

FOOD CHAIN

Magnate

* SPECIAL EDITION *



The
**Ketchup
Mechanism**
and
Other Ideas

Expansion Set

Rulebook

DON'T COOK TONIGHT,
PLAY SPLOTTER'S DELIGHT!



Components



NOTE: White house numbering throughout the book is for illustrative purposes only.

- | | | |
|--|--|--|
| 1. (6) Map Tiles (Dual-Layer) | 16. (2) CEO Cards | 30. (8) Roadwork Miniatures |
| 2. (1) Milestone Board | 17. (40) Coffee Tokens | 31. (2) Giant Apartment Miniatures |
| 3. (6) Milestone Cards | 18. (40) Single Noodle Tokens | 32. (2) House Miniatures (numbered 21 and 22) |
| 4. (6) Milestone Board Add-Ons | 19. (12) 5x Noodle Tokens | 33. (1) House & Garden Combo Miniature (numbered 25) |
| 5. (1) Freezer Tile (Dual-Layer) | 20. (40) Single Sushi Tokens | 34. (1) Rural Area Tile |
| 6. (1) Turn Order Tracker (Dual-Layer) | 21. (12) Single Kimchi Tokens | 35. (8) Park Miniatures |
| 7. (1) Turn Order Token | 22. (12) 5x Soda Tokens | 36. (3) Drink Location Miniatures |
| 8. (8) Road Tiles | 23. (12) 5x Beer Tokens | 37. (18) Coffee Shop Miniatures |
| 9. (24) Milestone Module Cards | 24. (12) 5x Lemonade Tokens | 38. (3) Freeway Tokens |
| 10. (18) Bank Reserve Cards | 25. (12) 5x Pizza Tokens | 39. (4) Gourmet Food Critic Miniatures |
| 11. (7) Restaurant Menus | 26. (12) 5x Burger Tokens | 40. (1) Black Magic Insert System |
| 12. (3) Coming Soon Tokens | 27. (3) Restaurant Miniatures | 41. (1) Expansion Employee Organizer & Storage Tray |
| 13. (42) Milestone Tracker Tokens | 28. (3) New Milestone Airplane Tokens | 42. (1) Token Tray |
| 14. (30) Milestone Depletion Markers | 29. (4) Rural Area Marketing Campaign Miniatures | |
| 15. (132) Employee Cards | | |

Employee Cards

Tray Changes per Module

Some rules are shared between modules regarding setup, so they are included here (*but there is also a note about it with each module*). When playing with the listed modules, the employee card tray is modified as follows:

1x CARDS: When a module tells you to include new “1X” cards, include a number of them as normal per the player count: 1 in a 2- or 3-player game, 2 in a 4-player game, or 3 in a 5- or 6-player game; however, **Luxuries Manager** and **Executive Vice President** have new rules, see next:

- **1 Luxuries Manager** card is included in this expansion. When playing with any of these modules: **Sushi**, **Kimchi**, **Coffee**, and/or **Noodles** (*in any combination*) - after setting up the employee tray as normal, per the player count - add this 1 additional **Luxuries Manager** card to the tray.

FOR EXAMPLE:

In a 3-player game using **Sushi**, **Kimchi**, and **Noodles** modules, there are a total of 2 **Luxuries Manager** cards in the employee tray, and the remaining 2 cannot be Hired in this game.

- **3 Executive Vice President** cards are included in this expansion. These are intended to be exclusively used as part of a milestone reward (see page 17), and are never placed into an employee tray during setup.

- When playing with any of these modules: **Sushi**, **Kimchi**, **Coffee**, and/or **Noodles** (*in any combination*), return all **12 ‘base-game’ Kitchen Trainee** cards to the box; then slot all **12 ‘► Any Cook’ Kitchen Trainee** cards in the employee tray.
- When playing with any of these modules: **Rural Marketeer**, **Gourmet Food Critic**, **Mass Marketeer** (*in any combination*), return all the **12 ‘base-game’ Marketing Trainee** cards to the box; then slot all of the **12 expansion Marketing Trainee** cards in the employee tray.

SUGGESTED SCENARIOS

This expansion introduces a large set of new modules. Each module can be played on its own. We propose to start with these two major expansions:

NEW MILESTONES:

Use only the “New Milestones” module. This shakes the strategic space up quite a bit already!

YOUR FIRST CUP OF COFFEE:

The “Coffee” module makes map positions even more important. Try using this one stand-alone, with or without the “New Milestones” module.

After that, you can play the other modules separately or in combination. Here are some chef’s choices for interesting pairings:

KOREAN CITY:

New Districts (*make sure to have at least 1 map tile containing an apartment in the city*) + **Kimchi**

NIGHTLIFE:

New Milestones + Night Shift Managers

SUSTENANCE:

Coffee + Fry Chefs

UPMARKET AREA:

New Milestones + Park tile from New Districts + **Gourmet Food Critic** + **Sushi**

CITY BUILDER:

Lobbyist + New Districts + **Rural Marketeers**

ASIAN FUSION:

Sushi + **Kimchi** + **Noodles** + **Ketchup**

FIRST MOVER:

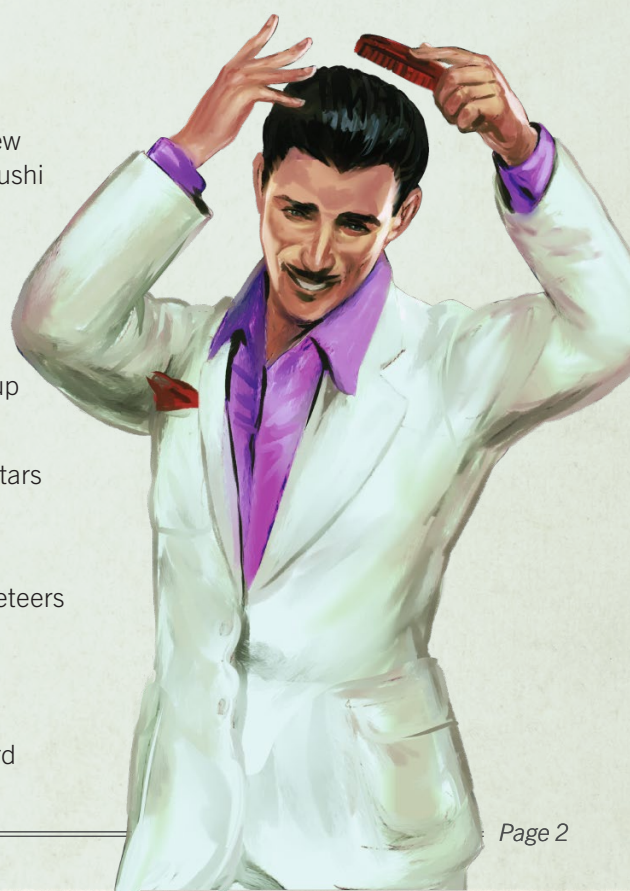
Hard Choices + **Ketchup** + **Movie Stars** + **Lobbyists** + **Reserve Prices**

OVERTIME:

Night Shift Managers + **Mass Marketeers** + **Rural Marketeers** + New Districts + **Noodles** + **Reserve Price**

HENRI LO MENU:

All modules except 6 players & **Hard Choices**



New Districts

BACKGROUND

We needed extra tiles to be able to play with 6; we wanted these to be different. Most of the tiles contain pre-built improvements or multiple resources (*houses or drinks*). In addition, we created apartments, which can be mass-marketed for faster growth.

IDEA

The new map tiles are shuffled into the mix at the start of the game and alter the map.

COMPONENTS AND SETUP



5 new map tiles (or 6 if playing with the Lobbyists module)



2 Giant Apartment Miniatures ("Pj" and "9¾")

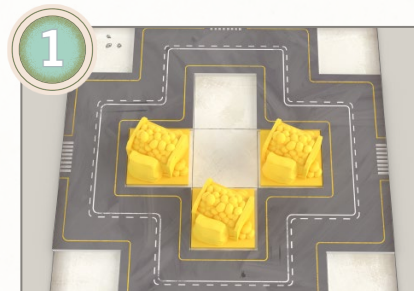


3 House Miniatures (numbered 21, 22 and 25).

1. When using the Lobbyist module combined with this one (New Districts), use the map setup rules from the Lobbyists module instead of this one; otherwise, shuffle the 5 new map tiles with the existing map tiles and create the map as normal.
 - The map tile showing 2 parks is only used when additionally using the Lobbyist module.

Standard Map Tiles

When collecting drinks from the tile showing 3 lemonade suppliers, depending on your route, you may pass one, two, or three of them with a cart operator or truck; this works just as if the sources were on different tiles. A zeppelin passing over will collect from all three sources (see *tile 1*).



The tile with houses 21 and 22 follows the normal rules (see *tile 2*).



House 25 has a garden from the start and cannot get an additional garden. The road on the tile does not pass through the house, but it does connect to the house at the rounded edge (see *tile 3*).



House 25 can only be placed on the designated printed area showing House 25, and can't be added to the map like other houses with gardens when using the New Business Developer.



