



TRUCK OFF

THE FOODTRUCK FRENZY

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TRUCK OFF: THE FOOD TRUCK FRENZY™

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36 Food Trucks _____



_____ 72 Action Cards

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(24) (12) (12)



_____ 72 Money Tokens

12 Game Play Tokens _____



(6) (6)



_____ 01 Round Tracker Card

01 First Player Token _____



_____ 01 Rulebook

SETUP

1. Select the Venue Tiles associated with the number of players according to the following grid. Place the tiles on the table and place the matching Venue Die on each tile (ex. Gaming Con with the 20 sided die).

| PLAYERS | VENUE TILES |
|---------------------|---------------------|
| 2 (+AUTO PLAYER) | 8, 10, 12, 20 |
| 3 | 8, 10, 12, 20 |
| 4 | 6, 8, 10, 12, 20 |
| 5-6 | 4, 6, 8, 10, 12, 20 |

2. Each player takes a coordinating set of 12 **Action Cards** and 6 **Food Trucks** representing her color. The back of each food truck has a # that corresponds to a venue tile. Remove food trucks from the game if they do not have a corresponding venue tile.



Ex: Remove the #4 truck in a 4-player game.

3. Each player discards the same 2 action cards before starting the game. Below is a recommended set to discard based on your gaming group's preferences.



4. Separate the **Money Tokens** into piles.

For 2-players, see the 2-player rules on Page 10.

COMPONENT OVERVIEW

VENUE TILE



Place Venue Die Here

ACTION CARD

Flavor Text
Associated Game
Play Token



Action Text

“Take That” Indicator

Money Value
if Unused

EXAMPLE 4-PLAYER SETUP



HOW TO WIN

Have the most money at the end of the game.

GAME OVERVIEW

The game takes place over 5 rounds. A round consists of:

SELECT → ROLL → SELECT → EXECUTE → RESOLVE
TRUCKS DICE ACTIONS ACTIONS PAYOUTS

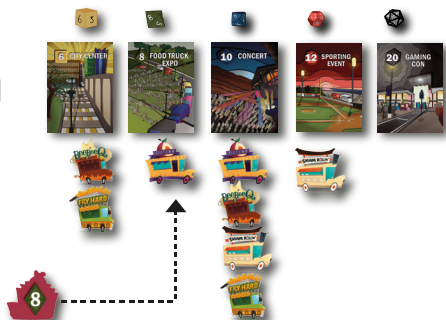
The First Player is the person who has most recently eaten from a food truck. Give her the **First Player Token**.

After 5 total rounds, pay each player the value for any unused action cards. The player with the most money is the winner.

Tiebreaker: Choose a set of dice (D4, D6, and D20 or D8, D10, and D12) and roll. The highest sum wins. If there is still a tie, the owner of the game wins.

SELECT TRUCKS

Each player secretly selects 2 food trucks designating the venue that she will sell her food at this round. When each player is done selecting, all players reveal their 2 selected food trucks simultaneously. The revealed food trucks are now active trucks and should be placed under the corresponding venues forming columns.



ROLL DICE

Roll each venue die once. The # rolled on each die represents the total venue payout in money at each venue.

SELECT ACTIONS

Players simultaneously select any # of action cards they want to play this round. There is no limit to the # of action cards a player may select for a round, but a card selected this round must be executed or discarded by the end of the round.

SELECTED
ACTIONS



UNSELECTED
ACTIONS



Players then take their selected action cards into their hand and place their remaining unselected action cards on the table face down in a pile in front of them.

Tips: It may help organization to stack inactive trucks on top of unselected actions until round end.

An action card that is not used over the course of the game is worth money at the end.

EXECUTE ACTIONS

The first player reveals only one of her selected actions and executes the action if possible. After an action is executed it should be immediately discarded into a discard pile. A player may choose to simply discard an action instead of executing it.

Play continues clockwise with each player executing only one action at a time until all action cards have been executed. If a player has no selected action cards to execute, play passes to the next player clockwise until all players' selected actions have been executed.

