# Food Truck Failures!

### A Game by Josh Kumpf
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### 2-4 players / Ages 12+ / 25 minutes
### Version 0.1 (WIP)

*Food Trucks are a fantastic fresh fad, and you dove in looking to make the big bucks. It all worked great at first. You got the loan, the truck, the propane tanks, the grills, and the staff, but then everything went downhill. It may have been that you'd never cooked in your life. It may have been all those parking tickets. It may have been the health department complaints. Whatever it was, the bank is coming for the truck in just 4 days so you've got to compete with the other Food Truck Failures to make as much money as you can selling the last ingredients in the bottom of your freezer.*

# Object:

The player with the most money after 4 days is the winner. Players earn money by trading, mixing, and matching ingredients and flavors to cook menu items to sell from their food trucks. Players make money at the end of the each day (round) based on how popular their food was.

# Components:

- 54 cards (6 sheets)
  - 48 Food cards
  - 4 Street cards
  - 2 Day Tracker cards
- 1 scorecard per player
- First Player token
- Pencil

# Start Your Engines!

Begin the game by shuffling the 48 Food cards into a face-down deck in the middle of the table. Shuffle the 4 Street cards together and place them face-down near the Food Deck. Arrange the Day Tracker cards so they show Day 1. Give each player a scorecard. Give one player the First Player token. The last player to eat at a food truck can begin with the First Player token.

# Cook Some Grub

Begin each day (round) by dealing 5 Food cards to each player. Next, draw two Food cards from the deck and place them face-up in the center of the table. This is the Market where players may trade food on their turn. Draw the first Street card and place it face up on the table. The Street card will show where the players have parked their food trucks for the day and what kind of customers they should expect. Customers may like or dislike different kinds of cuisines at each Street. Cooking foods customers like while avoiding foods that customers dislike earns players bonus money at the end of each day.

Starting with the player with the First Player token, each player takes a turn. On their turn a player may pick up one of the two Food cards in the Market or the card in the Trashcan (which will be empty at the beginning of the day) and add the card to their hand. The player must then discard a card to the Trashcan and draw a card from the Food deck to replace any card they took from the Market. A player may also cook one menu item by playing three Food cards face-up in front of them. When a player cooks an item, they draw 3 additional cards from the deck. Play then proceeds clockwise to the next player.

The day ends when one of the players cooks their third item. All other players may then cook any remaining items they can in normal turn sequence.

If the Food deck is exhausted the current player takes his final turn and the round ends. All players cook any remaining items they can in normal turn sequence.

# "I Want to Be a *REAL* Chef!"

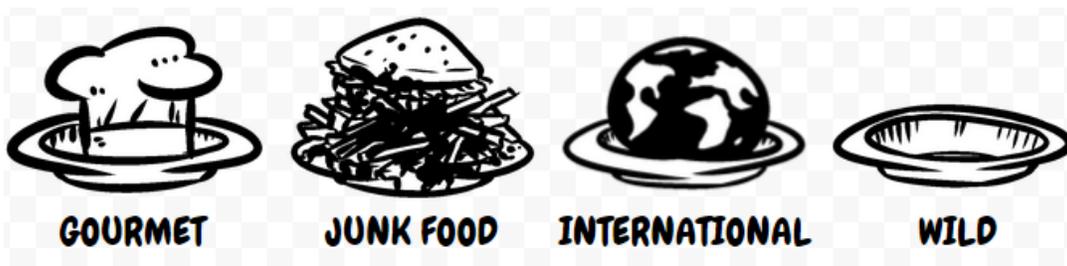Let's take a look at a deliciously completed menu item:



Food cards each represent one of three types of components you need to create an item for your menu: flavors, ingredients, and dishes. Each menu item must have exactly 1 Food card from each component. Food cards have a helpful component icon on the top left the of the card:



You can also tell what component type each card is by looking at the truck on the background of the card. Flavors are all at the front of your truck, ingredients are at the middle window of your truck, and dishes are all at the back of your truck. When you cook a dish, your Food cards will create a complete food truck.

## Cuisines From the Curb

Foodies will flock to your truck looking for three types of cuisines: Gourmet, Junk Food, and International. Some Food cards have an empty plate icon to show they act as Wild cards. Food cards have a cuisine icon at the bottom center of the card.

Wild cards take on the Cuisine category of the component cooked next to them (either to the left or right), as indicated by the arrow above the empty plate. Wild cards have the potential to chain together. If two Wild cards point at one another, they do not take on any Cuisine category.

Each day the Food Trucks will visit a different **Street** where customers like or dislike specific types of cuisines. Players will earn $1 for each component used in a menu item that matches the **Liked Cuisine** and will lose $1 for each component used in a menu item that matches the **Disliked Cuisine**. These are added as a bonus or penalty at the end of the day.

## Good Tastes...and Bad Ones

Food cards have two important numbers: **Spoil Value** and **Taste Stars**.



The **Spoil Value** indicates whether a component has spoiled on that day. If the Spoil Value is lower than the Day number, your component is spoiled! You can still use it to cook items of course, but the player that cooked the menu item with the highest number of spoiled **Taste Stars** must discard that item (too many complaints to the health inspector!) and the player will not be able to earn any money from that item.

**Taste Stars** show how tasty and exciting that component is, the higher the better! Each item can be worth the total number of Taste Stars from all three of its Food cards.

## Making Money

Players make money at the end of each day, and the player with the most money earned after 4 days is the winner.

At the end of each day players compare their menu items with all the other menu items cooked during the day. First, determine which item has the most Taste Stars from Spoiled components. This item is discarded and no money can be earned from it.

If two or more items are tied for the most spoiled stars, the item that is discarded is the one with the most total Taste Stars (both spoiled and unspoiled). If two or more items are still tied, no items are discarded. (The health inspector has too much to do!)

**Example:** If cooked on Day 1 the menu item below has 0 Spoiled components. If cooked on Day 2 "Curried" and "Chocolate" are Spoiled, and this item has 4 total Taste Stars from Spoiled components.



Next, determine which player cooked the single item with the most combined Taste Stars from each Cuisine: Gourmet, Junk Food, and International. The 2 items with the most total Taste Stars from each Cuisine category are awarded money equal to the total number of Taste Stars from that menu item. In the example above, Curried Chocolate Ravioli has 2 Gourmet Taste Stars, 3 Junk Food Taste Stars, and 1 International Taste Star. If it is in the top two items for any category it earns the total number of Taste Stars from all three components. In this case, $6. If an item is not in the top two for any Cuisine category it will not earn any money! One item can even score for multiple Cuisine categories.

If two or more items are tied for most Taste Stars in a category, break the tie by adding up the items' total number of Taste Stars. If items are still tied, money is earned by all the tied items.

Finally, add up any bonus points awarded from the Street card. Players earn $1 for each component used in a menu item that matches the Liked Cuisine and lose $1 for each component used in a menu item that matches the Disliked Cuisine.

# Another Day Ends

After the money is counted at the end of each day, pass the First Player token clockwise to the next player. Shuffle all of the Food cards, and draw the next Street card. At the end of Day 4, add up the total money earned and crown the player with the most money the Food Truck Failure Champion!

In the event of a tie, add up each player's money earned from the Street category. The player with the most Street money earned wins.

# Two-Player Game Scoring Change

In a two-player game only 1 item from each Cuisine category earns money (as opposed to the 2 items with the most Taste Stars from each Cuisine category as with three or four players.