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PLAY 1-4
AGES 8+



30 MIN
AND UP



EASY
TO PLAY



Video
Tutorial

GoVentureFoodTruck.com

INSTRUCTIONS

Gameplay Summary



Video Tutorial
GoVentureFoodTruck.com

You're an entrepreneur who has launched a FOOD TRUCK business! Sell FOOD to CUSTOMERS to earn MONEY and XP. First player to earn 10 XP with no LOAN wins!

1 When the game starts, move your TRUCK to one of the open SELL LOCATIONS. See instructions — *Move Truck and Rolling Dice*

2 Sell your FOOD to customers while trying to earn XP. See instructions — *Serve Customers*



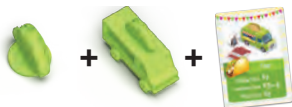
3 When you have no FOOD remaining, move your TRUCK to the MARKET and purchase more FOOD. Then go and sell it. See instructions — *The Market*

4 As you pass by a FOOD BANK, purchase ACTION CARDS and/or donate FOOD. See instructions — *Food Bank and Action Cards and Cater Event*

5 When you have sold or donated 12 FOOD, go to the BANK. Collect money for customer sales and pay bills. See instructions — *The Bank*

GAME SETUP

1. Each player chooses one FOOD type and takes the matching TRUCK and BUSINESS card.



2. Each player places 6 FOOD on their BUSINESS card. You cannot carry more than 6 FOOD.



3. Place TRUCKS on the GARAGE location.



4. Each player takes one LOAN card — this is money that you borrowed to start your business and must repay.



5. Each player takes six \$1 MONEY. Set the rest of the MONEY in the game box top — this is the BANK.



6. Place dice on gameboard.

7. Place TRAFFIC CONE on the topmost purple FOOD BANK space.



8. Place the CLOSED FOR CONSTRUCTION card on top of location INDUSTRIAL. For a 2-player game, also place a card on top of location DOWNTOWN. In future games, players may collectively choose to place these cards on different locations.

9. Place one FOOD of each type on XP START. Place 9 FOOD of each type in the empty game box top — this is the MARKET. Set extra FOOD away from play (these are spare parts).



10. Shuffle ACTION cards and place the deck facedown on the gameboard.



11. Each player chooses one EMPLOYEE card that has a cost of \$1. Place the deck facedown on the gameboard.



12. Place the two INSTRUCTIONS cards on or near the gameboard to make them easy for all players to reference.

PLAYING AND WINNING

You're an entrepreneur who has launched a FOOD TRUCK business!

- Your objective is to sell FOOD to CUSTOMERS.
- CUSTOMERS are located throughout the city and you will compete with other TRUCKS to win CUSTOMERS.
- Serving CUSTOMERS earns you MONEY that you need to operate your business.
- To win the game, you must be the first player to earn 10 Experience Points (XP) with no LOAN owing.

EXPERIENCE POINTS – XP

The first player to earn 10 XP wins the game!

You can earn XP in the following ways:

- Serve 3 CUSTOMERS at the same location who prefer your FOOD.
- Serve any 5 CUSTOMERS at the same location. (Serving 10 does not earn more XP.)
- Make 4 donations to the FOOD BANK.
- Pay \$8 to the BANK (only once per turn).

URNS

- Players take turns by following directions for *On Your Turn*.
- Youngest player goes first then play moves clockwise.

ON YOUR TURN

On your turn, you may do these actions in the order shown:

1. Play one or more ACTION cards (collected on previous turns).
2. Buy 1 XP by paying \$8 to the BANK (only once per turn).
3. Move your TRUCK (or not) and do the actions for the location where it stops.

MONEY

- Money can be earned by selling FOOD to CUSTOMERS, and at CATER EVENTS, and with some ACTION cards.
- MONEY is used to operate your business and buy XP.
- Players must disclose how much MONEY they have when asked.



BUSINESS

Type of FOOD you sell

PRICE that CUSTOMERS pay you for FOOD

You receive this MONEY when you stop at the BANK.

Cost to purchase FOOD

You pay this when you stop at the MARKET.

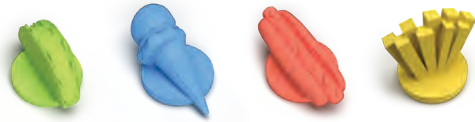
Cost of TRUCK

You pay this when you stop at the BANK.



Your TRUCK cannot carry more than 6 FOOD.

