

On Each Hand:

1: First the dealer shuffles and deals out the entire deck.

2: Now the dealer rolls the first order from the Menu. Roll once to determine a Zone, then roll again for a specific item in that Zone. This becomes the "order."

3: Starting on the dealer's left, players must either **fill** the order or **pass**. "Filling the Order" means laying the ingredients on the table, face up. You will keep all of these cards for points. "Passing" means declining to fill the order, and passing a card to the player on your left. You may pass even if you have the cards to fill the order.

4: When a player fills the order, she takes the "**Lead**." She now has the choice of either **calling** the next order, or **rolling** it. Either way, play begins on her left. But there are different rules for calling and rolling.

Calling: You may call **only** items from Zones A, B, and C. If you call the order, then when someone "passes" they hand a card to their left, as they did on the first round.

Rolling: If you roll the order, every player who passes must hand the card to **you**. This includes you, so if you pass on your own roll, you will hand a card to yourself. (The first order of the hand is unique, since the dealer rolls the order, but the cards pass to the left.)

5: If the order goes all the way around the table with no one filling it, then the fulfillment rules loosen. (The customer is growing impatient.) On the second round, you may **omit** one item from the order. For example, if the order was a **Cowabunga** you could play just a **Cow Meat**, or just a **Bun**. Or you could still play the entire order. Each time the order cycles, one more item can be left out. However, once the item count is down to zero, the player on the Leader's left **must** assume the lead, whether he plays any cards or not.

6: The hand ends immediately when one player gets rid of his last card, either by filling an order or by passing a card away. Players record their scores as follows:

Add up the point values of all the cards you have played, then subtract the values of the cards left in your hand. You might drop below zero if you're not lucky; and yes, you do keep track of negative scores.

Once every player has dealt once, players compare their grand totals and the highest score wins.

About Cheapass Games:

We here at **Cheapass Games** are aware of two basic facts about games: they cost too much, and they are, at some level, all the same.

If you ignore the clever shapes they come in, the cheap little plastic pawns are an interchangeable part of most of the board games in your house. So are the dice, the money, the counters, and just about every clever spare part. These parts can account for as much as 75% of a game's production cost, and that cost gets handed to you.

If you had your choice, you'd probably invest a little money in one good set of gaming paraphernalia instead of twenty crappy ones, and then just buy the new part of every "new" game. Yet most game companies insist on selling you the whole package every time; it's a little like bundling a can opener with every can of beans.

Cheapass Games come packaged with the bare essentials: boards, cards, and rulebooks. If you need anything else, we'll tell you. And it's probably something that you can scrounge from a game you already have, or buy at a hobby store for less than we'd have to charge you for it.

And, once you've got a collection of pawns, dice, counters, and money, you can use the same ones for every Cheapass game. We've standardized our designs so your gaming toolbox will last.

For a copy of our latest catalog, send your request to: Cheapass Games, [Our Street Address], Seattle Washington 98112. Or visit our secret website at www.cheapass.com.

Strategy:

Obviously, it can be either good or bad to get more cards. Early in the game, you will probably want to accumulate cards, which means rolling an order instead of calling it, and making people pass to you. Later on, you will probably want to call something you can fill, to get those extra cards out of your hand.

Learn the menu and develop a feel for which cards fit together. Ditch the cards you can't play, and beware of breaking up a big combo to get the lead. Also, try to get a feel for the kinds of cards your neighbor is passing you. Chances are, she'll hand you a lot of them.



Lord of the Fries

©1998 Cheapass Games. Second printing, Aug 1998. Designed by **James Ernest**, illustrated by **Brian Snöddy**. With help from a freezer full of overworked and blood-shot undead snarling Berry-Pie gobbling guinea pigs. **Friedey's** and the "**F**" logo are TM Cheapass Games.

LORD OF THE FRIES

Another damned Cheapass Game for 3-8 players

HANG ON TO YOUR PAPER HAT.
WORK JUST GOT WORSE.



WELCOME BACK TO FRIEDEY'S,
THE FAST FOOD RESTAURANT OF
THE DAMNED. IT'S PRETTY HARD
TO GET ANYTHING DONE AROUND
HERE, SINCE EVERYONE IS DEAD.

BUT DON'T LET THAT WORRY
YOU. AS STRANGE AS IT SOUNDS,
THE DEAD CAN STILL ASSEMBLE
COMBO MEALS.



"Lord of the Fries"
is the thematic sequel to
"Give Me The Brain," another
lovely Cheapass Game.
They are different games, but
they share a common cast.