Apartments

CORE RULE TO REMEMBER: When any rule states “house”, an apartment is considered to be a “house” (*unless otherwise noted*). To help, you can think of them as “apartment houses”.

These 2 map tiles contain apartments: “Pi” and “9 3/4”.

DEMAND RULES

When you **place demand** on an apartment, for each counter you would normally place, **place 2 counters** on it instead (*of the same type*).

Apartments have **no maximum demand** (*they can contain any number of demand counters that never get removed unless ALL of that demand is met by a single restaurant per the normal rules*).

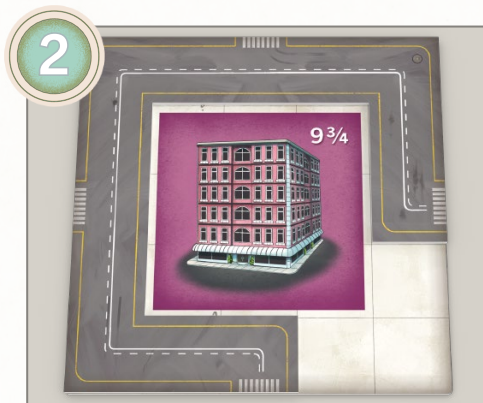
GARDEN RULES

Apartments cannot get a garden. (*A garden can be legally placed next to an apartment when part of another house, but the apartment cannot benefit from an adjacent garden. Apartments may benefit from parks if using the Lobbyists module.*)



The “Pi” apartment (see tile 1) has 4 road entrances; each road connects to the apartment at its curved edge, but the roads do not connect to each other. (*The roads have curved ends to emphasize they are not an underpass connecting under the apartment.*)

Mailbox marketing tiles can be traced through the “Pi” apartment just like any other house.



There are no other special considerations for the “9 3/4” map tile.

PHASE 4. DINNERTIME

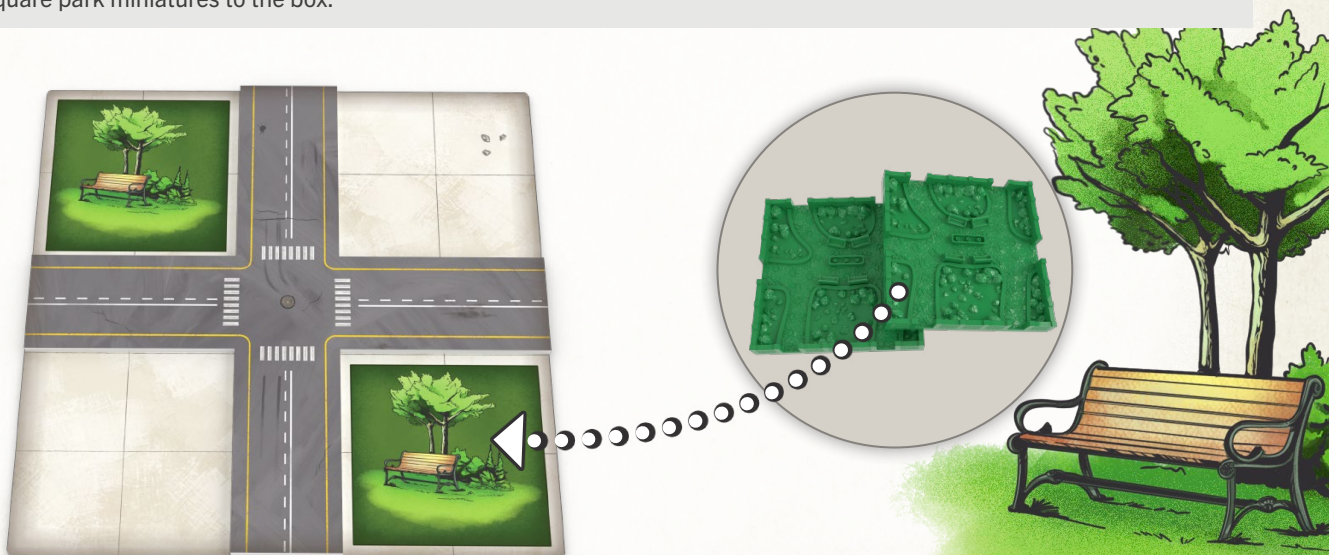
Treat apartment buildings like a normal house.

They resolve in order as follows: “Pi” comes between houses 3 and 4; “9 3/4” comes between houses 9 and 10.

Parks

The tile showing 2 parks is only used when playing with the Lobbyists module (*page 15*).

NOTE: If the park tile is in play, place the Park miniatures on the corresponding spaces. If the map tile showing two parks is not in play, return the two square park miniatures to the box.



Kimchi

BACKGROUND

Kimchi is a traditional Korean side dish that can be prepared by a Kimchi Master. It is said every dish tastes better with kimchi! Kimchi is made by fermenting, so it takes some time to produce. The kimchi card was created for the Korean edition of FCM. Playtesting it was what caused us to reconsider making a full expansion, so in a way this is the origin of this entire expansion!

IDEA

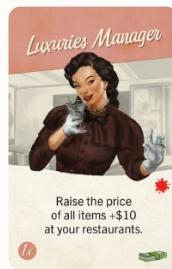
Kimchi is a food that can be produced by a Kimchi Master. During dinnertime, every house will prefer the restaurant with kimchi available.



COMPONENTS AND SETUP



3x Kimchi Master



1x Luxuries Manager



12x Kimchi Counters

1. Slot a number of **Kimchi Master** cards per the player count, and **1 additional Luxuries Manager** in the employee tray (page 2).

RULES

PHASE 3. WORKING 9-5

You can Hire a Kimchi Master following the normal rules.

The Kimchi Master has no effect during the 9-5 phase when played; however, you **must** gain 1 kimchi at the end of the Cleanup phase (*gaining kimchi is not optional if you play the Kimchi Master card*).

CLARIFICATION: Keep the Kimchi until your next turn, you gain it **after** your other food (if any) has been discarded (or kept in a freezer).

PHASE 4. DINNERTIME

Follow the normal rules for “Dining Out”, with the following changes:

The restaurant must have a **full** set of food and drink items in stock that **exactly matches** (or exceeds) the demand counters on the house (*as normal*); but if multiple restaurants can provide this, the house goes to eat at the restaurant meeting their entire demand **that also has Kimchi**.

NOTE: Distance and price have no impact on this, unless there is a tie, see next point:

- If multiple restaurants can meet demand - **and they each also have Kimchi** - apply the rules for “competition” as normal for these restaurants (page 26 of the Food Chain Magnate Special Edition Rulebook).

FOLLOW THE NORMAL RULES FOR SERVING CUSTOMERS AND GETTING PAID WITH THE FOLLOWING CHANGES:

If a house eats at your restaurant, you must immediately discard (*to the supply*) all demand counters on the house and an exact matching set of item counters from your stock; in addition, you must discard exactly **1 Kimchi** from your stock (*if you have any*). Collect cash for this Kimchi as a normal item being sold.

PHASE 6. MARKETING

You cannot market Kimchi.

PHASE 7. CLEANUP

FREEZER AND KIMCHI:

Up to 10 Kimchi can be stored in a freezer; but if you store any kimchi, you cannot store other food or drink.

THEMATICS NOTE: The Kimchi smell is so strong that you must use a separate fridge to store it; so being that you only have a single freezer, you must make the hard choice on what to store: Kimchi vs other food and drink.

FOR EXAMPLE:

House 19 can go out to eat at the Golden Duck or Xango, as they both have food and drink items in stock that exactly match their demand, but they go to Golden Duck, because they additionally provide Kimchi. They do this even though the effective price of Golden Duck is higher!



Sushi



BACKGROUND

The Japanese edition of Food Chain Magnate was the first Spotter game ever published by another publisher. We did not create this module at the time, but after making something specifically for the Korean version, we also wanted to have a Japanese food module. Although Japanese cuisine is very diverse, sushi is probably the best known Japanese take-out outside Japan.

IDEA

Sushi is a dish eaten only by people in houses with gardens; they will prefer it over any other food or drink.

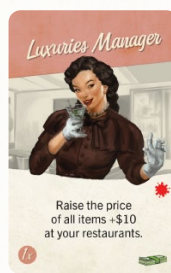
COMPONENTS AND SETUP



6x Sushi Cook



3x Sushi Chef



1x Luxuries Manager



40x Sushi Counters

1. Place all sushi counters in the general supply.
2. Slot all **12** '► Any Cook' Kitchen Trainee cards in the employee tray (page 2).
3. Slot all **6** Sushi Cook cards in the tray.
4. Slot a number of Sushi Chef cards per the player count as normal, and **1 additional Luxuries Manager** in the employee tray (page 2).

RULES

PHASE 3. WORKING 9-5

Sushi is produced by Sushi Cooks and Chefs in the same way as other food.

PHASE 4. DINNERTIME

Only for a house with a garden: If a restaurant has a number of available Sushi that **exactly matches** (or exceeds) the number of demand counters on the house (of any item types, in any combination), they go eat the sushi at this restaurant.

