

# W9621 Fast Food Rules

## Fast Food Rules:

**Contents:** 85 Cards (84 used in the game + this rules card)

**The Object:** Be the first player out of cards.

**Set Up** (works best for 2 players, but also works for 3 or 4 players)

1. Shuffle the cards. Deal the top two cards “start cards” to the center of the players face down.
2. Deal the rest of the cards, face down, equally amongst all the players (some players may get an extra card), to form draw piles for each player.
3. Place one draw pile in front of each player.
4. Each player takes the top three cards from his or her draw pile to form a hand. Players may look at the cards in their hand.

## Playing the Game

1. Players simultaneously turn over the two “start cards” that they placed in the center of the table, and the game begins.
2. Without taking turns, players race to play cards from their hand, face up, on either of the center piles. To play a card, it must match at least one characteristic (shape, count/quantity, or food group) of the card on which it is played. For example, a card with four peas could be played on any card with circle shapes (peas, tortillas, oranges, or hamburger patties), or on a card with the 4 of any other food, or any other vegetable card. For convenience the food group, shape and name of the food are printed at the bottom of each card. If one or both of the start cards is a Junk Food card or a water card, then the quickest player may play any food card on top of that pile.
3. As cards are played, players refill their hand by taking cards from their own draw pile. Players may have up to three cards in their hand at any time.
4. The game continues until one of the players is completely out of cards from his or her hand and draw pile.

## Special Cards

**1. Junk Food Cards (fries/burger/soda, cake, sundae)** – these cards represent unhealthy food choices that slow a player down. When a player picks one of these from their draw pile, they must immediately place the card down on the table face up and in its own pile, stand up and turn around and say “Yucky junk food!” (this is meant to symbolize the extra exercise they need to work off the junk food). The junk food card is placed off to the side in a discard pile. They can then resume playing the game.

**2. Water Card** – water is a healthy drink that everyone needs. When a player draws this card from their draw pile, they can immediately place all the cards in their hand (maximum of 3) on top of any of the center piles. The only requirement is that the water card not be the one of top when they put them down. That player then picks up three additional cards from their draw pile. Play continues as before.

**Winning the Game:** The first player completely out of cards wins FAST FOOD.

## Notes:

1. A player may not play more than one card at a time.
2. On the rare occasion when neither player can match either of the top cards on the two center piles, play is paused and —
  - if both players have cards left in their draw piles, each player takes the top card from his or her draw pile, places it face up on one of the center piles, and play resumes.
  - if one, or both, of the players has depleted their draw pile, each player picks one card from his or her hand, and simultaneously places them face up on one of the center piles, and play resumes.
  - if each player has only one card left, the game ends in a tie.