The Story:

You and your Zombie friends are assembling food. For patrons, for each other, for the boss. Who knows? All you know for sure is that whoever fills the order gets the points, and whoever gets the most points will be Lord of the Fries. Whatever that means.

You Need:

The Lord of the Fries **deck**, one six-sided **die**, and some way to keep **score**.

To Begin:

Before playing, you may need to adjust the size of the deck. If there are 6 or more players, use all 66 cards. If there are 4 or 5 players, take out the following cards:

- 3 Fries
- 3 Drinks
- 3 Buns
- 1 each of Fish, Bird, and Cow Meat.

If there are only 2 or 3 players, remove **twice** the amount above.

You will deal out the entire deck on each hand. It probably won't come out even, but it doesn't really matter. Everyone gets to deal once, and cards fly around a lot.

After every player has dealt one hand, the game is over. So, if there are five players, the game will last for five hands.

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fries



bird meat



cheese



cow meat



drink



fish meat



bun



berry pie

ROLLING:

Roll once to determine the Zone, then roll again for the Item.

Some rolls may lead to loops (D1, D2, D3.) That's okay; keep going!

When you roll the order, people who pass hand a card to you.



FRIEDEY'S MENU

On the first round of a new hand, the dealer rolls the order, but cards pass to the left.



CALLING:

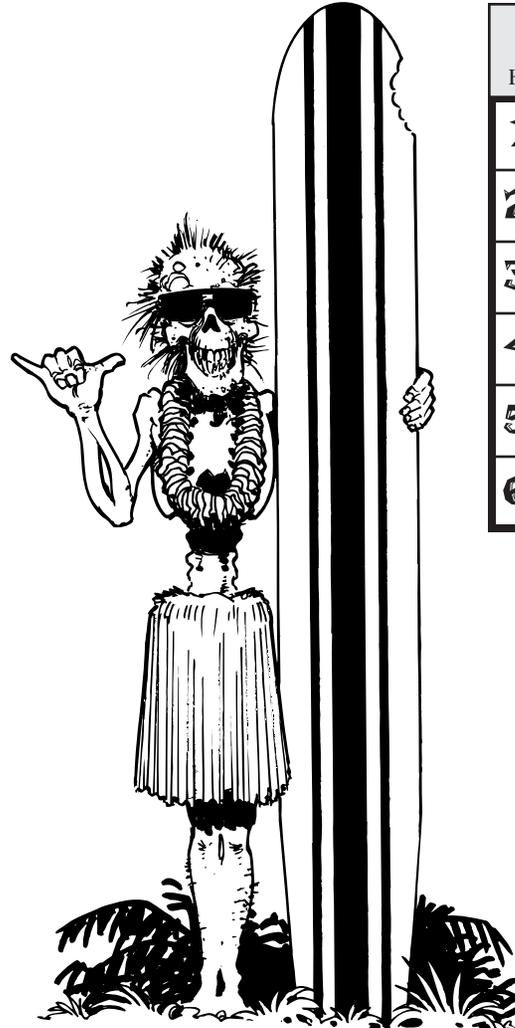
If you call the item, you may choose only from Zone A, B, or C

No Zone D. No making stuff up.

When you call the order, people who pass hand one card to their left.

1-2 First Roll	Zone A: Side Orders Roll Once for Item:	1-2 First Roll
1:	Small Fry 	
2:	Small Drink 	
3:	Cod Piece 	
4:	Breakfast Muffin 	
5:	Teething Vegan 	
6:	Lord of the Fries   	

3-4 First Roll	Zone B: Main Dishes Roll Once for Item:	3-4 First Roll
1:	Cowabunga 	
2:	Chickabunga 	
3:	Cheezabunga 	
4:	Chickacheezabunga 	
5:	Neato Burrito 	
6:	Old Man & the Sea    	



Welcome to FRIEDEY'S. Established 1997.
Please do not taunt the Zombies.

5 First Roll	Zone C: Combo Meals Roll Once for Combo:	5 First Roll
1:	Cowabunga Conga  	
2:	Chickabunga Conga  	
3:	Cheezabunga Conga   	
4:	Feast of the Innocents    	
5:	The Meat Munch    	
6:	The Patriarch     	

* "Extra Meat" means one meat of any type.

6 First Roll	Zone D: Special Orders Roll Once for Directions:	6 First Roll
1:	Roll Again, Extra Bun 	
2:	Roll Again, Extra Meat* 	
3:	Roll Again, Extra Cheese 	
4:	Roll Two from Zone A  	
5:	Zone B, Extra Drink 	
6:	Zone C, Extra Fries 	