- If no restaurant has enough Sushi to sell as determined above (or the house does not have a garden), follow the normal rules for Dining Out, ignoring all available Sushi (if any).
- If multiple restaurants have enough Sushi to meet demand, apply the rules for "competition" as normal for these restaurants.

PHASE 6. MARKETING

You cannot market sushi.

If a house **eats Sushi** at your restaurant, you must immediately discard (to the supply) all demand counters on the house and a matching number of Sushi item counters from your stock (collect cash for this Sushi as a normal item being sold).

CLARIFICATIONS: Houses without a garden will never desire or eat sushi. Parks are not gardens. Sushi cannot be used as a substitute for coffee. Sushi counts as food for the purposes of milestones; it can be stored in a freezer.

SUSHI EXAMPLE 1:

House 7 has a garden but goes to Xango to meet their entire demand. 2 sushi and a burger is not desirable because Sushi replaces all or none of the demand counters.



SUSHI EXAMPLE 2:

House 19 has a garden, so they prioritize sushi, and go to eat at Golden Duck (instead of the closer Xango with lemonade).



Noodles

BACKGROUND

After creating kimchi for the Korean translation, we wanted to have a module celebrating our Chinese translation; spoiled for choice, we decided on noodles.

IDEA

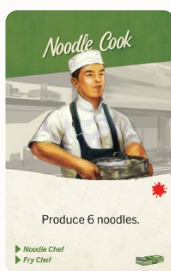
Noodles can replace any other food or drink; however, houses will always prefer the specific items marketed to them over noodles if they have a choice.



NOODLES EXAMPLE:

House 1 cannot get to a restaurant with a soda, lemonade, and burger (nor a restaurant with 3 sushi if playing with that expansion), so it now goes looking for noodles. Golden Duck has enough noodles in number to match their 3 demand items: the soda, lemonade, and burger are discarded from house 1, and 3 noodles are discarded (sold) from Golden Duck.

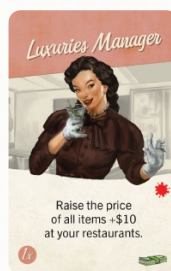
COMPONENTS AND SETUP



6x Noodle Cook



3x Noodle Chef



1x Luxuries Manager



40x Noodle Counters



12x Large Noodle Counters

1. Place all noodles counters in the general supply.
2. Slot all **12** 'Any Cook' Kitchen Trainee cards in the employee tray (page 2).
3. Slot all **6** Noodle Cook cards in the tray.
4. Slot a number of Noodle Chef cards per the player count as normal, and **1 additional Luxuries Manager** in the employee tray (page 2).

RULES

PHASE 3. WORKING 9-5

Noodles are produced by Noodle Cooks and Chefs in the same way as other food.

PHASE 4. DINNERTIME

Normally, for a house to eat at an open restaurant, it must meet both of the following requirements; however, there is an additional check before the house decides to stay home (*and not go out to eat*) when playing with the Noodles module:

- The restaurant must be connected by road to the house (*at any distance*); and
- The restaurant must have a full set of food and drink items in stock that exactly matches (*or exceeds*) the demand counters on the house.
 - a. **Only if an exact match does not exist:** If a restaurant has a number of available noodles that **exactly matches** (*or exceeds*) the number of demand counters on the house (*of any item types, in any combination*), they go eat at this restaurant. If multiple restaurants have enough noodles to meet demand, apply the rules for "competition" as normal for these tied restaurants.

If a house **eats noodles** at your restaurant, you must immediately discard (*to the supply*) all demand counters on the house and an exact number of noodle item counters from your stock (*collect cash for these noodles as a normal item being sold*).

CLARIFICATIONS: Noodles may not be used as a substitute for coffee. Noodles count as food for the purposes of milestones; they can be stored in a freezer.

PHASE 6. MARKETING

Noodles cannot be marketed.



Coffee

BACKGROUND

Whenever we are in the US, we are always struck by the fact that everyone seems to stop at a coffee place while traveling, and arrive at their destination carrying polystyrene foam mugs with their names, misspelled of course. In terms of gameplay, we wanted to create a complete alternative to marketing and selling food in restaurants. This alternative will be particularly good in price war situations.

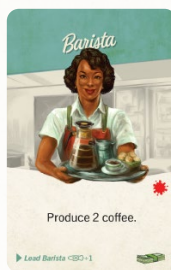
IDEA

You can sell coffee to anyone who drives past your restaurants on the way to eat somewhere else. You can also open up coffee shops that cater exclusively to people driving by.

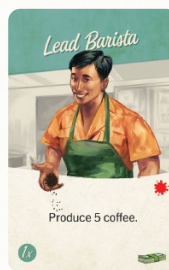
COMPONENTS AND SETUP



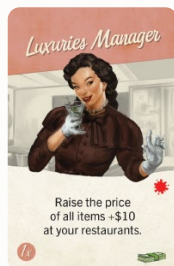
12x Barista Trainee



6x Barista



3x Lead Barista



1x Luxuries Manager



First Coffee Sold Milestone



40x Coffee Counters



Module Milestone Board Attachment



Coffee Shop Miniatures

1. Place all Coffee counters in the general supply.
2. Slot all **12 Barista Trainee** cards in the tray.
3. Slot all **6 Barista** cards in the tray.
4. Slot a number of **Lead Barista** cards per the player count as normal, and **1 additional Luxuries Manager in the employee tray** (page 2).
5. Attach the module milestones attachment to the bottom of your milestones board.
6. Insert the "First Coffee Sold" milestone card into any of its vacant spots.
7. Each player takes 3 coffee shops that correspond to their chosen restaurant.

RULES

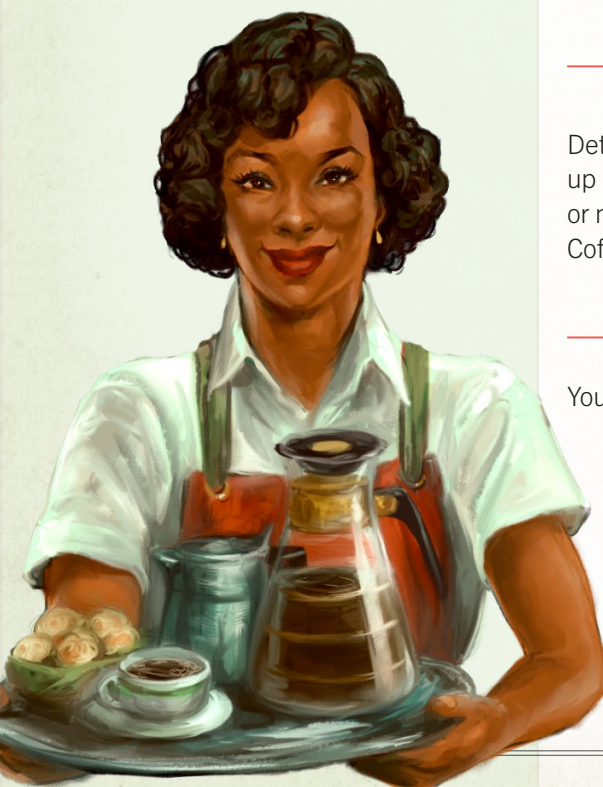
- A coffee shop is considered to have an **entrance corner on all sides** (it connects to all orthogonally-adjacent roads).
- Coffee shops only **sell coffee**, no food or drinks.
- Coffee shops can be used as a **starting point to compute the range** of all cards (e.g., you can send a *Truck Driver* out from one of your coffee shops.)
- Played Baristas produce coffee in the same way as other food; except, coffee **is not considered a drink** (e.g., when determining milestones).

PHASE 4. DINNERTIME

Determine **which restaurant chain** the house eats at as normal and follow all steps up until "Serving Customers and Getting Paid". Ignore all coffee at this point - selling or not selling coffee has no impact on the other steps of Dinnertime. See Dinnertime Coffee Sales on the next page.

PHASE 6. MARKETING

You cannot market coffee.



PLACING A COFFEE SHOP:

There are only 3 ways to **place** a **coffee shop**:

- Train a Barista Trainee to a Barista.
- Train a Barista to a Lead Barista.
- Be the first player to sell coffee (*gaining the associated milestone, see below*).

COFFEE SHOP PLACEMENT RULES:

You must obey these rules when placing a coffee shop; it must:

- Cover an empty square.
- Be orthogonally adjacent to a road, and **NOT** share a map tile with another coffee shop (*1 max per map tile*).
- You can place a coffee shop anywhere on the map (*infinite range*) **unless you place it via Training a Barista**: In this case, you must place it within **road range 2** of any of your existing restaurants or coffee shops.

MOVING A COFFEE SHOP:

Only if all 3 of your coffee shops are placed on the map, when given the opportunity (*from any source*) to place a coffee shop, you may move one of your coffee shops to any legal space on the map.

MILESTONES

The first player(s) to sell coffee gain(s) the associated milestone; then, during the Cleanup Phase directly after they sold their first coffee, they each place 1 coffee shop in turn order, following the normal rules, with no range restriction.

PHASE 7. CLEANUP

During Cleanup, all remaining coffee is discarded (it cannot be stored in a freezer).

