

















































































































































	1	2	3	4	5	6
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2	  1  3  2	  2  2  1	  1  3  2	  2  2  1	  1  3  2	  1  2  1
3	  1  2  1	  2  2  1	  2  2  2	  2  2  2	  2  2  1	  1  2  2
4	  1  3  2	  2  2  2	  3  2  2	  3  2  2	  2  3  1	  1  2  1
5	  1  3  1	  3  2  1	  3  2  2	  2  2  2	  2  3  1	  1  2  1
6	  1  3  2	  2  2  1	  2  2  1	  1  3  1	  1  3  2	  1  2  1

Fast Food

 2-4 players
  +7 years
  40 min.

- ✓ Fast Food is a free roll & play game PNP. In Fast Food, you are going to get the role of an owner of a Fast-Food Franchise of Restaurants in a City.
- ✓ Every player can choose between six business: Hot Dog, Sandwich, Kebab, Burger, Pizza or Sushi.
- ✓ For playing Fast Food, you need:
 - ✓ Print one City Sheet.
 - ✓ Print the Food Sheet (one per player).
 - ✓ Rules + Mechanic of game sheets.
 - ✓ 2+2 dices
 - ✓ One pen per player
- ✓ Game will be started by the player who ate fast food last week.

General rules of game

- ✓ Every game of Fast Food takes 1 round of **Preparation**, 5 rounds of **Service** and 1 final round for **Count** the points.
- ✓ The winner of Fast Food will be the player with the higher number of points at the end of the game.
- ✓ Points are coming from:
 - Total Food sold.
 - Impact in social Media (likes).
 - Cash Flow (Money)
 - Capital
 - # Restaurants.

There are other items (not sold food, riders) with no value at the end of the game.

- ✓ How to open **Restaurants**? Using your capital in the opening of game & every round you're the active player.
- ✓ How to sell **Food**? Every time there's one of your restaurant in active square & delivery (in every round). Remember: you need to prepare food in advance & hire **Riders**.
- ✓ How to impact in Social media? Buying **likes** with **Money** at the end of the round when you're the active player.
- ✓ How to get **Money**? Selling food & rolling dices when you're the active player. You can exchange **Capital** for **Money**. You will spend **Money** in **Food, Riders & Likes**.
- ✓ How to get **Capital**? You will Roll dices when you were the active player. You can exchange **Money** for **Capital**. You will spend **Capital** in opening **Restaurants** & getting bonus.

Mechanism of game

- ✓ Game is started with round of **Preparation**, when you use your capital to buy **Restaurants**, get bonus or **likes** and balancing your resources. Preparation has six rounds, but you don't have to spend all your resources or take your rounds.
- ✓ Then round of service is started. Every round will be started by an Active Player with this sequence:
 - Choose active square in City Sheet (with dices).
 - Make Table & event service in this square.
 - Make Delivery service in this square.





(In that moment, rest of players must make Service and Event Service in active square if they have restaurants on it and/or could do delivery service from their closest restaurants)

- Get extra resources (with dices).
- Prepare next service.
- Balance resources (get bonus)

Player B then will be the active player.
Round of service will be repeated 5 times.

- ✓ After the last round, every player will count their points and will take final punctuation.
- ✓ Game will be won by player with bigger punctuation.

How to start game? (by number of players)

	2 players	3 players	4 players
	6	6	6
	4	6	8
	12	14	16
	6	8	10



Fast Food



2-4 players



+7 years



40 min.

- ✓ Fast Food es un juego gratuito Rol & Write donde tomas el rol del dueño de una cadena de restaurantes de comida rápida en una ciudad.
- ✓ Cada jugador puede elegir entre 6 negocios diferentes: Perritos Calientes (Hot Dog), Sandwiches, Kebab, Hamburguesería (Burger), Pizza o Sushi.
- ✓ Para jugar necesitas
 - ✓ Imprimir la hoja de ciudad.
 - ✓ Imprimir la hora de Comida (1 por jugador).
 - ✓ La hoja de reglas y mecánica del juego.
 - ✓ 2+2 dados
 - ✓ Un lápiz por jugador.
- ✓ Comienza el juego aquel jugador que comió comida rápida la pasada semana.

Reglas Generales del Juego

- ✓ Cada partida de Fast Food tiene 1 ronda de Preparación, 5 rondas de Servicio y 1 ronda final de recuento.
- ✓ El ganador de Fast Food será el jugador con el mayor numero de puntos en el recuento.
- ✓ Los puntos vienen de:
 - Comida vendida.
 - Impacto en Redes Sociales (**likes**).
 - Cash Flow (Dinero)
 - Capital
 - # Restaurantes

Hay otros items (comida no vendida, repartidores) que tienen un coste de juego, pero no suman puntos.