FOOD



- FOOD is sold to CUSTOMERS — each FOOD can serve one CUSTOMER.
- A served CUSTOMER pays you the MONEY shown on the BUSINESS card. MONEY is received when you stop at the BANK.
- Purchase FOOD by stopping at the MARKET and paying the MONEY shown on the BUSINESS card.

ACTION

Gain special powers!



- ACTION cards give you special powers to help you win the game or slow down other players.
- Some cards give you the option of doing fair play or a dirty trick — you may only choose one.
- You may purchase one ACTION card each time you pass by or stop on a purple-colored FOOD BANK space. The cost is \$1 and the MONEY is paid to the CATER EVENT space.
- You may play one or more ACTION cards at the start of your turn — before you do other game actions. Some ACTION cards can be played at other times as described on the card.
- Return used ACTION cards to the bottom of the deck.

EMPLOYEE

Skill that an EMPLOYEE contributes to your business.

Cost is the MONEY paid to the EMPLOYEE when you stop at the BANK.

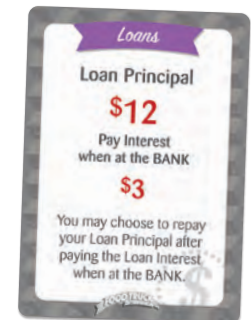


- To start the game, each player chooses one EMPLOYEE card that has a cost of \$1. For a more advanced game, players may collectively decide to start the game with any one or two employees they choose.
- You may change, remove, and add EMPLOYEES when you stop at the BANK — there is no cost to take these actions.
- You must have one or two EMPLOYEES at all times. Choose from the available cards.

LOAN

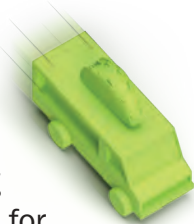
● **Principal** — MONEY you borrowed to start your business and must repay.

● **Interest** — you pay this when you stop at the BANK.



MOVE TRUCK

Move your TRUCK on the road to reach your destination.



- You may move your TRUCK during your turn and then do the actions for the location where it stops. Or you may choose to keep your TRUCK at the same location and repeat the same actions.
- To move your TRUCK on the road, roll both dice. The one die with the highest number is the maximum number of spaces you can move along the road. You may also add speed bonuses from EMPLOYEE cards.

Example — if the highest die shows 4, you may move your truck 0, 1, 2, 3, or 4 spaces, plus any speed bonuses.

- You cannot reverse the direction of your TRUCK on the same move.
- More than one TRUCK may occupy the same space anywhere on the board.
- You must stop on a space with a TRAFFIC CONE. You may continue past this space on your next turn.
- OPTIONAL if players agree. When two or more TRUCKS occupy the same space, while passing by or stopping, all players who own the adjacent TRUCKS must say “Beep Beep” out loud. The first player to begin saying “Beep Beep” is safe, as are any other players who begin saying “Beep Beep” before the first player has finished saying the phrase. Any players who begin saying “Beep Beep” after the safe players have already finished saying the phrase have to pay \$1 to the CATER EVENT space.

ROLLING DICE

If a player rolls dice that strike and move one or more TRUCK or FOOD tokens entirely out of their spaces, the player must pay a fine of \$1 (total) to the CATER EVENT space.

TRAFFIC CONE

- TRUCKS must stop on a space with a TRAFFIC CONE. You may continue past this space on your next turn.
- ACTION cards allow players to move the TRAFFIC CONE.



GARAGE

Slow down competing TRUCKS by diverting them to the GARAGE.

- Certain ACTION CARDS allow you to move another TRUCK to the GARAGE location.
- The GARAGE location has no special action.

To stop at a location with a parking lot, your TRUCK must be placed on the parking lot space. A parking lot space is counted as one space similar to any other road segment.



CATER EVENT

Earn MONEY by catering events at the waterfront.

- MONEY used to buy ACTION cards, pay Beep Beep fines, and dice roll fines is placed on the gameboard at the waterfront location.
- Stop your TRUCK at the CATER EVENT space to earn this money. You do not need to have or place a FOOD.
- More than one TRUCK is allowed at this location, but you may only collect MONEY on your turn (including new MONEY added after your TRUCK has arrived).
- If you are stopped at the CATER EVENT space while MONEY is added by other players on their turns, then on your next turn you may take this MONEY and move your TRUCK on the same turn.



FOOD BANK

Donate to the FOOD BANK to do good and earn XP.