DINNERTIME COFFEE SALES

Only if a suitable restaurant chain is found to eat at, the house will buy coffee from each restaurant/coffee shop passed on the shortest-distance route to the restaurant.

*If a suitable restaurant chain to eat at is not found, **no Coffee is sold**; skip the rest of the steps below and proceed to “Serving Customers and Getting Paid”.*

Immediately before “Serving Customers and Getting Paid”:

Determine the Shortest-Distance Route the house will use to trace a path to their desired restaurant.

1. The **shortest distance** is used, but the actual path traced along the roads will extend as far as possible to reach the **greatest-number of orthogonally-adjacent restaurants/coffee shops with** coffee available to sell.
2. If there are multiple routes, see “Tied Routes” on page 12.

HOW MUCH COFFEE IS SOLD?

*“Coffee is not a choice, it **must** be bought if you see it, unless you cannot determine the best place to get it...” -Coffee drinkers*

Along the ‘shortest-distance’ route determined above, the house **automatically** buys **1 coffee** from **each** restaurant/shop location orthogonally-adjacent to the traced path (*if available*). (*Buying is mandatory, but only 1 coffee can be sold per source, even if passed by more than once on the route.*)

- The destination restaurant **never** sells coffee.
- Treat all sold coffee as a normal food item (*e.g., its price is affected by gardens and cards*), except it is **not a drink** (*e.g., it does not get a bonus from the marketing milestone*).

TIED ROUTES

If there are multiple “shortest-distance” routes (of tied distance), choose the shortest-distance route that has a traced path that **sells the most coffee**.

If there are multiple “shortest-distance” routes that would each sell the same amount of coffee, **sell coffee as follows**:

Among these tied routes, determine which **specific** restaurant/coffee shop locations (*with available coffee*) are **shared** between all tied routes; **only these** specific restaurant/shop locations actually sell 1 coffee each.

Thematically, the house cannot determine which source to buy from among the different choices, so they end up not making any decision at all, and do not buy from any of the varying sources at all.

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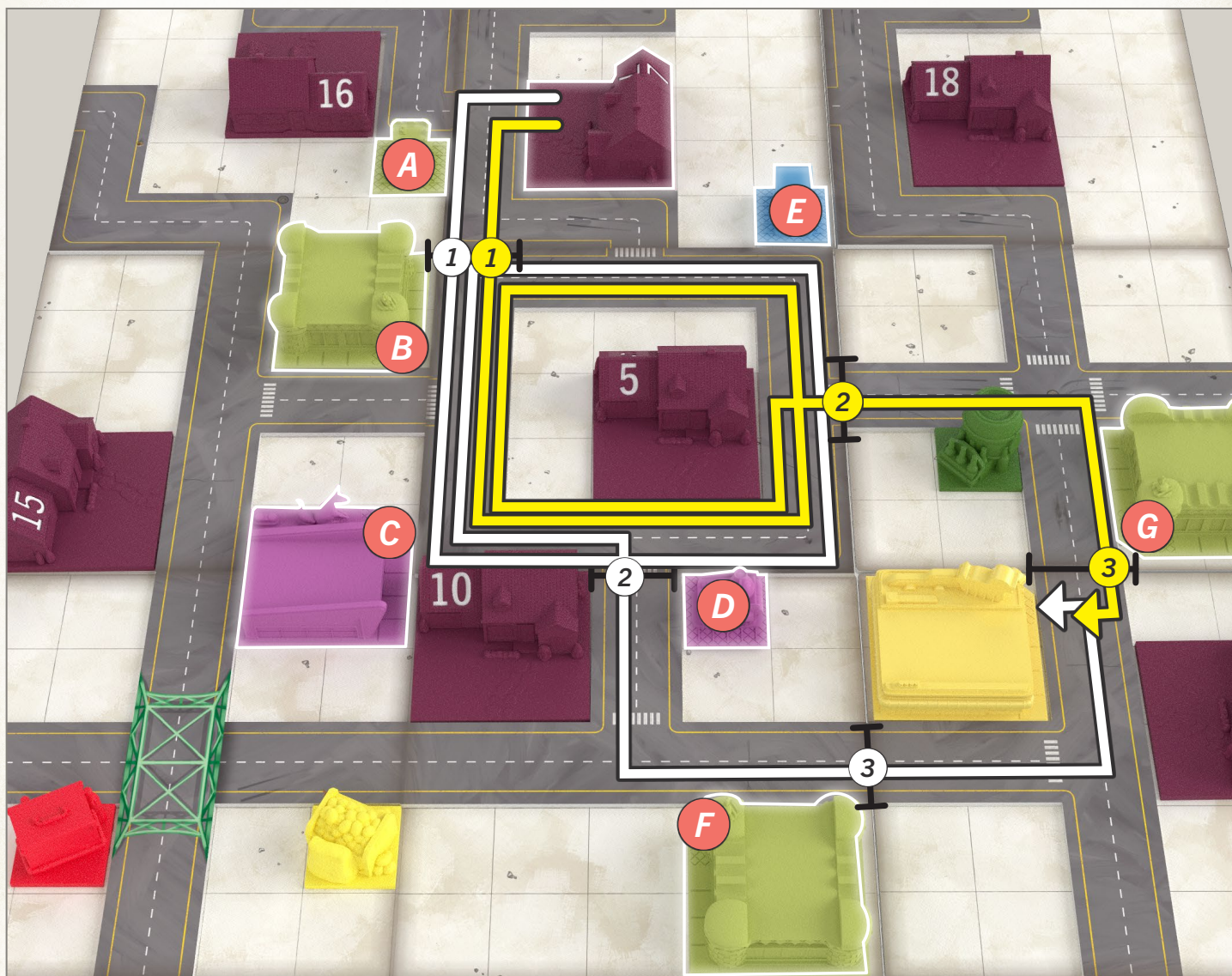
The other non-common parts of each route pass by 1 Siap coffee shop each, but they are different coffee shop locations... so house 4 cannot make a decision on which coffee shop they want to go to, so they do not buy from either!



Page 12

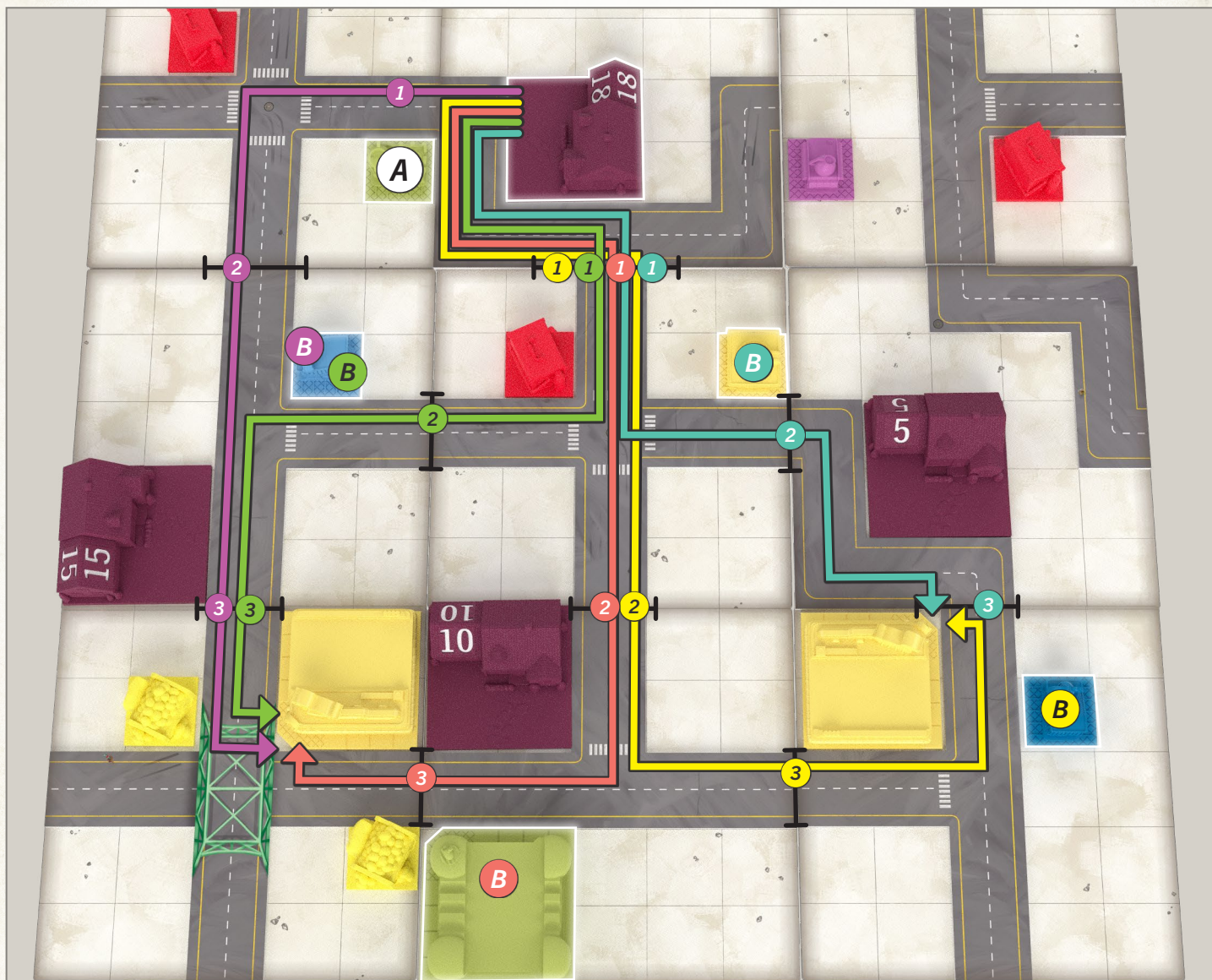
COFFEE EXAMPLE 2:

There are 7 possible coffee sources on the map, labeled A through G. House 7 is going to eat at Golden Duck. There are two possible 3-distance routes, with 6 sources of coffee on each route; however, only 5 specific sources are found on both routes (*A, B, C, D, & E*) - so House 7 only buys a total of 5 coffee. Note that roads can be traced along multiple times, as this is the only way to reach all coffee sources on the middle map tile, but each source still only sells 1 coffee. The 6th coffee source on each route (*F & G*) might be the same restaurant chain, but the house has heard conflicting things about each of these locations, so cannot determine which one to actually buy from (so does not buy from either at all).



COFFEE EXAMPLE 3:

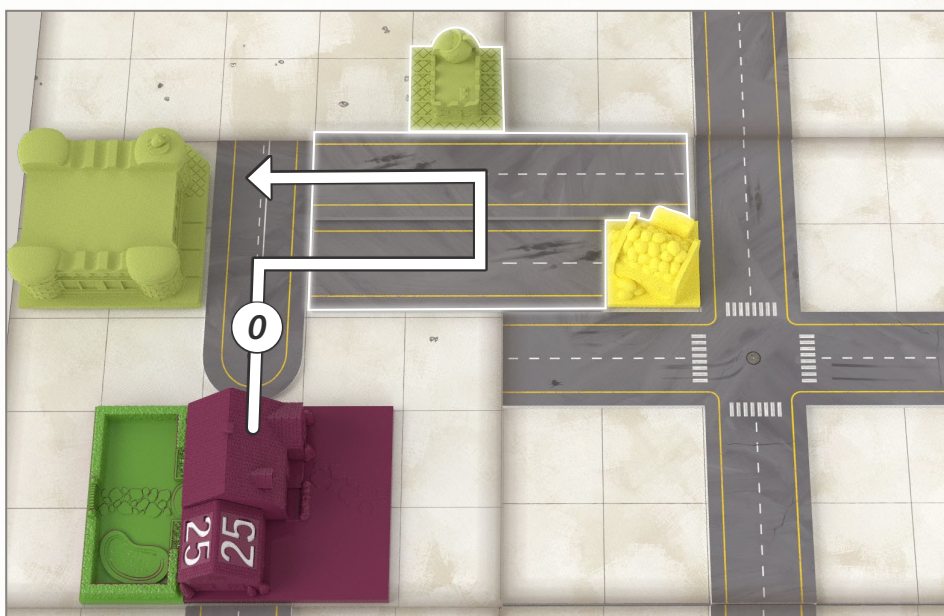
House 18 is going out to eat at Golden Duck. The **shortest-distance route is 3** for both Golden Duck restaurant locations. There seems to be a lot of coffee that can be sold, but if you trace all 5 possible routes of distance 3 from house 18 to either Duck restaurant, there are **exactly 2 sources** (labeled A and B) of coffee and on all routes (all sources have available coffee). This means, only the source passed on all routes actually sells, so Gluttony's coffee shop (labeled A) sells a single coffee.



COFFEE EXAMPLE 4:

You choose the route when collecting drinks, but the specific traced path is automatic for a coffee route taking the 'most coffee option' when distance doesn't change/increase.

This means, if a coffee road route enters a tile with any 'roundabout' opportunities, they are always taken, and the maximum coverage is always assumed to be traced along: House 25 is 0 distance away from Gluttony's restaurant, and they can collect from the coffee shop without increasing the distance, so they do that first before eating out at the restaurant.



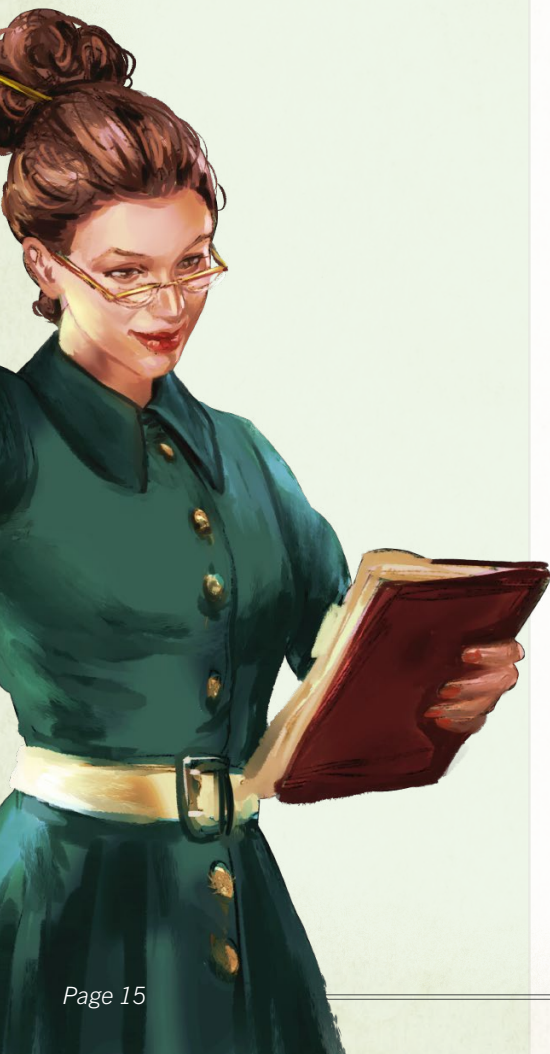
Lobbyists

BACKGROUND

We wanted to allow players to change the connectivity of the map, ideally allowing both better or worse connections. We did this by creating a paid Lobbyist, who can influence city hall to build roads. To balance play, we added the extra ability to build parks and increase the value of property.

IDEA

Hiring a Lobbyist allows you to build a new road or a park. A newly-placed road restricts traffic for 1 turn before it can be used. Parks increase the cash gained from each orthogonally-adjacent house.



COMPONENTS AND SETUP



1. Slot all **6 Lobbyist** cards in the employee tray.
2. Attach the module milestones attachment to the bottom of your milestones board and insert the "First Lobbyist Used" milestone card into any of its vacant spots.

NOTE: When using the park miniatures, only two L-shaped miniatures can be used in the game at one time.

MAP SETUP CHANGES

Before setting up the map, agree which (*if any*) of the 6 new map tiles you wish to include in your game (*only these tiles can show up during gameplay*).

You must always include all base-game map tiles in the pool.

If playing with 5 or 6 players, you must include all **6 new map tiles** in the map pool.

Return the new map tiles you decided to not include (*if any*) to the game box. These returned tiles cannot be selected as part of the "First Lobbyist Used Milestone".

Shuffle all new map tiles that you decided to include with all base-game map tiles; set up the map as normal based on your player count using these shuffled tiles.

Keep any map tiles remaining (*those shuffled, but unused in the map, if any*) nearby for possible "First Lobbyist Used Milestone" use.

Place all roads, roadwork miniatures, and parks nearby.

RULES

Each Lobbyist you play allows you to place 1 road or park (*on empty squares*) adjacent to a road square within 2 road range of any of your entrance corners.

- This placement takes place after the house/garden placement window (*immediately before the restaurant placement window*).
- The Roads and parks are limited; if they run out, the lobbyist can no longer do anything useful.
- Roads cannot hang off the end of the map.

ROADS

Follow all of these rules for road placement:

You must place a new road with the 'under construction' side face up.

One of its arrows must point to either:

- A. Any of your **entrance corners**; or,
- B. An orthogonally-adjacent **road square** that is within 2 road distance from any of your entrance corners.

You may point to a roadwork miniature that was previously placed this turn by you or another player (*do not place another miniature on top*).

The other arrow can point to anything (*or an empty space*).

You must place a **roadwork miniature** on each orthogonally-adjacent road square **pointed** to by an arrow.

TRACING ROAD ROUTES

Passing through a roadwork miniature adds +1 distance to the route. 'Under construction' roads cannot be used to trace a route (*until they are flipped, see Cleanup*).