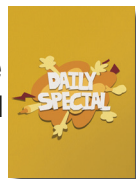
RESOLVE PAYOUTS

Calculate payouts one venue at a time. Each active truck at each active venue earns an even payout equal to the total venue payout divided by the # of trucks. Discard any payout remainder. After collecting all payouts, players retrieve all of their trucks and game play tokens. Pass the first player token one player clockwise and start a new round.

| | | | | |
|---|--|---|--|---|
|  5  | |  7  | |  7  |
| PAYOUT | | PAYOUT | | PAYOUT |
|  2 | |  7 | |  2 |
| <hr/> | | | | <hr/> |
|  2 | | | |  2 |
| <hr/> | | | | <hr/> |
| DISCARD 1 | | | |   4 |

DAILY SPECIAL VARIANT

After playing the base game a few times, add in the Daily Special Variant for some additional depth! Create a deck of **Daily Special Cards**. Remove any daily special cards corresponding to venue tiles not being used or actions.



Ex: Remove the Daily Special Cards corresponding to the Brewery Venue in a 4-player game.

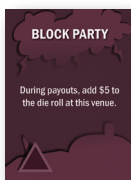
At the beginning of each round, draw 2 daily special cards from the daily special deck, and place them above their corresponding venue tile. If there is already a daily special card in play above the corresponding Venue Tile, then the new card replaces the existing card.

When a venue is shutdown, its daily special is not active and the effect on the card cannot be used.

Daily special cards have keywords that tell players when their effects take place (instead of phase, before phase, etc.). Anytime a keyword says “Before,” it means *immediately before* and not anytime before.

DAILY SPECIAL

DAILY SPECIAL



—Effect



VENUE TILE

2-PLAYER RULES

A 3rd artificial player will be used, but will not execute any actions. We'll name the artificial player "Auto-Play Barry" for clarity.

2-PLAYER SETUP

Take a set of food trucks for Barry matching the venues on the table (20, 12, 10, 8). Barry's truck selection will be random each round during the Select Trucks phase. Since Barry will not be able to select or execute actions, he will start with \$20.



A grid will be created using both players' action cards. Gather all action cards corresponding to the players' trucks. Shuffle them and randomly discard 8 actions. Create a 4 x 5 x 4 x 3 grid of face up cards as seen above.

2-PLAYER ACTION SELECTION AND EXECUTION

The Action Selection and Action Execution phases are combined in the 2-player game. Starting with the first player, each player will alternate selecting and immediately executing one action until each player has selected and executed 2 actions in the round. Any action card without an overlapping card is available for selection. After each player has executed 2 actions, proceed to the Resolve Payouts phase.

Pay each player, including Barry, during the Resolve Payouts phase.

After 4 total rounds, the player with the most money wins the game.

LIST OF ACTION CARDS

REROLL: Reroll any one die of the player's choice. This includes a die that has already been rerolled as well as a die at a venue that you do not occupy.

A player may have multiple trucks occupying one venue due to the following action cards.

MOVE YOUR TRUCK: Immediately move one of your food trucks from one venue to any other venue. Trucks can be moved to and from shutdown venues.

MOVE ANOTHER PLAYER'S TRUCK: Immediately move another player's truck from one venue to any other venue. Trucks can be moved to and from shutdown venues.



PLACE ANOTHER TRUCK: Place one of your inactive trucks at any venue as an additional truck. This truck is now active. The truck # does not matter for this action.

DOUBLE YOUR TRUCK'S PAYOUT: Place the **2X Game Play Token** on any one of your trucks. If both the truck and the venue it occupies are active when resolving payouts, double that truck's payout (after the split).



TRUCK IS SHUTDOWN: Immediately remove an active truck from play and return it to its owner. This truck is inactive and does not count toward the payout as it is removed from play.



VENUE IS SHUTDOWN: Select a venue tile and flip it over. That venue is shutdown this round and will not resolve any payout. Food trucks at this venue are still considered active but will not receive a payout unless moved to an active venue. The shutdown venue reopens next round.

PROMOTE A VENUE: Place the **Venue Promo Game Play Token** on a venue. More trucks at the venue increase the venue's total payout based on the grid shown on the card. You may stack multiple promo tokens on one venue. All trucks benefit.



TRIGGER A VENUE PAYOUT: Immediately perform the Resolve Payouts phase on one active venue. All trucks at the venue are paid normally accounting for any game play tokens. Remove all trucks and game play tokens from the venue. After resolving the venue payout, continue action execution as normal. The venue may payout again at the end of the round (if active).