- A FOOD BANK is a free service that collects and serves food to people who do not have enough to eat.
- When your TRUCK stops on, or passes by, a purple-colored FOOD BANK space you may do none, one, or both of these actions:
 - Place one FOOD in the FOOD BANK circle on the gameboard.
 - Purchase one ACTION card by paying \$1 to the CATER EVENT space.



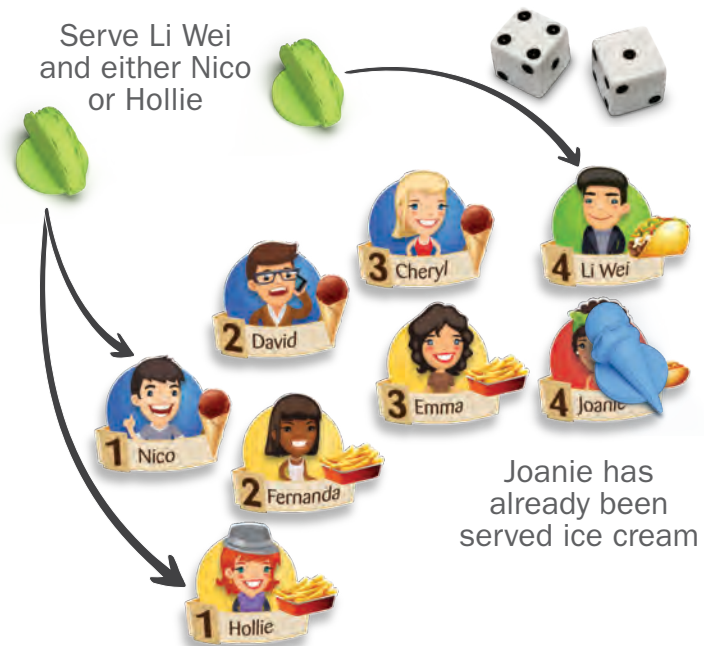
- Once you have donated 4 FOOD, you earn 1 XP. Move your XP marker up one space and return the donated FOOD to the MARKET. You do not earn MONEY or other benefit from donated FOOD.
- You may repeat this process to earn more XP.
- You may choose to keep your TRUCK stopped on a FOOD BANK space and donate one FOOD and/or buy one ACTION CARD each turn.

SERVE CUSTOMERS

Sell FOOD to CUSTOMERS to earn MONEY.



- You may sell FOOD to CUSTOMERS when your TRUCK is on a sell location — DOWNTOWN, PARK, or INDUSTRIAL. More than one FOOD TRUCK may occupy the same sell location. You cannot sell at a location that is CLOSED FOR CONSTRUCTION.
- Roll both dice. Move FOOD from your TRUCK and place it on CUSTOMERS that match the numbers on the dice.



Example — if you roll a 1 and a 4, place FOOD on CUSTOMER 1 and CUSTOMER 4. If there is more than one CUSTOMER with the same number, you choose which CUSTOMER to serve. If a CUSTOMER already has FOOD (placed by you or another player), you cannot serve that CUSTOMER — do not place a FOOD token. If you do not have any FOOD available on your TRUCK, then you cannot serve the CUSTOMER — that's a missed sale!

- **Doubles** — If you roll doubles (where both dice have the same number), you may choose to play each die individually to serve two CUSTOMERS, or you may choose to make one sale to any one unserved CUSTOMER (regardless of their number).



Example — if you roll 4 and 4, you can place FOOD on both CUSTOMERS marked 4 (assuming both have not already been served), or you can place one FOOD on any other CUSTOMER that is not served (regardless of their number).

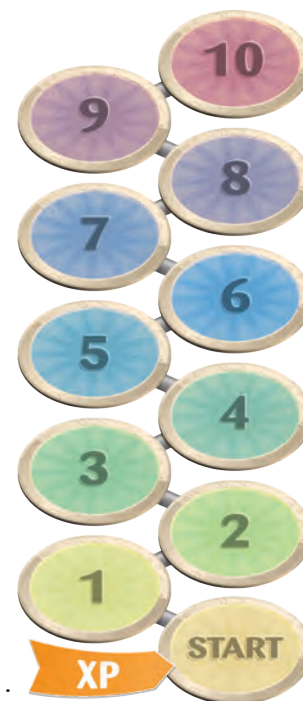
- **Big Tip** — Each CUSTOMER has an icon that identifies the type of FOOD they prefer. You can serve any type of FOOD to any CUSTOMER. If you serve all three CUSTOMERS at the same sell location who prefer the same type of FOOD, you earn \$2 from the BANK by immediately saying “Big Tip!” before your turn ends. The type of FOOD you sell does not have to match the CUSTOMER icons.