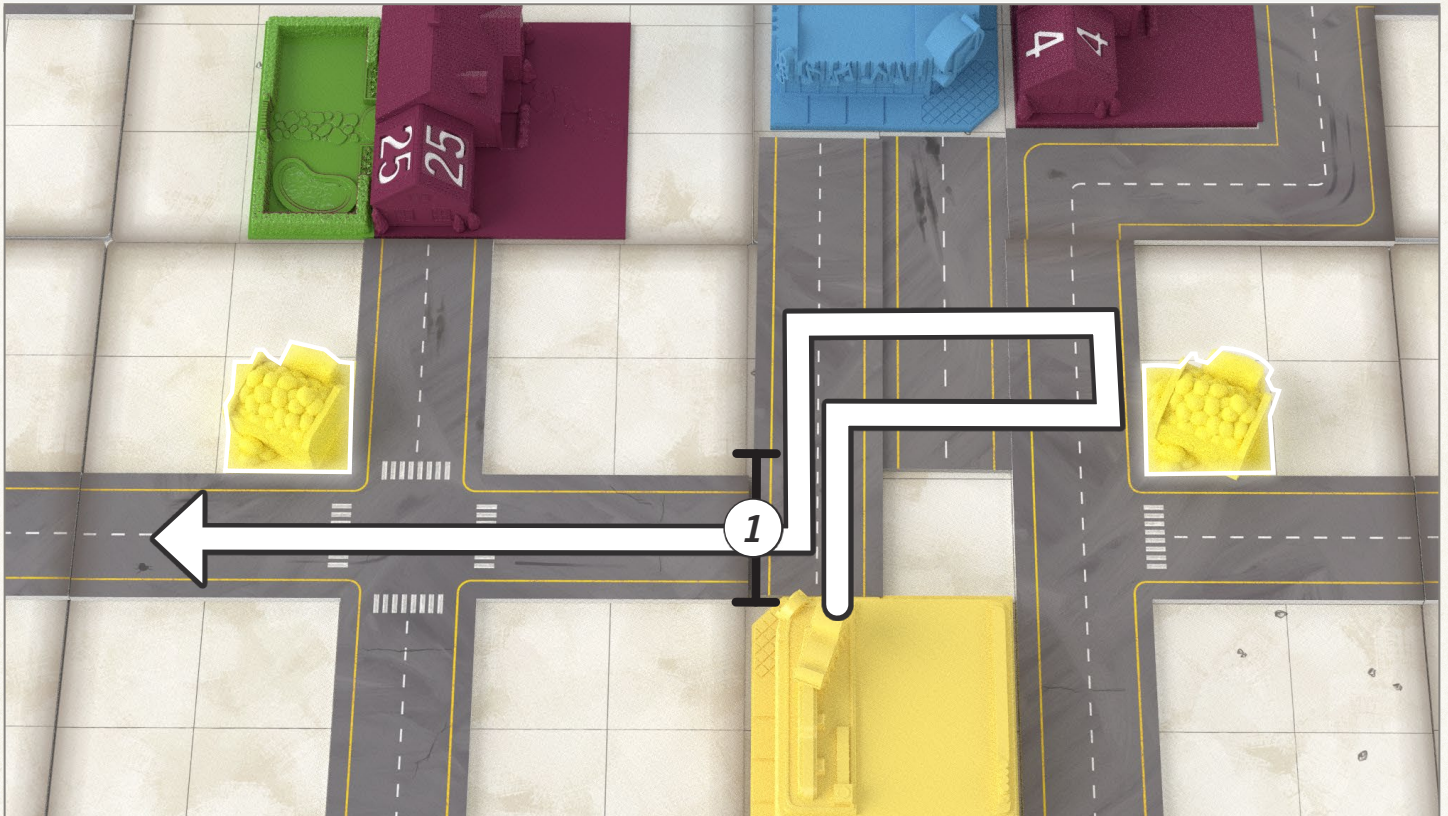
Remove all roadwork miniatures and flip all 'under construction' roads to their other side. From now on, treat the flipped road as a normal road.

Road Route Clarifications and Examples

With the new road miniatures (*and coffee*), you might have some questions. We tried to edit the rules of the core game to make sure they accounted for these expansion roads (*without technically changing the rules*), but here are some additional examples just in case.

ROAD ROUTE EXAMPLE 1:

It only takes 1 range to get both lemonades using this road route.

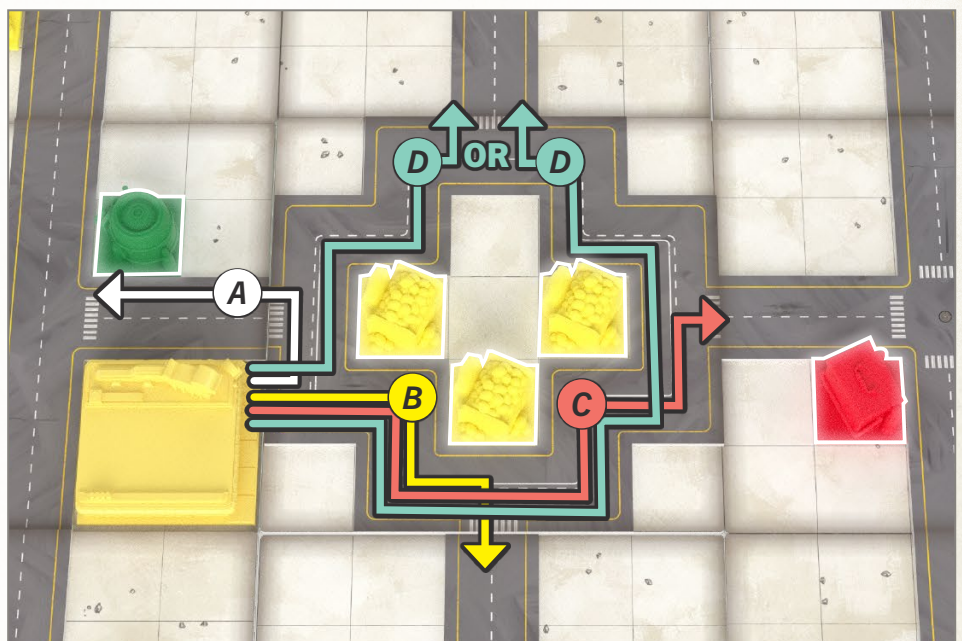


The specific path you take with a collection route is your choice, but if you pass a source, you must collect it. (This is unlike coffee, where you have no choice on the intra-tile traced path, page 10).

ROAD ROUTE EXAMPLE 2:

Depending on your entrance point to the tile, and the direction you wish to leave out of, the lemonade you must collect will vary. All of the following options take 2 distance:

- Collect 1 lemonade and exit the tile west to collect 1 beer using the white route. (You could also go around and collect all 3 lemonade instead.)
- Collect 2 lemonade and exit the tile south using the yellow route.
- Collect 3 lemonade and exit the tile east to collect 1 soda using the pink route. (You could also exit the tile east collecting only 2 lemonade by going north first when starting, or collect all 3 lemonade and go south.)
- Collect 1 OR 3 lemonade and exit the tile north.



Parks

PHASE 4. DINNERTIME

A house/apartment orthogonally-adjacent to a **park** pays **2x item price** for each food or drink consumed. This does not influence the distance or demand in any way.

A house with a garden that is orthogonally-adjacent (*via any of its sides*) to a park pays **3x item price** for each food or drink consumed.

If a house/apartment is adjacent to more than one park, this gives no additional bonuses; you only get a bonus for the first park. Parks have no impact on demand for sushi or on the maximum amount of demand counters.

First Lobbyist Used Milestone

The first player(s) to place a road or park receive the First Lobbyist Used milestone. This allows you to immediately place an additional map tile (*resolve in turn order*).

PLACING A NEW MAP TILE

You must select the additional map tile to place from the tiles that were shuffled at the start of the game to create the map (*and went unused*). If tiles run out, some/all players cannot place a new tile (*do not take map tiles from those returned to the game box*).

- The map tile must be placed orthogonally-adjacent to an existing map tile - it must align to the existing grid.
- There are no range or road connection limitations.
- You cannot place it adjacent to the edge of a map tile that already has an airplane or Freeway aligned with any part of that map tile's edge.

CLARIFICATION: New restaurants, parks, and/or new roads may be placed on the tile this turn.

New Milestones

BACKGROUND

The milestones have a very strong impact on strategy in Food Chain Magnate; changing them is easy to explain but forces players to rethink their standard strategies. Now players with an early marketing strategy have more options.

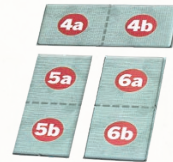
COMPONENTS AND SETUP



Expansion Milestone Insert



Milestone Depletion Tokens



Airplane Marketing Campaigns

1. Each player uses the Expansion Milestones insert and places a "Remove after turn 2" token on the "First Marketeer used", "First trainer used", and "First recruiting girl used" milestones.
2. Place the new airplane marketing campaigns beside the board.

AWARDING MILESTONES

Milestones are awarded in the same way as in the base game.

NOTE: Many of the new milestones require you to use the text of a card (*not just play it in a work slot*).

Using a card requires at least 1 of its effects to be resolved during the Working 9-5, Dinnertime, or Payday phases.

CLARIFICATIONS: Playing a card, training a card, or paying salary for it, does not in itself count as using it. Marketeers are only used if you actually place a marketing campaign with them; if you do not place a campaign, you do not get the corresponding milestone.