- ✓ ¿Cómo abrir **Restaurantes**? Usa tu capital en la Preparación del Juego y en cada ronda en que seas el jugador active.
- ✓ ¿Cómo vendes **comida**? Cada vez que tienes un restaurante en la casilla active y en el Servicio de entrega. Recuerda: tienes que preparar comida en avance y contratar repartidores.
- ✓ ¿Cómo impactas en **redes sociales**? Comprando **likes** con dinero al final de cada ronda en la que eres el jugador active.
- ✓ ¿Cómo obtienes **Dinero**? Vendiendo comida y lanzando los dados cuando eres el jugador active. Puedes cambiar Capital por Dinero. Gastas Dinero en Repartidores, Comida y **likes**
- ✓ ¿Cómo obtienes **Capital**? Lanzando los dados cuando eres el jugador active. Puedes cambiar Dinero por Capital. Gastas Capital abriendo Restaurantes, obteniendo bonus o comprando **likes**.

Mecanismo de juego



- ✓ El juego comienza con una ronda de preparación, donde usarás tu **Capital** para comprar **Restaurantes**, comprar bonus o comprar **likes**. La preparación consta de seis rondas, aunque no tienes que consumir todo tu **Capital** o usar las seis rondas.
- ✓ Tras la preparación, arrancan las rondas de Servicio. Cada ronda empieza con un jugador activo que sigue esta secuencia.
 - Elige una casilla activa en la hoja de ciudad.
 - Realiza los servicios de mesa y eventos en esa casilla
 - Realiza el Servicio de entrega en esa casilla.

(En ese momento, los otros jugadores tienen que realizar los servicios de mesa y eventos si tienen un restaurante en la casilla activa y/o pueden realizar el Servicio de entrega desde su restaurante mas cercano)

- Obtiene recursos extras.
- Prepara el siguiente Servicio.
- Balancea recursos.











A continuación, el jugador B será el jugador active y continuará la ronda.

- ✓ Después de la ultima ronda, cada jugador, contará sus puntos.
- ✓ Ganará el juego el jugador con mayor puntuación.







¿Como empezar el juego (Según el numero de jugadores)?

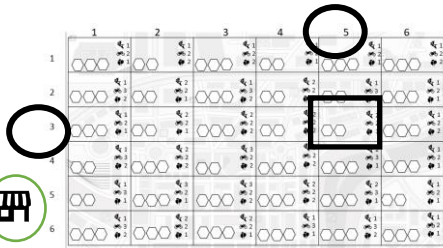
	2 players	3 players	4 players
	6	6	6
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	12	14	16
	6	8	10

#0 Preparation Use your capital x6




- ✓ Player A starts game. Spend Capital, 4 options:
 - ✓   ✓ Open a restaurant in the city  and 
 - ✓ Get a Bonus 
 - ✓ Exchange for money 
 - ✓ Get likes. 
- ✓ Now, it's time for Player B
 - You have 6 rounds & 6 
 - For opening a restaurant: you need to roll 2 dices and select square (OPENING, see #1).
 - You don't need to spend all  in the beginning.
 - In case of spending all  , skip your round.

#1 Opening restaurants in the city.









- ✓ Active Player rolls 2 dices define ACTIVE SQUARE
-  3: vertical
-  5: horizontal.
- ✓ Pays  and open 
- ✓ Marks  with your initial letter.
- ✓ In case of owning 2  in a square= MONOPOLY








#2 Service

- ✓ Active Player takes these 3 actions in Active Square
-  **Table service:** customers order food in your restaurant.
-  **Delivery:** customer order food at home.
-  **Event:** Birthdays, Meetings, Sport Watching... a group of customers visit your restaurant



#2A Table Service & Events

- ✓ Customers are...you must give what they want!
-  2  1 = 3 
- ✓ Be sure that they pay for food   
- ✓ Be sure to fill the orders. If not 
- ✓ Rest of players: **must get** table service and events if  in active square.




#2B Delivery

- ✓ Active player **must deliver**, rest of players **are allowed** to deliver (not mandatory)
-  2 = 2  + ? 
- ✓ How many  do you need to make a deliver? Closest  +1.





#3 Getting extra actives!

- ✓ After every service round, you get extra money from investors, partners and franchisers.
- ✓ Roll two dices:
 - Higher value = 
 - Lower value = 

#4 Preparing the next service.

- ✓ Spend your resources in prepare next service: get enough   to assure service until you be the active player.
- ✓ Don't forget to pay for 

#5 Balancing

- ✓ Before closing your round as an active player, you can balance & get resources:
 - ✓ Get a Bonus 
 - ✓ Exchange  for money 
 - ✓ Get likes 

#99 End of game

- ✓ Put points in  and get final score

Bonus: How does they work?

