

# FAST FOOD PARADISE

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*Let's admit it, fast food is really delicious... The juicy meat, the crispy french fries, the cold drinks! So now is your chance to create amazing dishes, using new recipes from around the world. Be careful though because the ingredients are limited and you need to manage them wisely in order to become the best fast food chef!*

## **Overview**

*Fast Food Paradise is a fast paced drafting and hand management game for 2 to 4 players. Your goal is to complete Recipes by spending Ingredients from your hand. By gaining and combining the abilities of the cooked Recipes you will score Fame and the player with the most Fame will win!*

## **Components**

– 72 cards

Ingredients →



Recipe →

Ability →

## **Setup**

1. Shuffle all 48 cards into a face down deck. For games with 3 players add the 12 cards marked with 3♣, and for games with 4 players also add the 12 cards marked with 4♣.
2. Reveal 9 cards and create a 3x3 grid between the players.
3. The player who ate at a fast food restaurant most recently, will begin the game.

## **Gameplay**

Each round consists of one turn from each player. During your turn you can either:

- Shop : take new Ingredients into your hand. Select and take any one card from the middle. Then, the player to your left selects and takes any one card either from the same column OR the same row. Finally, you take the last card of that column OR row your opponent chose from. You have a hand limit of 4 cards, whenever you have more you must immediately discard down to 4.  
OR
- Cook : complete Recipes from your hand. To complete a Recipe you must spend matching Ingredients from other cards. You can use as many other cards as you want but each used card is discarded. You can complete multiple Recipes in the same turn and Ingredients not used aren't lost until the end of your turn. Meaning that you can use any leftover Ingredients from used cards to complete other Recipes. All abilities from completed Recipes are immediately available for use.

At the end of your turn refill the central grid. The player to your left will now take a turn.

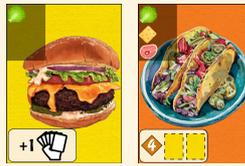
## **End scoring**

You will keep taking turns until the main deck is depleted. When that happens, finish the current round, play an extra one and then proceed to end scoring. Shuffle the discarded cards into a new deck to refill the central grid when needed.

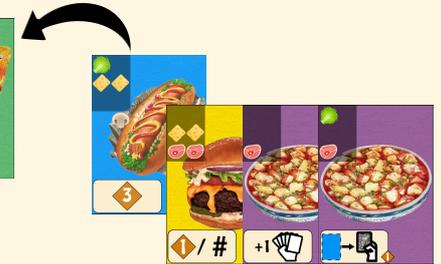
At the end of the game, you will score Fame from the abilities of your completed Recipes. The player with the highest sum wins! In case of a tie, the player with the most leftover Recipes in hand wins.

## Example

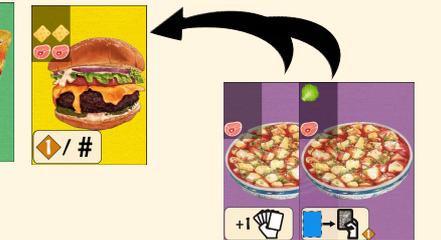
1. It's Joan's turn. She has already completed these 2 Recipes and has in hand 5 cards, as one of her completed Recipes increases her hand size by 1.



2. For her turn, she chooses to Cook! She will firstly discard the Blue card to gain its Ingredients and complete the Green Recipe, placing the card in front of her. She has a leftover Ingredient that she can use on another Recipe during this turn.



3. She also immediately gains an extra Ingredient from the Green Recipe. So she will use both Ingredients, alongside the Ingredients from both Purple cards in order to complete the Yellow Recipe.

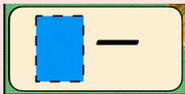


4. That way she made sure that her Orange Recipe will score her 4 Fame at the end of the game. Her hand is now empty and she will end her turn.

## Glossary



: +1 hand size.



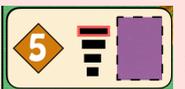
: You need one Ingredient less to complete a Blue Recipe. **Once per turn.**



: After you complete an Orange Recipe, take an available card from the central grid. **Once per turn.** Also, get 1 Fame.



: You have an extra *Mushroom* Ingredient that you can use to complete a Recipe. **Once per turn.** Also, get 1 Fame.



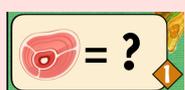
: Get 5 Fame if you have completed more Purple Recipes than your opponents. In case of a tie get 2 Fame instead.



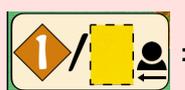
: Get 4 Fame if you have completed at least 2 Red Recipes.



: Get 1 Fame per different type of Recipe you have completed.



: **Once per turn**, you can change a *Meat* Ingredient to any other Ingredient. Also, get 1 fame.



: Get 1 Fame per Yellow Recipe your opponent to your left has completed.