HARD CHOICES

After turn 2, if any of the milestones with a "Remove after turn 2" token are still available, all players place an "X" token on them and discard the "Remove after turn 2" tokens to the game box.

THE MILESTONES IN DETAIL

FIRST MARKETEEER USED

This milestone has two separate effects.

1. From now on, you gain \$5 for each demand counter placed on a house/apartment by a marketing campaign placed by one of your Marketeteers. You earn this money immediately (during the same phase). Note that the game can only end in the Dinnertime phase. If the bank breaks during the Marketing phase, play continues until the next Dinnertime phase.
2. From now on, during Dinnertime, after computing the distance to any of your restaurants, lower the distance by 2. In other words, count your distance from customers to restaurants as (item price + distance - 2). The result may become negative! This represents brand loyalty to your 'original' products.

INTERACTION WITH OTHER MILESTONES AND MODULES:

- The "pizza radio" created by the milestone is not linked to a Marketeer, and will not provide this bonus.
- Apartments and the Rural area receive two counters per Marketeer, so you get the \$5 bonus twice.
- The distance reduction stacks with the similar bonus provided by the Ketchup milestone "Someone sells your demand".

FIRST BRAND DIRECTOR USED

Placing **any** type of marketing campaign gains you this milestone, but it only impacts your radio.

FOR EXAMPLE:

You can place a billboard to get the milestone; then later, once this employee returns from the billboard campaign, place an **Eternal Campaign radio** using them. An Eternal Campaign has **unlimited** duration and is **never removed** from the map: slot an **eternal flag** into the radio and only place **1 duration counter** on it. This counter is not removed during the Marketing phase. The Brand Director remains busy for the rest of the game, and can never again be played or trained again. You cannot fire them (*unless required due to insufficient cash to pay their salary*).

FIRST CAMPAIGN MANAGER USED

The Campaign Manager (*that you just used*) may place a second marketing campaign of the **same type**: billboard or mailbox, **same item**, and **same duration**. You may place it following the normal rules.

Your Campaign Manager is linked to **both marketing campaigns**, and returns when they are depleted.

NOTE: If you use a second Campaign Manager in the same turn, you do not get this benefit a second time. You may not save the benefit for a later turn.

FIRST BRAND MANAGER USED

If your Brand Manager places an airplane marketing campaign that gains you this milestone, you may place 2 **different** item counters on it (*each of the same duration of your choice, up to 4*).

The airplane markets **both** items **each** round as per the normal rules when the indicated number is next to market, marketing the "A" item first, and the "B" item afterwards.

NOTE: If you use a second Brand Manager in the same turn, you do not get this benefit a second time. You forfeit this milestone ability for the rest of the game (*but you still gain it, blocking it for all players as normal*) if you place a mailbox or a billboard with your Brand Manager first; and you may not save it until a later turn.

FIRST MARKETING TRAINEE USED

Take 1 free Kitchen Trainee and 1 free Errand Boy, placing them On the Beach. You cannot Train them this round.

FIRST BURGER SOLD



From now on, your CEO has 4 Work slots. Bank reserve card slot effects do not impact you anymore.

FIRST PIZZA SOLD



For the first three houses that buy a pizza this turn (*including the house that bought the 1st pizza to trigger this milestone*) the player selling to that house must place a radio marketing campaign with 2 pizza counters (*2 duration*) on any legal space on the tile containing the house (*if a legal space exists, otherwise, forfeit the ability*).

These function as normal marketing campaigns. However, they are not linked to any Marketeer, so they do not provide \$5 for the first Marketeer milestone.

FIRST LEMONADE SOLD



From now on, you may Train your played employees in Work slots, but you must train them into the same color. All other rules still apply (e.g., *you need an employee that offers a Train action, and you cannot stack Train actions unless you have that ability*).

The newly-Trained employee is placed back into the same Work slot. You may immediately use them, but only if the old (*un-Trained*) employee was not yet used this turn.

NOTE: If you Train an employee before you have used them, you may miss out on the related milestone.

FIRST BEER SOLD



When paying salaries, you can pay employees with item counters - except coffee. One item counter pays one salary. You may pay some employees in items and others in cash.

INTERACTION WITH OTHER MILESTONES AND MODULES:

The \$3 salary milestone has no effect when paying with item counters.

In the rare case that you cannot fire anyone and have item counters but no cash, you are obliged to pay your employees using the item counters.

FIRST CART OPERATOR USED

Your Cart Operators and Zeppelin Pilots collect 4 drinks (*instead of 2*) at every drink supplier on its route. Collect 6 drinks for every supplier on your route(s) with a Truck Driver.

This applies immediately to the Cart Operator used to gain this milestone.

FIRST SODA SOLD



This provides a freezer; it functions the same as the milestone from the base game.

INTERACTION WITH OTHER MILESTONES AND MODULES:

- Coffee cannot be stored in the freezer;
- Kimchi can be stored, but follows special rules (see *kimchi*);
- Noodles and sushi can be stored in a freezer.

FIRST RECRUITING GIRL USED

Take an Executive Vice President **from the employee tray** and put them on the beach; do not pay their salary for the rest of the game. **Only if the employee tray is exhausted** of Executive Vice President cards, take one from the gamebox instead (*it can be an 'expansion' or 'base-game' version card that is taken from the game box*).

FIRST TRAINER USED

Take a free Trainer and put it on the beach. In addition, you no longer have to fire any employees when you cannot pay them. However, you are still obliged to pay cash (*and, if applicable, spend item counters*) if able.

FIRST DISCOUNT MANAGER USED

From now on, each turn (*including this one*) in which you discount by \$3 or more, remove \$100 from the bank at the end of the Restructuring phase. This money is removed from the game.

If multiple players have this milestone, it will be applied for each of them, so a lot of money can leave the bank each turn.

FIRST HOUSE BUILT



This milestone allows you to stack Training actions, similar to the "First to pay \$20 in salaries" milestone in the base game.

FIRST NEW RESTAURANT

This milestone allows you to build a free permanent mailbox anywhere within "mailbox range" of the just-placed Restaurant (*i.e., it cannot trace through roads*). You may determine what it markets. As this mailbox is not linked to a Marketeer, you will not get a \$5 bonus for demand marketed by it for the first Marketeer milestone.

FIRST WAITRESS USED

Your salary cost is now \$3 per employee that requires a salary (*instead of \$5*).

Recruiting Manager and HR Director abilities still give a \$5 discount to your total salary cost.

However, when paying with food or drinks (*see first beer sold milestone above*), you still need one counter per employee.



Expansion
Milestones



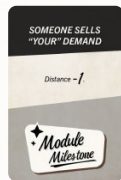
BACKGROUND

At Splotter, we tend to have a different take on game design than many other publishers. We take competitive gameplay, and our players, very seriously. Not everybody likes this and so from time to time people write critical reviews that basically suggest our games should be more like all the others. During a Splotter playtest event some years ago, we had a lot of fun by thinking of additions that we could make to ‘improve’ our games in this way.

IDEA

The idea of a catch-up mechanism called ketchup stuck, and ever since the expansion has been named after it. We’ll let you find out yourselves if it is really a catch-up mechanism, or if it is more bloody than that! So now, if someone ‘steals’ one of the items you have marketed, gain a ‘ketchup’ boost!

COMPONENTS AND SETUP



Someone Sells your Demand Milestone



Module Milestone Board Attachment

1. Attach the module milestones attachment to the bottom of your milestones board. Insert the “Someone Sells your Demand” milestone card into any of its vacant spots.

RULES

PHASE 4. DINNERTIME

You gain the “Someone Sells your Demand” milestone at the end of the Dinnertime phase when another player sells to a house that your Marketeer created demand for. (*The player(s) who created the original demand gains the milestone.*) When gained, the milestone cannot influence the current (*immediate*) Dinnertime phase.

If the house has demand on it that was created by multiple Marketeers, multiple players may get the achievement as a result of the same sale.

CLARIFICATIONS: There is no effect on any other range rules. It is not possible for one player to have multiple Ketchup milestones; but the Ketchup milestone may be stacked with similar milestones in the new milestone set. The Ketchup milestone also works for orders only containing drinks, as ketchup makes everything taste better (*even lemonade*).

CALCULATING DISTANCE

During Dinnertime, if you have the Ketchup milestone, count distance from customers to restaurants as (*item price + distance - 1*). In other words, customers will go one extra step in order to eat at a restaurant that has ketchup.



Fry Chefs

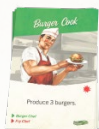
BACKGROUND

We wanted to create a way to make some extra money in situations with low prices. During most of the playtesting, this was done by a glacier (ice cream maker), but in the end, french fries seemed to fit the era and the rules for this module better.

IDEA

Train a Fry Chef to gain a fixed \$10 bonus for each sale.

COMPONENTS AND SETUP



6x Burger Cook Cards



6x Pizza Cook Cards



12x Kitchen Trainee Cards



6x Fry Chef Cards

1. Return all 'base-game' Pizza Cook and Burger Cook cards to the box; then slot all **6 Pizza Cook** and **6 Burger Cook** '► Fry Chef' cards in the employee tray.
2. Slot all **12 '► Any Cook' Kitchen Trainee** cards in the tray (return the non-expansion ones to the box).
3. Slot all **6 Fry Chef** cards in the tray.