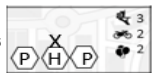
- Family Playground: Activation of Event Service
- Delivery App: Cost of delivery is reduced
- Increased Productivity: Cost of food is reduced
- Free Refill: Number of services in restaurant x2
- Central Kitchen: Cost of food is reduced
- Business Angel: Add 2 point in every dice (Resources)
- Ice Cream in Menu: Get +1 extra in every service (per 2)
- App of the year: Likes are multiplied per 3
- Foodies Recognition: Receive +2 money per food sold
- First Breakfast Service: Get table/event service from near square

- All
- All (exc. Hot Dog)
- All (exc. Sandwich)
- Hot Dog
- Sandwich & Hot Dog
- Kebab
- Burger
- Pizza
- Sushi
- Sandwich

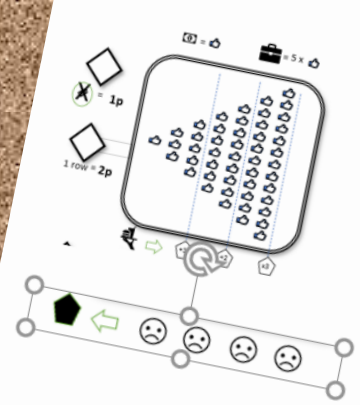
- Rider
- Like
- Active
- Money
- Event Service
- Table Service
- Delivery Service
- Restaurant (investment)
- Restaurant (in city)
- Dice
- Unlike

Monopoly: when happens?
 In case of one player (Pizza) gets 2 restaurants
 In one square of city, this player will get the control of this area.

- Player with H (Hot dog) will lose the restaurant (in map, not in point sheets)
- From this moment, Pizza player will be the only player able to give service (events, tables or delivery) in this square.



Tips & Tricks



Likes... How does they work?

- ✓ In 21st Century, Food is not only a question of ordering but also sharing experiences on the Internet.
- ✓ In every round, you Will have the opportunity of invest some money in Social Media by getting "likes".
- ✓ Even you could think that get likes is a waste of money... don't act in this way! There are two bonus:
 - ✓ Every row you get (7), you will add 2 points.
 - ✓ There are concrete milestones that make more popular your restaurants and will get a bonus in every table service +1, +2 or x3 when you get the likes to reach the milestone.
- ✓ Put attention in the unlike . Every time you don't fulfil a full service (table or event) you will receive a dislike. With every dislike, you will lose special bonus (not rows points).
- ✓ 4 unlike means you will lose any point/bonus per likes.

Food Cost	Advantage	Disadvantage	Advices
Very Cheap	Low cost of production	Not delivery	Expand fast (Build Restaurants)
Cheap	Bonus	Low Benefit in food	Sell much food (Rotation)
Mid	Extra Actives & Money	Low Points per food	Get Actives and expand
Mid	Events Service	Bonus are expensive	Balance all figures
Mid High	Social Media	Low Benefit in food	Get likes early
Expensive	Big Profit	Food is expensive	Be careful building restaurants

FAQ questions
Map Sheet.

In case of having two restaurants in one square, do I multiply number of services?
 Yes. In case of several restaurants in this square, every player Will get the number of Service x Number of restaurants owned.

Dices are rolled and shows a fully occupied square, what's happen?
 Congratulations. You will choose active square by your own near to the selected one.

I don't have capital available before round is started, or I don't want to open a restaurant in this square. What's happen?
 You can do it. Keep in mind that you could only provide delivery service from your closer restaurant.

Do I have to open unless 1 restaurant in the preparation round?
 Yes. You must buy 1 restaurant before starting the rounds.

Point Sheets

I've got 10 restaurants... may I have anyone more?
 Not, 10 restaurants is the maximum.

I've got 11 money. Do I get 5 or 6 points?
 You will get only 5 points, as 2 money=1 point, you ought round to less.

I'm not the active player, do I have to deliver food in active square?
 You can deliver food in this square from your closer restaurant with riders but In case you don't make a deliver (you don't have food, not riders or don't want to do it) you don't receive an unlike.

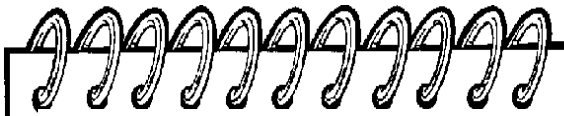
If I must deliver 3 foods in table service or events, but only have 2 foods prepared.... what happens?
 You serve 2 foods, get money/points for those two foods and don't deliver the remaining one. You receive also 1 unlike.

After last round, What happens with remaining food prepared and riders hired not used in any service?
 You lose those resources, so be careful in last rounds.

Can bonus/likes benefits use together.?
 Yes, they do. In case you have a benefit of likes for table service (+2) and bonus to increase number of services(refill, ice cream....), both will be considered at the same time

In case of a draw, who wins?
 In case of equal points between several players, the winner will be the one with less unlike. In case also of equal value, the one with more restaurants. The third criteria (in case of needed) will be the number of actives.

