

# LORD of THE FRIES™

Welcome to Friedey's, the Fast Food Restaurant of the Damned. Our staff will serve you to the best of their ability . . . but they *are* all brainless zombies.

Luckily, assembling combo meals isn't too hard.

Oh . . . you're applying for a job? Well, it's simple. Whoever fills the best orders gets the most points, and whoever gets the most points gets to be Lord of the Fries. We're not sure what that means, but it sounds impressive.

Here's your hat. Get to work!

## COMPONENTS

This game includes 98 cards, 16 menus, two six-sided dice (one black, one green), 28 tokens, a 30-second timer, and these rules. You'll also need a way to keep score.

There are also two blank cards. They are not used in the game; they are provided in case regular cards get lost or damaged.

If you want extra Menu Cards, you may make copies with our blessing.

## PLAYERS

*Lord of the Fries* can be played with three to eight players. Be aware that with seven or eight players, things do slow down, and if the cards fall wrong, some players may not get much action on any given shift . . . which is why you play more than one shift.

## SETUP

To start with, choose which menu you want to play. You can work at eight different Friedey's restaurants. Each one has a different menu and uses a different mix of cards. On the back of the rules, you'll find the "deck recipe" for each menu. Note that each menu also adds a special rule.

Each menu actually has two recipes: one for 3-5 players, and one for 6-8 players. A smaller game uses fewer cards.

Sort the cards by type, build the deck for the menu you're using, and put the extra cards and menus back in the box. The deck recipes are described two ways: both what cards are in each deck, and what cards you remove from the full deck to build the game deck . . . so sort the cards whichever way works better for you.

We suggest a four-shift (round) game. If you like, you can change menus after each shift, letting the winner of the last shift pick the new menu.

Spread the menus around the table so everyone can get one when he needs it. Choose a dealer for the first shift, and give him the cards to deal out.

## STARTING EACH SHIFT

Deal out all the cards. If they don't come out exactly even, that's all right.

Make sure that everyone has a menu – or, if there are more than four players, make sure everyone can *see* a menu. Each restaurant has a different color, to make it easier to be sure everyone has the same kind of menu.

## THE FIRST ORDER

The dealer determines the first order by either *calling* it or *rolling* it, as described below. Do not use the timer on the first order of the shift, because everyone is still getting used to the menu and their cards.

**Calling** means choosing the next order freely from anywhere on the menu. If you call the order, everyone who passes must hand a card to his left.

**Rolling** means that you roll the dice to determine the order. The green die determines the menu section. The black die determines the exact item in that section. See the box for an example.

If you roll the order, every player who passes must hand a card to *you*. (If you pass on this order, you will hand a card to yourself.)

## Once the Order is Determined . . .

The player on the dealer's left has the first chance to either *fill the order* or *pass*. If he passes, the player on *his* left gets a chance, and so on. Only if it gets all the way around the table will the dealer have a chance to fill his own order.

**Passing** means declining to fill the order. You can choose to pass even if you have the right cards to fill the order. You must give away one card, face down, when you pass. If the order was called, pass the card to your left. If it was rolled, pass the card to the leader (the one who rolled the order).

**Filling the Order** means playing the required ingredients from your hand. Put them on the table, face up. When everyone has seen that you've filled the order, stack the cards, still face up, in front of you. This is your scoring pile. These cards will count for points at the end of the shift. You will be the leader for the next order – see *More Orders*, below.

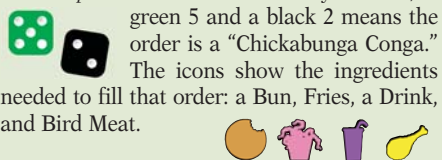
## SHORT ORDERS

If an order goes all the way around the table unfilled, then it gets easier to fill because the customer is getting desperate for his food. This means you can make it "short."

On the second time around the table, you may omit *any one item* from the order. For example, if the order was a Cowabunga (Cow Meat and Bun) you could fill it with just a Cow Meat, or just a Bun. You *can* still play the entire order if you have the cards and want to get them into your scoring pile.

