

LORD OF THE FRIES

A Fast Food Card Game for 3-8 Players

Designed by James Ernest



Work Sucks.

Welcome to Friedey's, the fast food restaurant of the Damned. It's pretty hard to get anything done around here, since everyone is dead, and we only have one brain to pass around. But don't let that worry you. As strange as it sounds, even the dead can still assemble combo meals.

Note:

This is the PDF version of the Lord of the Fries rulebook, available free at www.jamesernest.com because our printer left the rulebooks out of a bunch of games. You will, of course, need the cards to play.

Story:

You and your Zombie friends are busy assembling food at Friedey's. For patrons, for each other, for the boss. Who knows? All you know for sure is that whoever fills the best orders gets the most points, and whoever gets the most points gets to be Lord of the Fries. Whatever that means.

What You Need:

This game requires the Lord of the Fries **Food Cards**, the two **Menu Cards** from the restaurant of your choice, one six-sided **die**, and a way to keep **score**.

You can steal the die from any game you already own. We didn't include one because they're so easy to find, and we'd rather not sell you more stuff.

Setup:

Before playing you need to fine-tune your deck. Choose which menu you want to play, and construct the appropriate deck for that restaurant. On the back of this sheet is a chart showing the special rules and deck recipes for each menu.

You will deal out the entire deck to start each hand. It probably won't come out even, but that doesn't really matter.

After each player deals one hand, the game is over and the player with the highest total score wins.

Starting Each Hand:

1: First the dealer shuffles and deals out the entire deck.

2: The dealer rolls the first order from the Menu. Roll the die once to choose a Zone, then roll again for a specific line in that Zone. This becomes the "order."

If you like, you can stick a paper clip on each menu card to mark the order.

3: Starting on the dealer's left, players may either **fill** the order or **pass**.

"Filling the Order" means playing the ingredients from your hand on the table face up. You will keep all of these cards for points at the end of the hand.

"Passing" means declining to fill the order, and passing a card to the player on your left. You can choose to pass even if you have the right cards to fill the order.

4: When a player fills the order, she takes the lead. She now takes a normal turn, as described below.

Normal Turns:

When it's your turn, you have the choice of either **calling** the next order, or **rolling** it. Either way, play begins on your left. But there are different passing rules for calling and rolling.

Calling: Calling means choosing the next order freely from anywhere on the menu. If you call the order, when someone "passes" they must hand a card to their left, as they did on the first round. (Note: The first order of the hand is unique, since the dealer rolls the order, but the cards pass to the left.)

Rolling: If you roll the order, every player who passes must hand a card to **you**. (If you pass on your own roll, you

will hand a card to yourself.)

Unfilled Orders: If an order goes all the way around the table unfilled, then the fulfillment rules loosen a little because the customer is getting impatient. On the second round, you may **omit** one item from the order. For example, if the order was a **Cowabunga** you could play just a **Cow Meat**, or just a **Bun**. Or you could still play the entire order.

Each time the order passes around the table, one more item can be left out. However, once the item count is down to zero, the player on the leader's left **must** assume the lead, whether he plays any cards or not. (Even by playing nothing he is assumed to have filled the order.)

Finishing:

The hand ends immediately when one player gets rid of his last card, either by filling an order or by passing a card away. Be aware that the end is inevitable if the player on the leader's left has only one card left.

The number on each card is its point value. Add up the values of all the cards you have played, then subtract the values of the cards left in your hand. You might drop below zero if you're unlucky, so it's possible to have a negative score.

Once every player has dealt one hand, players compare their grand totals and the highest score wins.

Strategy:

It may be good or bad to get more cards in this game. Early in the game, you will want to accumulate cards, which means rolling an order instead of calling it. Later on, you will probably want to call an order you can fill, to get those big sets of cards out of your hand.

Learn the menus and develop a feel for which cards go together. Ditch the cards you can't play, and consider if it's best to break up a big combo just to get the lead. Also, try to get a feel for the kinds of cards your neighbor is passing you. Chances are, she'll hand you more.

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Guide to the Friedey's Menus:

There are six menus, each printed on two cards. You can also make up your own! Send your favorite new menus to: menus@jamesernest.com.

Friedey's and the Holiday Menu:

These two menus have Special Orders in Zone D. You can't call orders in Zone D, you have to roll them.

Deck Recipe, Friedey's: 12 Bun, 12 Fries, 12 Drink, 8 Cheese, 6 Cow, 6 Fish, 6 Bird, 1 Pie (63 Cards).

Holiday: Start with above, take out 6 Fries, add 2 Bun and 2 Bird (61 Cards).

Friedey's Long Wok (Chinese):

Play is "Family Style." When you fill an order you can steal one ingredient from the cards already played, as long as you play at least two cards yourself.

Deck Recipe: 10 Bun, 7 Sauce, 8 Veggie, 2 Cheese, 10 Cow, 3 Fish, 10 Bird, 4 Pie (54 Cards).

Ghiccioroni's (Italian):

At Ghiccioroni's, a dish is always worth the same number of points even if it is missing some ingredients. Track the extra points with chips.

Deck Recipe: 9 Bun, 8 Sauce, 10 Veggie, 10 Cheese, 8 Cow, 6 Fish, 10 Bird, 4 Pie (65 Cards).

Love's Labours Lunch (English):

Each time an order goes around the table unfilled, it becomes worth five extra points. Track the extra with chips.

Deck Recipe: 14 Bun, 8 Fries, 12 Drink, 9 Veggie, 10 Cheese, 10 Cow, 6 Fish, 5 Bird, 4 Pie (78 Cards)

Montezuma's (Mexican Deli):

At Montezuma's, any kind of meat can be substituted for the right Meat, but for zero points. (Play it face-down.)

Deck Recipe: 6 Bun, 8 Sauce, 6 Drink, 9 Veggie, 8 Cheese, 7 Cow, 5 Fish, 8 Bird, 1 Pie (58 Cards).

Ratherbee's (Steakhouse):

Deck Recipe: 14 Bun, 6 Sauce, 5 Fries, 10 Drink, 9 Veggie, 10 Cheese, 8 Cow, 6 Fish, 8 Bird, 4 Pie (80 Cards).