HOT DOG

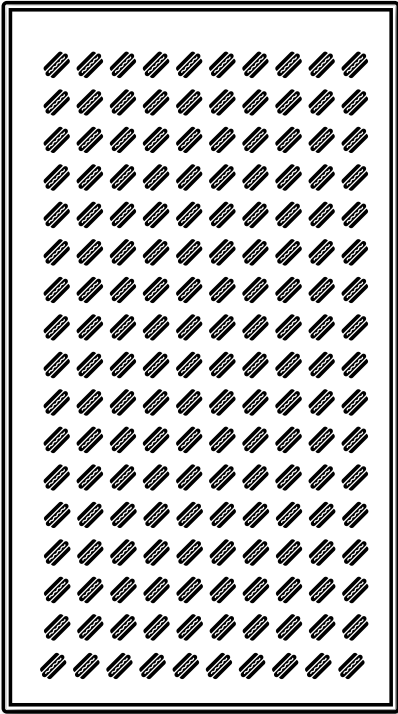


Sequence per round:

- Roll : select ACTIVE SQUARE.
 - OPEN . Pay =
 - Mark with your initial.
 - TABLE SERVICE: =
 - EVENTS =
 - ~~DELIVERY: =~~
- NOT ACTIVE : MUST IF IN SQUARE
- Roll = RESOURCES
 High:
 Low:
 - Prepare next SERVICE
- Buy =
- BALANCE
 Get a bonus
 Get likes
 Exchange resources: =

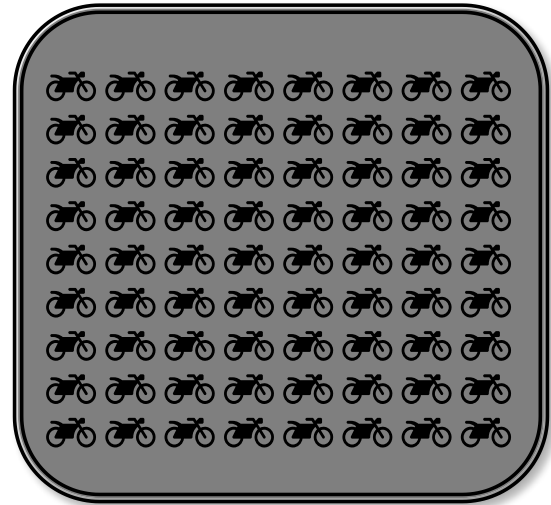
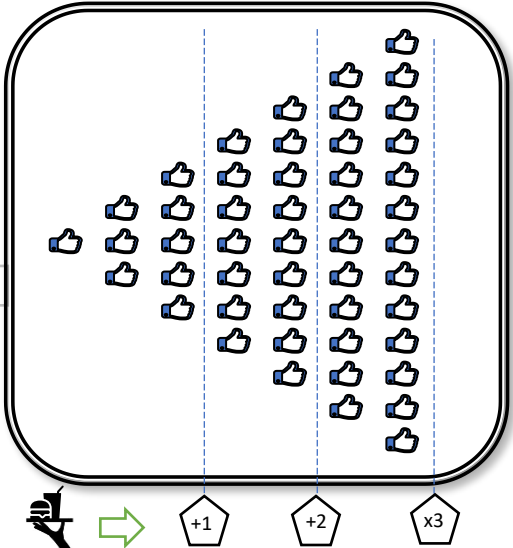
= =

= = 5 x

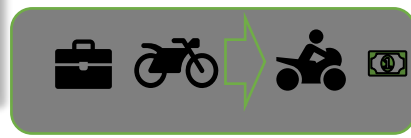
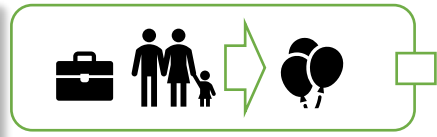
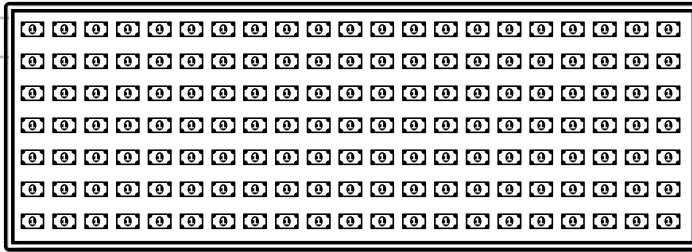
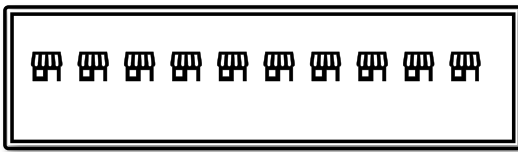


= 1p

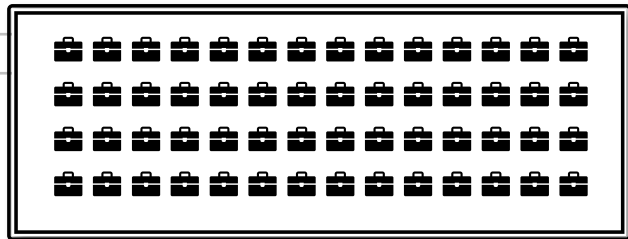
= 2p (1 row)



2 x = 1p



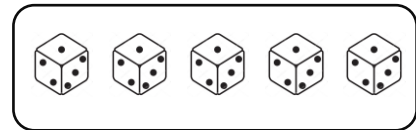
= 3 x 4 x =



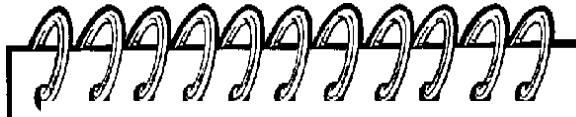
= 3p



= 3p



SANDWICH



Sequence per round:

- Roll : select ACTIVE SQUARE.
 - OPEN . Pay =
 - Mark with your initial.
 - TABLE SERVICE: =
 - EVENTS =
 - DELIVERY: =
- NOT ACTIVE :MUST IF IN SQUARE
 :ARE ALLOWED TO FROM
- Roll = RESOURCES
 High:
 Low:
 - Prepare next SERVICE
- Buy =
 =
- BALANCE
 Get a bonus
 Get likes
 Exchange resources: =

=

= = 5 x

→ +1 +2 x3

←

= =

= 1p

= 2p (1 row)

= 2 x = 1p

= 3 x ↔ 4 x =

= 3p

3p

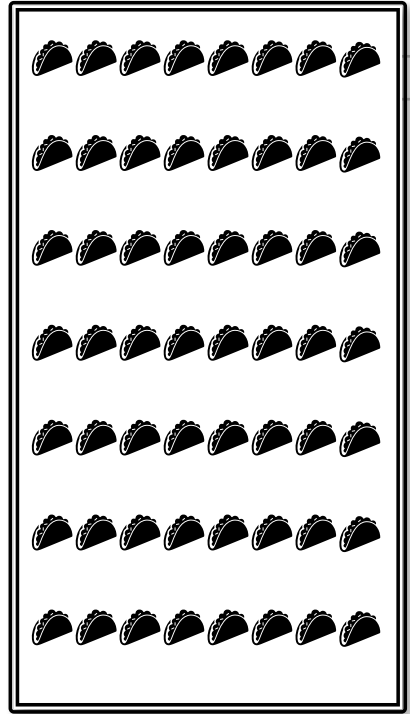
=
 =

=
 = 5 x

=

KEBAB

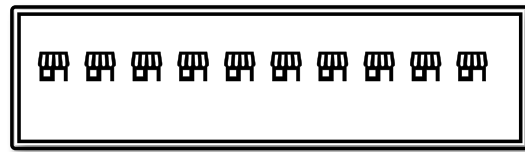
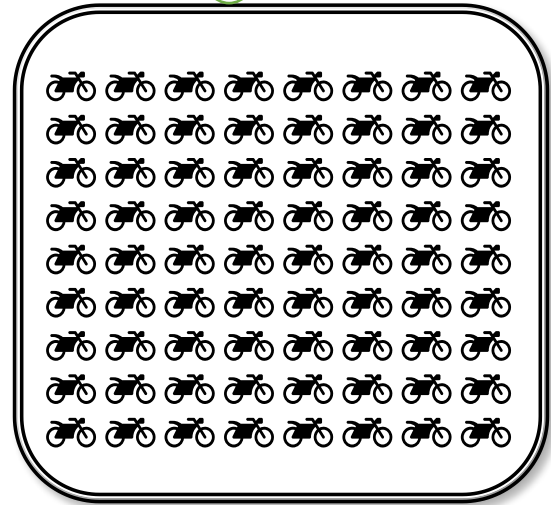
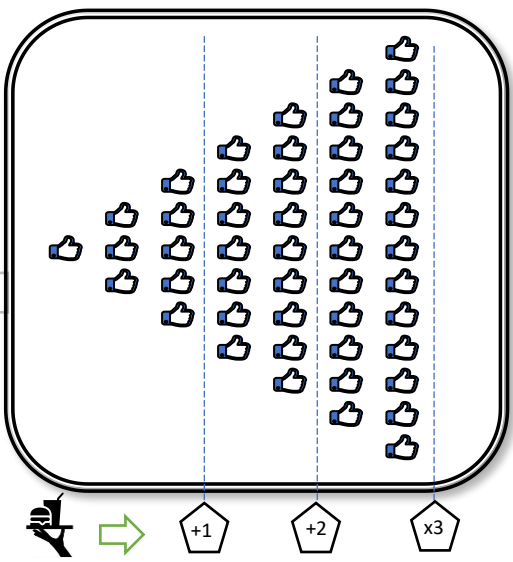
Fast Food



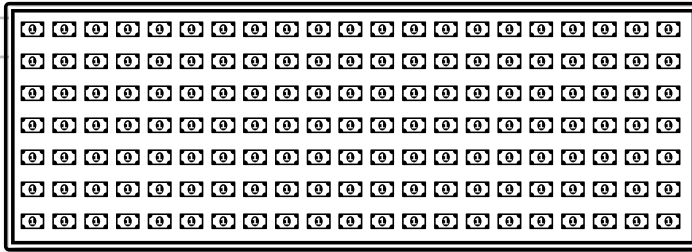
= = 2p

= 2p
 (1 row)