Each time the order goes around the table, one more item can be left out. If it goes around so many times that it can be filled with zero cards, the customer walks out and the order is discarded. The player on the leader's left takes the lead and determines a new order.

*Example:* On the basic Friedey's menu, a green 5 and a black 2 means the order is a "Chickabunga Conga." The icons show the ingredients needed to fill that order: a Bun, Fries, a Drink, and Bird Meat.



## MORE ORDERS

When you fill an order, you become the "leader" . . . you determine the next order. You may roll or call, as above. Use the sand timer on every order *after* the first. If the leader takes too long to decide and the timer runs out, the other players may call out "Now!" (or "Brainnnnsss" . . .) and the leader must either *immediately* call an order, or roll.

Remember, we are all fast-food-selling zombies here, and we don't think about *anything* very long.

## ENDING THE SHIFT

The shift 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 is down to one card.

The number on each card is its point value. Add the values of all the cards in your scoring pile, plus any tokens you have. Then *subtract* the values of the cards left in your hand. It's possible to have a negative score. Record your score for the shift.

The dealer for the next shift is the player with the lowest score.


## WINNING THE GAME

After four shifts, the game is over, and the player with the highest total score is the winner.

## STRATEGY

Early in the shift, you will want to accumulate cards, which means you will want to roll some orders so people will hand you cards. Later on, you will probably want to call orders you can fill, to get those big sets of cards out of your hand and into your scoring pile.

Learn the menus and develop a feel for which cards go together. Give away the cards you can't play. If you have the right cards to make a really big meal, you'll be tempted to hold onto them . . . but unless that order comes up, or you grab the lead and call that order, you risk getting stuck with them if you don't use them on smaller orders. Also, try to get a feel for the kinds of cards your neighbor is passing you. Chances are, he'll hand you more of the same.



**Using the Tokens**

Some menus have special rules for scoring short orders. The tokens are used to track extra points. Put the unused tokens in the middle of the table. Take one when you win it, and keep your tokens with your scoring pile.

## OPTIONAL RULES

**Graveyard Shift:** The last shift of the game is the Graveyard Shift. The score for this shift counts double. This gives players a better chance to come from behind!

**Fast Zombies:** If you want to play something really quick while you're waiting for the rest of the group to arrive, just treat each shift as a separate game.

**Sloooooow Zombies:** Don't use the sand timer. Any player may take as long as necessary to decide between calling and rolling, and to decide what to call.

## THE MENUS

There are eight menus in the Friedey's family of fine zombie-staffed restaurants. You can also make up your own!

**The Full Deck:** 12 Bun, 8 Sauce, 12 Fries, 12 Drink, 12 Veggie, 8 Cheese, 12 Cow, 8 Fish, 10 Bird, 4 Pie.

### Friedey's

This is the original menu for *Lord of the Fries*, and we suggest you play it first.

The last category on the menu is Special Orders, which add ingredients to regular orders. You can't call Special Orders – you have to roll them.

Note that only a single menu item uses the Pie, and it's very hard to make, so there's a good chance that whoever has the Pie will get stuck with it.

**3–5 player Deck Recipe:** 8 Bun, 8 Fries, 8 Drink, 5 Cheese, 4 Cow, 4 Fish, 4 Bird, 1 Pie (42 cards).

To build this deck, *take out* all Sauce, all Veggies, 4 Bun, 4 Fries, 4 Drink, 3 Cheese, 8 Cow, 4 Fish, 6 Bird, 3 Pie.

**6–8 player Deck Recipe:** 12 Bun, 12 Fries, 12 Drink, 8 Cheese, 6 Cow, 6 Fish, 6 Bird, 1 Pie (63 cards).

To build this deck, *take out* all Sauce, all Veggies, 6 Cow, 2 Fish, 4 Bird, 3 Pie.

### Friedey's Holiday Menu

The last category on the menu is Special Orders, which add ingredients to regular orders. You can't call Special Orders – you have to roll them.

