

FAST FOOD FURY

Order up! Thank you, chef! In Fast Food Fury you and your team of food truck chefs need to work in a chaotic festival environment to prepare orders for hungry customers, while another team tries to fulfil the same orders. For every order you fulfil, you have a happy customer that will pay the bill. So make sure your team serves the most customers and earns the most money.



STARTING POSITION

Divide the players into teams. Take the trash can card and place it on the table (1). Next, take all sauce cards and set them aside. Ensure that all other cards are face up with the product side and form a deck. Based on the player count (2), take the right number of cards from this (order) deck with the product side still facing up. Draw the top two cards from this order deck, flip them to the order side and place them on the



table (3). Based on the number of players, you now take the correct number of sauce cards and shuffle these into the large deck of unused cards. Divide this large deck equally between players, with the order side facing up (4). The game can now start!

GAME ROUND

Every round, all players simultaneously draw the top card from their deck and in one continuous motion flip it to the product side while placing it on the table. Ensuring all players see the product side at the same time. After flipping the cards, all players may hit the card with the product they want to have. The first player to hit a

card, 'wins' that card. All players are only allowed to hit once per round. Even if you are the second person to hit a card it counts as a hit, and you are not allowed to correct this. Players are not obliged to hit.

When no one can (or wants) to hit anymore, the hits are checked. You have **correctly hit a card** if (I) the product depicted on the card corresponds to a product on one of the two open order cards, and (II) your team hasn't already fulfilled that product on the order. If both conditions are met, you place the hit card with the relevant order. If the product

could fit both orders, you need to pick one order and it only counts towards fulfilling that one. You are not allowed to move it to the other order after that.

You have a **faulty hit** if you hit a product card with a product that cannot be added to the open orders due to the product already being there or the product not being depicted on the order. If two team members want to add the same product to an order in one round, and there is only one of these products depicted on the order, only one of the products is a correct hit and the other is faulty.

A faulty card is placed next to the trash can, in your teams' row. When there are three or more products in your teams' row, the trash can is full and overflows, and your team gets a penalty: it needs to discard* one of the product cards it already has for an order. If your team doesn't have any product cards for orders, the trash can stays full and only overflows at the next faulty hit, obliging you to discard a product at that moment. When a product card has been discarded, your teams' trash can is emptied by discarding the cards.

When dealing with both faulty and correct hits in the same team, you always first deal with the faulty (from both teams) and only then with the correct hits.

NUMBER OF PLAYERS	SAUCE CARDS	ORDER CARDS
2 VS 2	6	7
3 VS 3	4	8
2 VS 2 VS 2	4	9

***DISCARDING PRODUCTS MEANS DIVIDING THE PRODUCTS EQUALLY OVER THE PLAYER DISCARD PILES. THAT WAY WHEN THE DISCARD PILES NEED TO BE SHUFFLED, THE DISCARDED CARDS COME BACK IN PLAY AND THE NUMBER OF CARDS PER PLAYER STAYS ROUGHLY THE SAME.**



PRODUCT AND ORDER CARD SPECIFICATION

The order cards depict products you can find on the product cards. To fulfil orders, players need to get the exact product depicted on the order. If the order shows one pineapple soda, you need to hit one pineapple soda. Not a product card with a pineapple soda AND a lemon soda.

Some orders depict a silhouette of a product. This means that to fulfill the order you can hit any product of that type (for instance hamburgers). However, the silhouette order also shows how many products of that type you need, meaning you can't complete the order with more (or less) of that product type.

The French fries are special products. Their portion sizes are what matters. There are three different portion sizes: small, medium, and large. These sizes can be combined to complete orders, but the final combination of sizes need to be correct. If the order requires 2x medium, teams could decide to use other portion sizes to reach the 2x medium. For instance, they could hit 1x large, or 4x small, or 1x medium and 2x small.



COMPLETING AN ORDER

A team completes an order by exactly collecting the products depicted on the order. When a correctly hit card completes an



TEAM B COMPLETES THIS ORDER. ALL PRODUCTS ATTRIBUTED TO THIS ORDER ARE NOW DISCARDED, INCLUDING THE HAMBURGER FROM TEAM C

order, your team immediately receives the order card. It is set aside until the score (the payment) is determined at the end of the game. All collected products that were attributed to this order (including those of other teams) are discarded, and a new order is turned open from the order deck.

If multiple teams complete the same order in the same round, they all receive the payment. Go through a discard pile to find an order with the same value, so all teams receive an order card with the same value. All products attributed to the order are still discarded and a new order is turned open from the order deck.

EMPTY PLAYER DECK?

Is the deck of one of the players depleted? All players need to take their discard pile and remaining cards in their deck and shuffle them into one deck again. Next, each player hands this deck to the player to their left. Play now continues as normal.



SAUCE CARDS

Mixed in with the product cards, there are special cards called sauce cards. If a sauce card is flipped open, players will not hit to get products but hit to get the sauce card. In this round, players have to hit based on the symbols behind the products. If a sauce card with a square is flipped open, teams need to hit as many products with the square patterned background (each player still only hits once). The team that has the most of this pattern, receives the sauce card. This card serves as a joker and needs to be attributed to an order.

A joker replaces 1 product icon of an order. If an order requires 2x small French fries, the joker replaces 1x small portion, it does not count as 1x medium portion. If a joker is attributed to a silhouette order, it counts as one of the needed products. When a joker is attributed to an order where multiple products are still needed, you do not need to decide which product the joker replaces right away.

Tie: if multiple teams hit the same number of patterned backgrounds, for each of these teams one of their hit cards is flipped to the order side. The order showing the highest payment wins the joker. If this is also tied, no one receives the joker.

If there are no products with the right patterned background, no one wins the joker and play continues as normal in the next round. If there are two or three different sauce cards in the same



round, there are multiple jokers to be earned. Per background, the team with the most of this pattern wins the joker, meaning multiple teams can earn jokers. With two of the same sauce cards you can only earn one joker.

In a sauce card round, you have a faulty hit if you hit a card with a different patterned background than required. Even if you would need that product for an order. Faulty hits still go to the trash can as normal.

END OF THE GAME

The game ends when all orders have been completed and no new orders can be turned open from the order deck. All payments on the won orders are added up per team. The team with the highest total earnings wins the game. In case of a tie, the team with the fewest completed orders wins.

CREDITS

Authors: Vicky Trouerbach
Creative inspiration: Matthijs Leguijt
Illustrations: Zhenya Lyapina
Graphic design: Vicky Trouerbach
Publisher: Jolly Dutch
Version: 2022

TWO PLAYER VARIANT

When playing with only two players, you follow the 2vs2 set up rules. All rules remain the same, but both players have two decks, flip open two cards simultaneously and may hit twice.

UNEVEN PLAYER COUNT

When playing with three or five players, one player has two decks, flips open two cards and may hit twice.

QUESTIONS ABOUT THE GAME OR THE RULES?