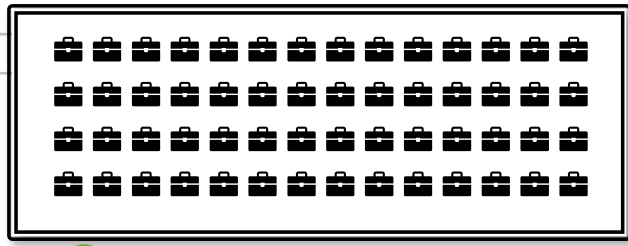
= 2 x = 1p



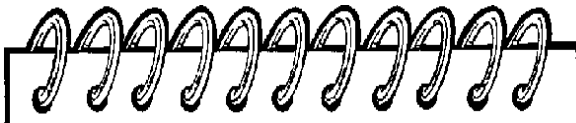
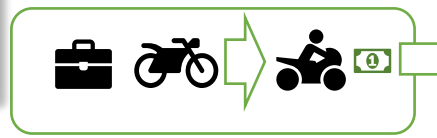
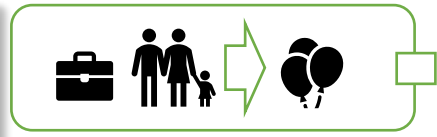
= 3p



= 3 x ↔ 4 x =

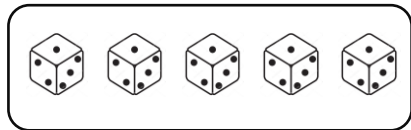


= 3p



Sequence per round:

- Roll : select ACTIVE SQUARE.
 - OPEN . Pay =
 - Mark with your initial.
 - TABLE SERVICE: =
 - EVENTS =
 - DELIVERY: = =
- NOT ACTIVE :MUST IF IN SQUARE
- :ARE ALLOWED TO FROM
- Roll = RESOURCES
 - High:
 - Low:
 - Prepare next SERVICE
- Buy =
- =
- BALANCE
 - Get a bonus
 - Get likes
 - Exchange resources: =



= =

= = 5 x

=

= = 2p

= 2p (1 row)

= 2 x = 1p

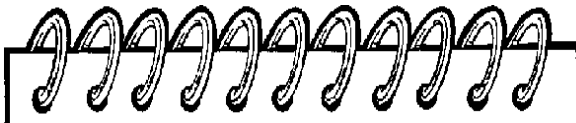
= 3 x 4 x =

= 3p

= 3p

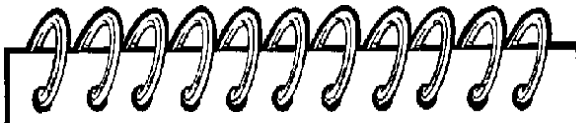
Burger

Fast Food



- Sequence per round:
- Roll : select ACTIVE SQUARE.
 - OPEN . Pay =
 - Mark with your initial.
 - TABLE SERVICE: =
 - EVENTS =
 - DELIVERY: =
- NOT ACTIVE : MUST IF IN SQUARE
 : ARE ALLOWED TO FROM
- Roll = RESOURCES
 High:
 Low:
 - Prepare next SERVICE
- Buy =
 =
- BALANCE
 Get a bonus
 Get likes
 Exchange resources: =

PIZZA



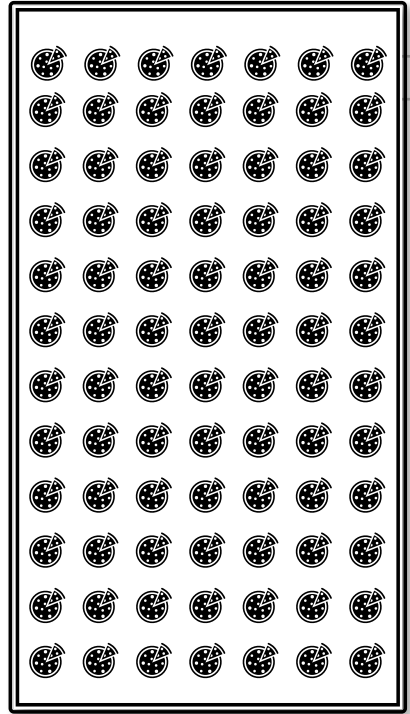
Sequence per round:

- Roll : select ACTIVE SQUARE.
 - OPEN . Pay =
 - Mark with your initial.
 - TABLE SERVICE: =
 - EVENTS =
 - DELIVERY: = =
- NOT ACTIVE :MUST IF IN SQUARE
:ARE ALLOWED TO FROM
- Roll = RESOURCES
 High:
 Low:
 - Prepare next SERVICE
- Buy =
 =
- BALANCE
 Get a bonus =
 Get likes =
 Exchange resources: =