**3–5 player Deck Recipe:** 10 Bun, 4 Fries, 8 Drink, 5 Cheese, 4 Cow, 5 Fish, 6 Bird, 1 Pie (43 cards).

To build this deck, *take out* all Sauce, all Veggies, 2 Bun, 8 Fries, 4 Drink, 3 Cheese, 8 Cow, 3 Fish, 4 Bird, 3 Pie.

**6–8 player Deck Recipe:** 12 Bun, 6 Fries, 12 Drink, 7 Cheese, 6 Cow, 8 Fish, 8 Bird, 1 Pie (60 cards).

To build this deck, *take out* all Sauce, all Veggies, 6 Fries, 1 Cheese, 6 Cow, 2 Bird, 3 Pie.



### Friedey's Long Wok (Chinese)

Play is "Family Style." You can steal one ingredient from any other player's scoring pile in order to complete an order, as long as you play at least two cards yourself.

**3–5 player Deck Recipe:** 8 Bun, 6 Sauce, 6 Veggie, 2 Cheese, 8 Cow, 2 Fish, 8 Bird, 3 Pie (43 cards).

To build this deck, *take out* all Fries, all Drink, 4 Bun, 2 Sauce, 6 Veggies, 6 Cheese, 4 Cow, 6 Fish, 2 Bird, 1 Pie.

**6–8 player Deck Recipe:** 10 Bun, 7 Sauce, 8 Veggie, 2 Cheese, 10 Cow, 3 Fish, 10 Bird, 4 Pie (54 cards).

To build this deck, *take out* all Fries, all Drink, 2 Bun, 1 Sauce, 4 Veggies, 6 Cheese, 2 Cow, 5 Fish.

### Ghicciaroni's (Italian)

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

**3–5 player Deck Recipe:** 6 Bun, 6 Sauce, 6 Veggie, 6 Cheese, 5 Cow, 4 Fish, 6 Bird, 3 Pie (42 cards).

To build this deck, *take out* all Fries, all Drink, 6 Bun, 2 Sauce, 6 Veggies, 2 Cheese, 7 Cow, 4 Fish, 4 Bird, 1 Pie (42 cards).

**6–8 player Deck Recipe:** 8 Bun, 8 Sauce, 9 Veggie, 8 Cheese, 7 Cow, 6 Fish, 8 Bird, 4 Pie (58 cards).

To build this deck, *take out* all Fries, all Drink, 4 Bun, 3 Veggies, 5 Cow, 2 Fish, 2 Bird.

### Love's Labours Lunch (English)

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

**3–5 player Deck Recipe:** 7 Bun, 5 Fries, 7 Drink, 5 Veggies, 6 Cheese, 6 Cow, 4 Fish, 3 Bird, 3 Pie (46 cards).

To build this deck, *take out* all Sauce, 5 Bun, 7 Fries, 5 Drink, 7 Veggies, 2 Cheese, 6 Cow, 4 Fish, 7 Bird, 1 Pie.

**6–8 player Deck Recipe:** 10 Bun, 7 Fries, 10 Drink, 7 Veggies, 8 Cheese, 8 Cow, 6 Fish, 5 Bird, 4 Pie (65 cards).

To build this deck, *take out* all Sauce, 2 Bun, 5 Fries, 2 Drink, 5 Veggies, 4 Cow, 2 Fish, 5 Bird.

### Montezuma's (Mexican Deli)

At Montezuma's, any kind of Meat card can be substituted for the right one, but it scores no points. (Play it to a separate stack in the middle of the table, face down.)

Note that *none* of the items on the menu include the Pie. Whoever gets stuck with the Pie at the end of the game will lose 6 points.

**3–5 player Deck Recipe:** 4 Bun, 6 Sauce, 5 Drink, 6 Veggie, 6 Cheese, 5 Cow, 4 Fish, 5 Bird, 1 Pie (42 cards).

To build this deck, *take out* all Fries, 8 Bun, 2 sauce, 7 Drink, 6 Veggie, 2 Cheese, 7 Cow, 4 Fish, 5 Bird, 3 Pie.

