

The Lucky Penny Diner

Components

Included are 54 cards – 43 order cards, 9 guest cards, and 2 time cards. You will also need 16 small counters. Pennies are best, but other coins or any small objects will work fine. These will allow you to mark the time, sort out how long the guests have been waiting, and keep track of your tips.

Set-Up

Begin by shuffling the order and guest decks. Lay out 4 order cards face up. The remaining order cards form a draw pile. Draw 3 guest cards and place these face up in the center of the table.

Choose a player to draft first - this player should draw either one 2-portion order (with two icons in each corner), or two 1-portion order (with one icon in each corner) from the four available cards, replacing any empty spots from the draw deck during the process. If the player chooses a 1-portion card, and is unable to draw another 1-portion card, they must blind draw a single card from the draw deck. The next player to the right should now do the same, and the process should repeat until each player has drafted twice. Each player should now have between 2 and 4 cards in their hand.

Only one time card is used during the game. The time card with 3 crossed order icons per side is used during a 3-player game. The time card with 4 crossed order icons per side is used during 2 and 4-player games. Place the appropriate card with the "Day" side face-up in the middle of the table. Place a coin or marker on the "6 am" space.

Each player should choose a color (pink, green, red or blue) that they will use when playing order cards. Once the game starts, the first player should be the last player that drafted cards, and turn order should move in the opposite direction (clockwise).

Time Card

There is a single time card. At the beginning of the game, a penny should be placed on the 6am spot. At the end of each player's turn the counter should be moved ahead 2 hours to the next spot. After 12 hours, the card will need to be flipped to the night side, and the penny placed on the 6pm spot. The card is flipped back

to day after another 12 hours elapse. Each time the card is flipped, a penny should be placed on the time spot of each guest card that is out. Read "Guest Cards" for more information.

If the penny is on a spot with a crossed-out entree icon, it means the kitchen is closed, and entrees cannot be served to guests during that turn (they may still be drafted). Likewise, desserts cannot be served if the penny is on a spot with a crossed-out dessert icon (the game begins this way).

Order Cards

These represent the food and drink orders that are served to guests. There are 4 types: Appetizers, Entrees, Desserts and Drinks.

These cards are played by taking the card from your tray and placing it alongside the guest card of your choice. Place your order card so that your chosen color is toward the top of the guest card. This will allow you to determine which player placed which card. If it is the first card played on that guest, it is placed so that the top of the order card is level with the top of the guest card, or the top of the first bar of hunger if there is a grayed out portion on top of the guest card. Subsequent cards are played on top of and overlapping previous order cards (see figure 1). 1-portion orders will fill 1 bar, while 2-portion orders will fill 2 bars. A guest is full when their last bar of hunger is filled.

Figure 1 - Sample guest and order cards mid-game



Appetizers, entrees, and desserts must be played in a certain order: appetizers cannot be played once an entrée or dessert has been played on a guest, and an entrée cannot be played once a dessert has been played. Any card may be played first, it need not be an appetizer. Drink cards can be played at any time, and don't require any consideration as to their order.

Guest Cards

Each guest card has between 4 and 7 bars which represent how much they can eat and drink before they are full. Guests with less than 7 bars of hunger have the top portion of the card grayed out.

There is a clock in the upper left of each card for marking how long the guest has been sitting. Whenever the time card is flipped, a penny should be placed on this circle. If the time card is flipped and the guest already has a penny on the time spot, the guest is removed from the game. No players receive any tips, and all order cards that were on the guest are discarded.

Each guest also has 3 or 4 circles at the bottom of the card that give information on how much they will tip once they are full. The first 3 list what they will give if they receive 1 course, 2 courses, or all 3 courses. A 1 course meal consists of only 1 type of order – appetizer, entrée, or dessert. 2 course meals consist of 2 of these types. If at least 1 appetizer, entrée, and dessert have been played, it counts as 3 courses. Drinks are not a course, but if a guest fills up solely on drinks, it is counted as 1 course. Some guests also have a 4th circle which indicate personal preferences - see figure 2 for examples of these.

Once a guest's hunger bars have been filled, the player with the most bars on the order cards they have played on that guest wins that card. If a 2-portion order card is played with only one empty bar left on the guest, both bars count when tallying. If there is an equal amount from both players, the first of those players to lay an order card on the guest card gets it. That player should take the guest card and place a penny on the 1, 2, or 3 course spot to show what they've received as a tip. If the condition on the 4th spot was met, a second penny should be placed on the 4th spot.

Each Turn

1- Determine that there are 3 guests on the table. If a player took any guests on their last turn, draw another to replace it (if guest cards remain in the draw pile).

2- Play any number of order cards from your hand (including none, if you wish). Only one card can be played on a single guest each turn. For example, if you want to play three cards on one turn, you must play one card on each guest.

3- Draft 1 or 2 order cards as described in the "Set-Up" section. If there are less than 4 face-up order cards, and the draw deck is empty, shuffle the discards to form a new draw deck, replace any empty spaces, and continue.

4- Move the counter ahead one space on the time card.

End of the Game

The game ends when all guests have either been won by the players or removed from the game. Players should add up the tips they've made. The player or players with the most in tips wins.

4 Player Game

A 4 player game should be played with 2 teams of 2. Partners should play the same face color, and sit across from each other, so that teams alternate every turn. Talking and strategizing is allowed, but partners may not trade cards.

Figure 2 - Additional tips

	Add \$.40 to the total tip if there are 3 or more portions of appetizers.
	Add \$.40 to the total tip if there are 3 or more portions of entrees.
	Add \$.30 to the total tip if there is a time marker on the guest. This guest doesn't like to be rushed.
	Add \$.40 to the total tip if there isn't a time marker on the guest. This guest is in a hurry.
	Add \$.30 to the total tip if there is at least one portion of dessert.
	Add \$.30 to the total tip if there are no desserts.