

# Meek

a game of not  
wanting to be  
left behind for  
2-6 players

## A Humble Introduction

The world is coming to an end. Literally. There are only a few months left before the world is destroyed. Most people have already left the planet. Only a few meek are left behind to scavenge through the trash and wait for the end. Some, however, aren't as meek as the rest. These factions are trying to build the last rocket to leave the planet but the competition for the right equipment is fierce. Can you build your rocket in time or are you too meek?



## The Meek Contents

This version of Meek contains 55 cards: 30 worker cards and 25 parts cards.

You will need some glass beads to represent your courage counters and two normal dice (d6s), which are only used at the very end of the game (since most meek people don't like to gamble.)

## The Gentle Setup

Shuffle the worker and parts deck separately and place them into their respective draw piles.



In the basic game, you will draw two cards from each draw pile. These four cards are your starting hand. Take two courage counters.

In the advanced game, pick a random faction card. Each faction is a fringe group that has a unique special ability. The faction card determines the number of worker cards, rocket part cards, and courage counters.

## Timidly Playing the Game

The player who speaks the least, as determined by quick vote, goes first (or you can roll a die if you're too meek to vote.)

Each player will take the following actions, in order, on their turn. You may skip an action. You may also pass the remainder of your turn and forgo the remaining actions. For each action passed this way, you get to draw one courage counter.

- Install a readied part
- Ready a card (parts card or worker card)
- Draw a worker card
- Draw a parts card
- Attempt to launch your rocket

Once you have completed all actions, play then continues with the next clockwise player.

### A Modest Installation

A rocket is not complete until all of the proper parts are installed.



Only previously readied parts cards can be installed. You can only have one readied parts card at a time, but if for some reason you need to, you can discard a readied parts card at any time.

Parts will not install themselves. You need to have workers to do the job. Any two readied worker cards will install any part. But you only need one engineer if the engineer matches the readied part. Using the right engineer card to install a part costs 1 courage counter. Using two workers does not require courage.

### Readying Cards

Most cards have to be readied before they can be used. You ready a card by placing it face up in front of you. You can ready a parts card or a worker card, but not both in the same turn. You can only have one parts card readied at any one time, but you can have any number of readied worker cards. Unless otherwise stated on the card, a readied worker card cannot use its special ability.

You can discard readied cards at any time for any reason.

### Drawing Cards

During your turn, you can first draw a worker card and a parts card as two separate actions. If there are no cards available to draw, then shuffle the respective discard pile and form a new draw pile. If there are no discards available to shuffle into a new draw pile, then you are very much out of luck.

You can never have more than six cards in your hand. If you draw a card and it takes you over the card limit, then you must immediately discard a card until you are back to six.

### **A Mild Blast-off**

Only a complete rocket can blast-off, but you can attempt a launch on the same turn that you install the final part. A complete rocket has a *command module*, *3<sup>rd</sup> stage*, *2<sup>nd</sup> stage*, *1<sup>st</sup> stage* and the *main engines*.

Each part has a modifier (from -2 to +2). Total all the modifiers of your rocket. This is your rocket quality modifier. IF you all the parts are of the same quality and have the same modifier, then your rocket quality modifier is +10 instead of what is listed on the parts cards.

Roll 2d6 and add your rocket quality modifier. You must roll a 12 or higher to successfully launch. Regardless of the roll and the modifiers, a 12 always succeeds and a 2 always fails.



You can use your remaining courage counters to assist your trip into space. Add 1 to the die roll for each courage counter you spend this way. Other players can spend two courage counters to subtract 1 from your die roll. Use as many courage counters as you wish, then starting with the player to your left go clockwise around the table. In turn, each opponent is allowed to spend as many courage counters as they want. Players cannot spend more courage after their opportunity passes.

If you succeed, your rocket blasts off and at least some of your faction will survive the coming apocalypse.

If you fail the roll, your rocket was not able to blast off. Discard one installed part of your choice and try again later.

### ***The first player to blast-off wins the game!***

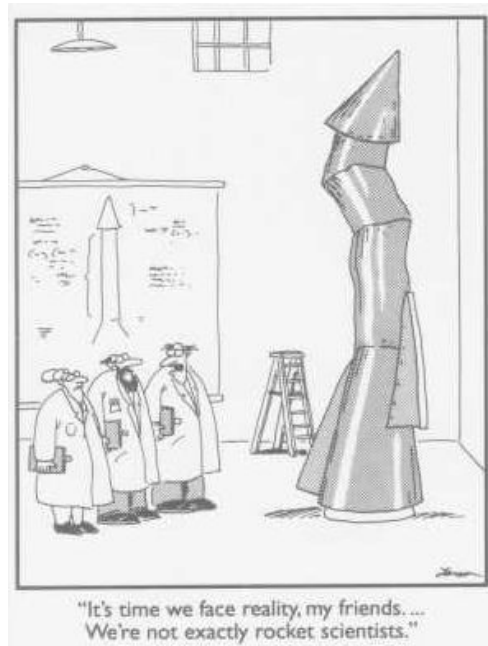
### **Courage Counters**

For each action that you pass (not just skip), you draw one courage counter. Since you normally pass the attempt launch action until you have a completed rocket, you will almost always draw at least one courage counter per turn.

If you take *no* actions in a turn, you will draw five courage counters.

You can have a maximum of 10 courage counters at any one time.

You use courage counters to pay for worker cards (scientists, engineers and combat teams). The cost to use each card is listed next to the card name. If you do not have the proper amount of courage counters, then you cannot use that card. The only time you do not pay for worker cards is if you use two worker cards to install a rocket part.



## Compliant Variations

TBD

### Turn Actions

1. Install a readied part
2. Ready a parts card OR a worker card
3. Draw a worker card
4. Draw a parts card
5. Attempt Launch

### Launch Roll

Roll 12+ on 2d6  
Add total rocket modifiers  
You: 1 CC = +1  
Them: 2 CC = -1