

3. Showdown!!

All Hands are revealed all at once!
Place 5-Card Hand over the Head Card.



Compare the Hands and the winner is the player with the Hand with the highest points!
(multiple winners in case of ties)

Winner

Win **Victory Points** on the Head Card



Tuck the winning Head Card under the Menu, **face-up** with Victory Points visible.

Non-winners

Head Card retrieved as a **Stock Card**



Stock Cards are kept **face-down** below the Menu

11

Advanced Mode: Lamb Card

2 Lamb Cards are included,
1 Sirloin Card and 1 Rib Card are removed.

Lamb Cards

- The use of Lamb Card as the Head Card will yield grass-fed beef and 5 Victory Points.
- Normal Hands cannot be created with the Lamb Cards, but it can create the exclusive "Lamb Chop Combo" Hand.



Lamb Chop Combo

- Lamb Chop Combo is comprised of Lamb Chop and all 3 Beef cuts (Fillet, Sirloin, Rib).
- Lamb Chop Combo is worth 0 points as a Hand.
- However, if any other player has a Hand of 10 points or more during "Showdown", then the player with the Lamb Chop Combo wins!

14



RULEBOOK