**6–8 player Deck Recipe:** 7 Bun, 8 Sauce, 7 Drink, 10 Veggie, 8 Cheese, 8 Cow, 6 Fish, 9 Bird, 1 Pie (64 cards).

To build this deck, *take out* all Fries, 5 Bun, 5 Drink, 2 Veggie, 4 Cow, 2 Fish, 1 Bird, 3 Pie.

### Ratherbee's Steakhouse

Yes, the "Donner Pass" is nothing. If it's the order, the lead passes to the left.

**3–5 player Deck Recipe:** 9 Bun, 4 Sauce, 3 Fries, 6 Drink, 6 Veggie, 6 Cheese, 5 Cow, 5 Fish, 5 Bird, 3 Pie (52 cards).

To build this deck, *take out* 3 Bun, 4 Sauce, 9 Fries, 6 Drink, 6 Veggie, 2 Cheese, 7 Cow, 3 Fish, 5 Bird, 1 Pie.

**6–8 player Deck Recipe:** 11 Bun, 6 Sauce, 5 Fries, 9 Drink, 8 Veggie, 8 Cheese, 7 Cow, 6 Fish, 7 Bird, 4 Pie (71 cards).

To build this deck, *take out* 1 Bun, 2 Sauce, 7 Fries, 3 Drink, 4 Veggie, 5 Cow, 2 Fish, 3 Bird.



### McPubihan's

Deal six cards face-up on the table. They are the "stew pot." The rest of the deck is dealt normally. Anyone can use one card from the stew pot to fill an order, until they're gone. Cards from the pot don't score (stack them face down in the middle of the table).

**3–5 player Deck Recipe:** 8 Fries, 8 Drink, 8 Veggie, 6 Cheese, 8 Cow, 6 Fish, 2 Pie (46 cards).

To build this deck, *take out* all Buns, all Sauce, all Bird, 4 Fries, 4 Drink, 4 Veggie, 2 Cheese, 4 Cow, 2 Fish, 2 Pie.

**6–8 player Deck Recipe:** 10 Fries, 12 Drink, 12 Veggie, 8 Cheese, 12 Cow, 8 Fish, 3 Pie (65 cards).

To build this deck, *take out* all Buns, all Sauce, all Bird, 2 Fries, 1 Pie.

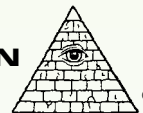
### Friedey's on the Web

Visit [www.sjgames.com/lordofthefries](http://www.sjgames.com/lordofthefries) to see what we might have posted for you in the way of new and optional stuff. There's already a blank menu that you can download if you want to invent your own restaurant!

And don't miss the original Cheapass Games Double-Secret Web Site at [www.cheapass.com](http://www.cheapass.com).



STEVE JACKSON GAMES



Game design by James Ernest • Illustrated by Brian Snoddy

Third edition development by James Ernest, Steve Jackson, Will Schoonover, and Phil Reed

Managing Editor/Print Buyer: Philip Reed • Production Artist: Alex Fernandez

Sales Manager: Ross Jepson • Marketing Director: Paul Chapman

*Playtesters:* Fox Barrett, Jimmie Bragdon, Jason Cates, Matt Deegler, Richard Dodson, Ross Drews, Carissa Gragg, Andrew Hackard, Richard Kerr, Fade Manley, Don Mohr, Randy Scheunemann, Thomas Weigel, Loren Wiseman, Shadlyn Wolfe, Duncan Wright, and the Cheapass Games Guinea Pigs.

*Lord of the Fries* Third Edition (2008) published by Steve Jackson Games.

"Warehouse 23" and the all-seeing pyramid are registered trademarks of Steve Jackson Games. Friedey's ("FRIED-Ease") and the "F" logo are trademarks of James Ernest and are used under license.

*Lord of the Fries* is copyright © 1998, 2002, 2008 by James Ernest. All rights reserved.

Rules version 1.0 (March 2008).

[www.sjgames.com/lordofthefries](http://www.sjgames.com/lordofthefries)