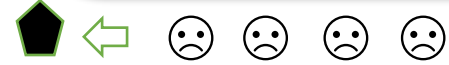
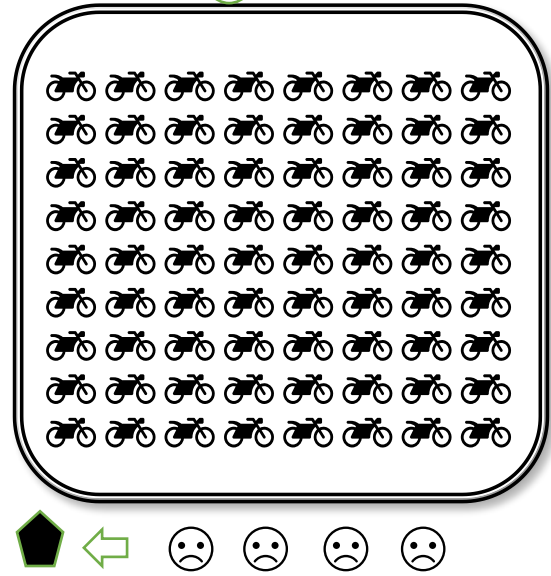
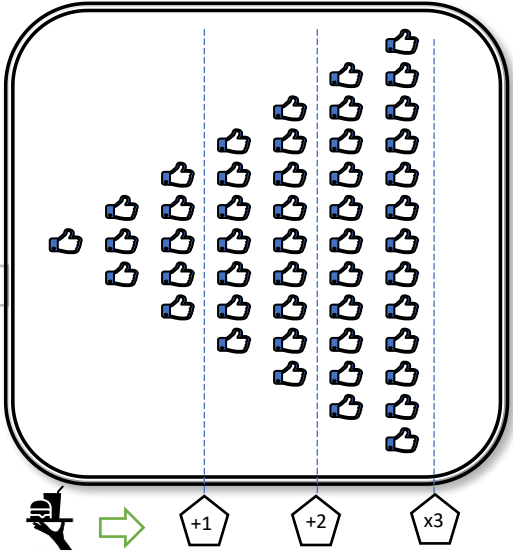
= =

= = 5 x

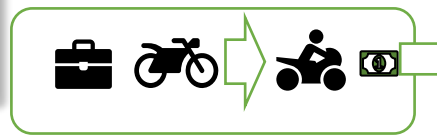
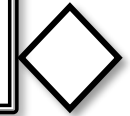
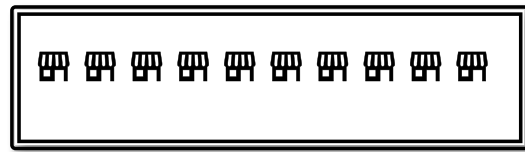
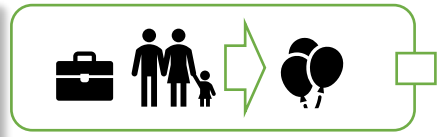
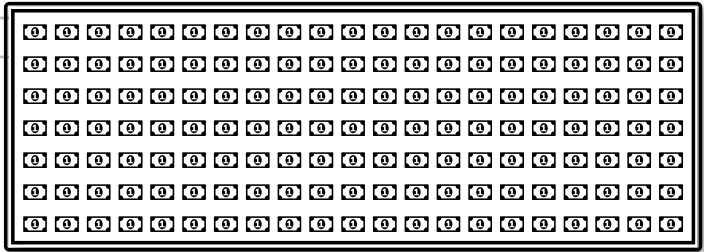
=



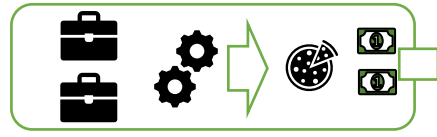
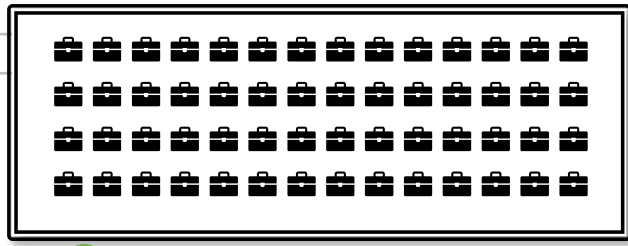
= 3p
 = 2p (1 row)