Example — if you sell ice cream to three customers that prefer tacos, you earn \$2. The same applies if you sell to three customers that prefer hot dogs, or three that prefer fries, or three that prefer ice cream.

- **Earn XP** — If you serve all three CUSTOMERS at the same sell location who have a FOOD icon that matches your type of FOOD, earn 1 XP. Move your XP marker up one level.

- **Earn XP** — If you serve any five CUSTOMERS at the same sell location, earn 1 XP. Move your XP marker up one level. (Serving 10 does not earn more XP.)



- You do not have to serve a CUSTOMER if you choose not to.
Example — if you roll 2 and CUSTOMER 2 has not been served, you can choose to keep your FOOD and not serve this customer.
- You do not collect MONEY from CUSTOMERS until you visit the BANK.
- You can only do this sell action once per turn, unless you play an ACTION card that allows you to repeat.
- You may choose to keep your TRUCK at the same sell location — you do not have to move it each turn.
- You may roll the dice and move your TRUCK to a sell location and on the same turn roll the dice again to do the sell action.

THE MARKET

Stop your TRUCK on the MARKET space to buy FOOD.

- Buy FOOD by paying the MONEY shown on your BUSINESS card to the BANK.
- Place FOOD on your TRUCK card.
- Your TRUCK cannot carry more than 6 FOOD — return extra FOOD to the MARKET.
- If the MARKET has less than 6 FOOD available, you can purchase the quantity that is available at the same price shown on your BUSINESS card — no discounts.
- If you do not have enough MONEY to buy FOOD from the MARKET, you can pay later. You must pay double the cost of the FOOD immediately when you earn more MONEY.
- When any TRUCK stops at the MARKET, remove the CLOSED FOR CONSTRUCTION card from the INDUSTRIAL location — this only has to be done one time to open this location for the remainder of the game.



MATH HELP

1 x \$2 = \$2	8 x \$2 = \$16
2 x \$2 = \$4	9 x \$2 = \$18
3 x \$2 = \$6	10 x \$2 = \$20
4 x \$2 = \$8	11 x \$2 = \$22
5 x \$2 = \$10	12 x \$2 = \$24
6 x \$2 = \$12	13 x \$2 = \$26
7 x \$2 = \$14	14 x \$2 = \$28

THE BANK

Stop your TRUCK on the BANK space to collect MONEY from CUSTOMERS, pay bills, and change EMPLOYEES.



- Collect MONEY from the BANK for each CUSTOMER you have served. Served CUSTOMERS are those that have your FOOD. MONEY earned for each CUSTOMER is the PRICE shown on your BUSINESS card. Move served FOOD to the MARKET.

Example — If your PRICE is \$2 and you have served 5 CUSTOMERS, you earn \$2 x 5 = \$10. Use the table below for math help.
- Pay MONEY to the BANK for these items:
 - Truck Cost — shown on your BUSINESS card.
 - Employees — shown on your EMPLOYEE card(s).
 - Loan Interest — shown on your LOAN card.
- You may choose to repay your Loan Principal after paying the Loan Interest. To do so, pay the MONEY to the BANK and discard the LOAN card. You no longer have to pay Loan Interest and are now eligible to win the game. Loan Principal can only be repaid in full and while stopped at the BANK.
- You may change EMPLOYEES — see Employee instructions. There is no cost to change.
- Each time you land on the BANK space, the bills above must be paid. Players should minimize visits to the BANK.

Game Variations

FAST GAME

- For a shorter game, earn double the XP as you play.

SINGLE PLAYER

You can play this game solo by adjusting the rules as follows:

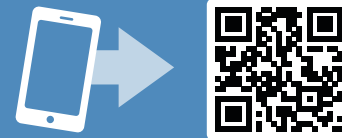
- Only use your own TRUCK and FOOD.
- Do not use the CLOSED FOR CONSTRUCTION cards.
- Do not use ACTION cards.
- Add one competing FOOD token on the XP path.
- Play the game on your own and each time your dice roll results in doubles (where both dice have the same number), move the competing FOOD token up one XP.
- You win the game if you earn 10 XP before the competing FOOD token.

***i** Hint: Statistically, it takes an average of 60 dice rolls to result in 10 doubles for you to lose the game. Minimizing your dice rolls will increase your chances of winning.*

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