Welcome to the Superdeluxe Edition of Lord of the Fries. This game includes two decks: Friedey's Fast Food and McFrye's Coffee Shop. Each of these decks can support 2 to 6 players. You can also combine a selection of cards from both decks to create the "Ren-fare" deck, which can support up to 8 players.

Setup

Choose which deck and menu you want to play. If you are playing either the Friedey's or McFrye's menu, your deck has 54 cards. Shuffle and deal the following number of cards to each player, and set the rest of the deck aside:

Players:	2	3	4	5	6
Cards (54):	15	12	11	10	9

If you are playing with a 72-card deck, such as the one for the Ren-fare menu, use the following hand sizes:

Players:	2-4	5	6	7	8
Cards (72):	15	12	11	10	9

The game will last four "days," which are composed of several "rounds." The player who acts first on each round is called the "leader." On the first round of each day, the leader is the dealer. After each day, the deal passes to the left.

On Each Round

To begin, the leader chooses an order from the menu, by either *rolling* or *calling* it. *Exception:* on the first round of the day, the leader must *roll*.

Rolling: To *roll* the order, roll the die once to choose a Zone, then again to choose a specific item in that Zone. This becomes the "order."

Calling: To *call* the order, simply choose any item freely from the menu. *Note: On some menus, there is one zone that can't be called.*

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

"Filling the Order" means playing the ingredients from your hand, face up onto the table. When you fill the order, you take the lead for the next round.

"Passing" means declining to fill the order, and passing a card away. You may choose to pass even if you have the cards to fill the order. If this is the *first round of the day*, cards will pass to the *left*. Otherwise, if the order was *rolled*, pass cards *to the roller*. If the order was *called*, pass cards *to the left*. When the leader passes a card to himself, this still counts as a "pass."

Short Orders

If everyone passes, the customer gets impatient. The order goes around the table again, and this time you are allowed to leave out one ingredient.

For example, if the order was a **Cowabunga** (**Cow Meat** and **Bun**) you could play just a Cow Meat, or just a Bun. Or you could still play the entire order.

If everyone passes again, another item can be left out, and so on. Once the item can be played with *no cards*, the player on the leader's left *must* take the lead.

Finishing the Day

The day ends immediately when one player is out of cards. Then it's time to score the day.

Add up the number values of all the cards you have played, and *subtract* the values of the cards left in your hand. (Yes, it's possible to have a negative score.)

Pass the deal to the left after each day. Play for four days, and then the player with the highest score wins.

Strategy

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

Take some time to get to know the menu you're playing, and be aware when you break up large sets.

Making Coffee

In the coffee order generator, the "Size" roll dictates the size of the cup, which is the total of coffee + milk.

For example, a "Single Grande" contains 1 coffee (Single) in a size 4 cup (Grande). That means you must add 3 milks.

"Latte" just means nothing extra.