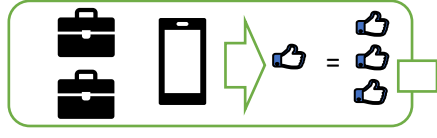
2 x = 1p



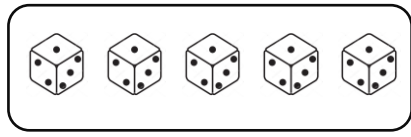
= 3 x ↔ 4 x =



3p



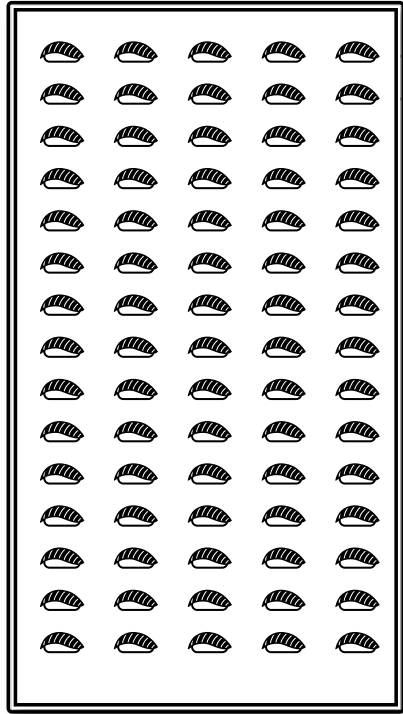
= 3p



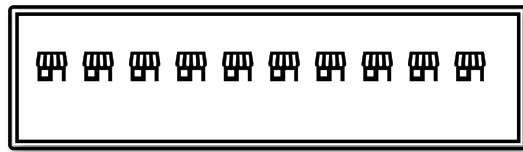
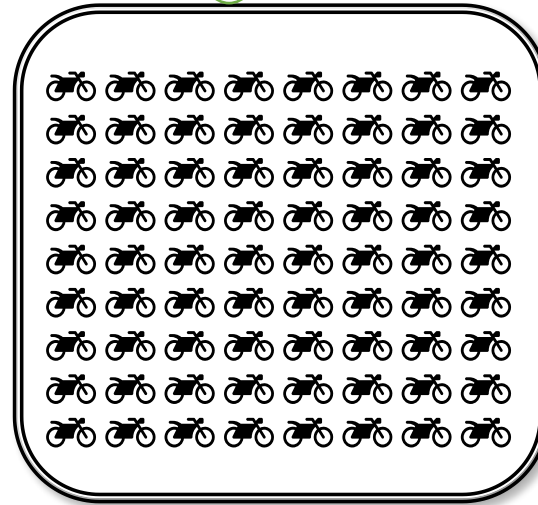
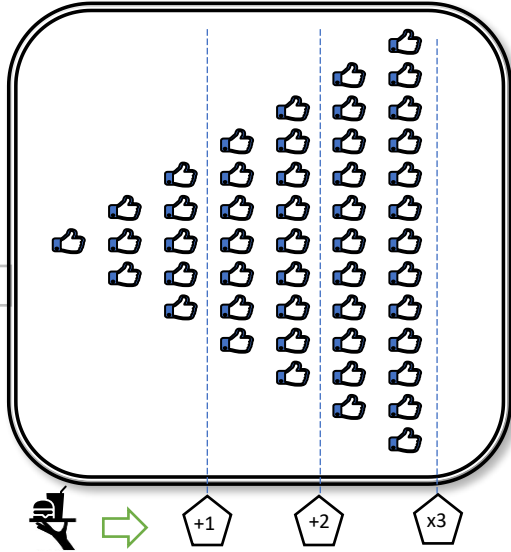
=
 =

=
 = 5 x

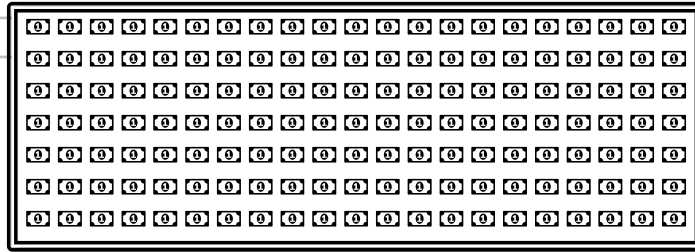
=



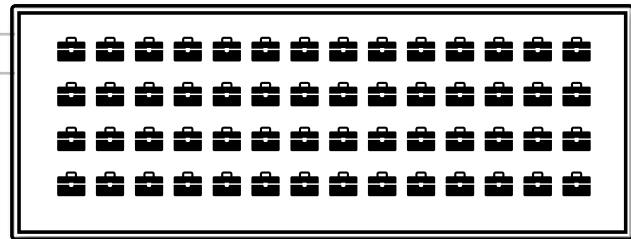
= 4p
 = 4p
 = 2p
 (1 row)



= 2 x = 1p

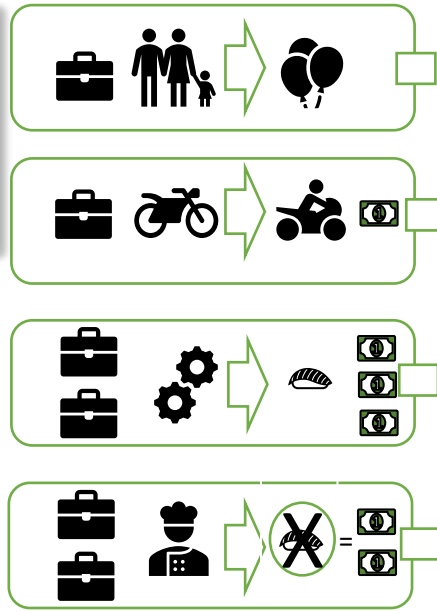
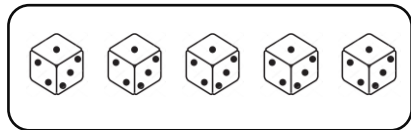


= 3 x ↔ 4 x =



= 3p

3p



Maki-Sushi *Fast Food*



- Sequence per round:
- Roll : select ACTIVE SQUARE.
 - OPEN . Pay =
 - Mark with your initial.
 - TABLE SERVICE: =
 - EVENTS =
 - DELIVERY: =
- NOT ACTIVE : MUST IF IN SQUARE
 : ARE ALLOWED TO FROM
- Roll = RESOURCES
 High:
 Low:
 - Prepare next SERVICE
- Buy =
 =
- BALANCE
 Get a bonus
 Get likes
 Exchange resources: =