RULES

PHASE 3. WORKING 9-5

You can Train a Fry Chef from any Cook (Pizza Cook, Burger Cook, Sushi Cook, or Noodle Cook).

PHASE 4. DINNERTIME

Gain a \$10 **cash bonus** per Fry Chef you've played, each time you make a sale (to a house/apartment/Rural area). The number of items sold during the sale has no impact on this.

FRY CHEF EXAMPLE:

You sell 3 burgers to a house for \$20 each, and you played 2 Fry Chefs this round. The total you gain this round is \$80. Cash bonuses are not included when calculating your effective item price, so they have no effect on whether customers decide to eat at your restaurant.



Night Shift Manager

BACKGROUND

We wanted to try out a different manager card form, and see if we could get the game mechanism to allow for fast expansion without using trainers by using non-salaried employees twice.



COMPONENTS AND SETUP



3x Night Shift Manager

1. Slot a number of **Night Shift Managers** according to the player count as normal (page 2).

RULES

PHASE 3. WORKING 9-5

You can only play Night Shift Managers into CEO **Work slots**.

If you play a Night Shift Manager, all **non-salary** employees (*no salary icon on the card*) that you have played this turn 'work' a second time (*night shift*). Treat this as if you **played two copies** of that card during your normal Working 9-5 phase.

CLARIFICATIONS

TRAINER: You cannot Train an employee that has already been Trained this turn, unless you have a milestone that allows you to do so.

MARKETING TRAINEES: A Marketing Trainee can initiate a second billboard campaign; place both busy tokens on the same Marketing Trainee card to indicate they are running two marketing campaigns. They only return once both campaigns are exhausted.

WAITRESS: Gain 2x their normal cash income, and they each count as 2 Waitresses when determining ties.

MANAGEMENT TRAINEE: No Effect (*you cannot play additional employees*). Thematically, the Management Trainee must manage the same employees during the day and the night shift.

CEO (YOU): No effect.

Mass Marketeers

BACKGROUND

We wanted to enable a style of play where you can flood the market with demand. This idea can be especially vicious when combined with some other expansions that allow for more items to be marketed; now additional Marketing phases during the same turn are possible.



COMPONENTS AND SETUP



6x Mass Marketeer Cards



12x Expansion Marketing Trainee Cards

1. Slot all **6 Mass Marketeer** cards into the tray.
2. Use the **Marketing Trainee** cards that show the Mass Marketeer Training path option (*return the base game ones to the box*).

RULES

PHASE 3. WORKING 9-5

You can gain a Mass Marketeer by Training a Marketing Trainee.

The Mass Marketeer is a Marketing employee and follows all the rules for those cards.

PHASE 6. MARKETING

For each Mass Marketeer played in a Work slot (*in total among all players*), run an additional Marketing phase.

So, if there is one Mass Marketeer, you will have 2 Marketing phases, with 2 Mass Marketeers, play 3 phases, etc. It does not matter which player played the Mass Marketeer(s) —their effect is global and additive.

The marketing duration counter on the marketing campaign is only discarded after the last round of marketing this phase.

First resolve all marketing campaigns once, and only then start the next series.

MASS MARKETEERS EXAMPLE 1:

If you run 3 Marketing phases this turn, only 1 duration counter is removed from each marketing campaign **after all 3 Marketing phases** are resolved.



MASS MARKETEERS EXAMPLE 2:

For example, if one Mass Marketeer was played and the currently active marketing campaigns on the map include radio “1” and billboard “14”: you first activate radio “1”, followed by billboard “14”. Then, for the second Marketing phase, you again activate radio “1” and then billboard “14”. House 5 gains 1 lemonade, but then cannot gain any more, and no burgers. House 14 has a garden, so it gains 2 lemonade and 2 burgers, in the order as shown by the numbers.



Marketing Trainee 

Place 1 billboard campaign.
Runs for 2 rounds max.

- Rural Marketeer
- Gourmet Food Critic
- Mass Marketeer
- Campaign Manager

Mass Marketeer 

Play an extra marketing phase this turn.
Do not remove an extra duration token.

Brand Director 

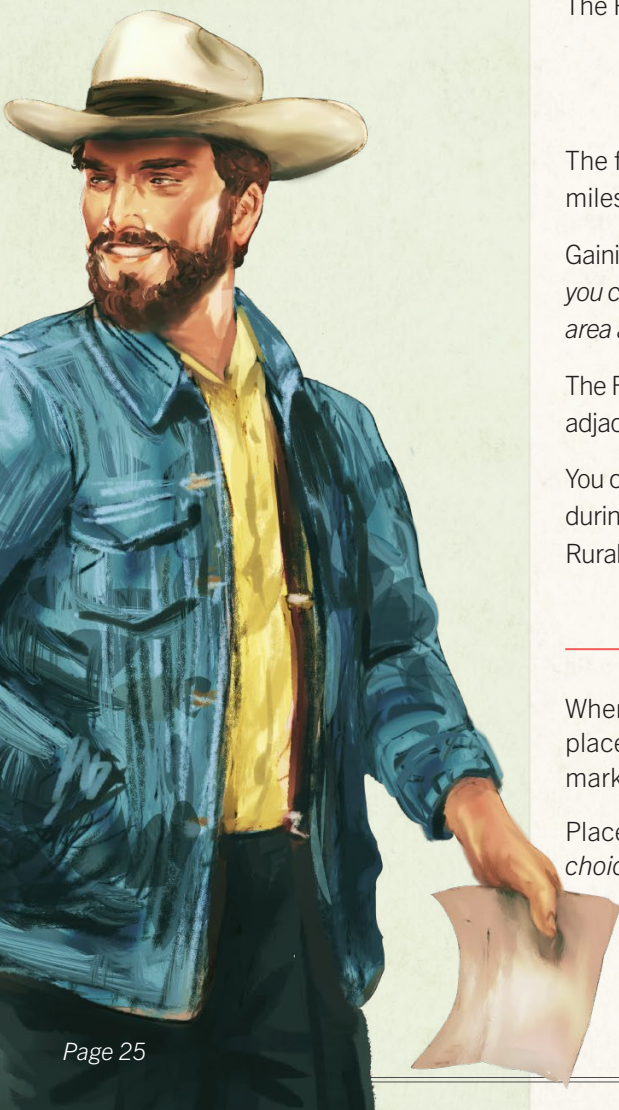
Place a radio, airplane, mailbox or billboard campaign.
Runs for 5 rounds max.



Rural Markets

BACKGROUND

The Rural area can potentially be hotly contested by players on different sides of the map. It provides a volume-based alternative to normal marketing activities. The Rural area is treated as one (*potentially enormous*) house (*it's only one house... but a big woods...*). Only Rural Marketeers can market and create demand there using Rural marketing campaigns. The location of the connection of the Rural area to the map is determined by the first player(s) to use a Rural Marketeer.



COMPONENTS AND SETUP



6x Rural Marketeer Cards



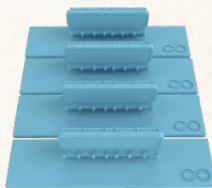
12x Expansion Marketing Trainee Cards



1x Rural Area Miniature



First Rural Marketeer Used Milestone



4x Rural Area Marketing Campaigns



3x Freeway Miniatures

1. Slot all **6 Rural Marketeer** cards in the tray.
2. Attach the module milestones attachment to the bottom of your milestones board. Insert the “First Rural Marketeer Used” milestone card into any of its vacant spots. Place the Rural Area, 4 Rural marketing campaigns, and 3 Freeways nearby.
3. Use the Marketing Trainee cards that show the Mass Marketeer Training path option (return the base game ones to the box).

RULES

You can gain a Rural Marketeer by Training a Marketing Trainee.

The Rural Marketeer is a marketer employee and follows all the rules for those cards.

Milestones

The first player(s) to use a Rural Marketeer get(s) the “First Rural Marketeer used” milestone.

Gaining this milestone allows you to (*optional!*) place a Freeway. (*Yes, you can choose to not place it, if you're the only one with the milestone, and make the Rural area a worthless hunk of land that will never see the light of your restaurant empire.*)

The Freeway must be placed adjacent to the outer edge of a map tile, orthogonally-adjacent to a road by 1 or more squares.

You cannot overlap any part of an airplane's position. The Freeway is placed immediately, during the active player's Working 9-5 Phase. If the Freeways run out, further players using Rural Marketeers do not get to place any.

PHASE 3. WORKING 9-5

When you play a Rural Marketeer, during the Launch Campaigns step, you may place a Rural marketing campaign next to the Rural Area. There are 4 Rural marketing campaigns, 1 can be placed adjacent to each side of the Rural Area.

Place 1 item counter on the Rural marketing campaign (*a food or drink of your choice that is eligible to be marketed - e.g., not coffee*).

Rural marketing campaigns are always **Eternal**, they never disappear. After placing the billboard, the Rural Marketeer is busy for the rest of the game.

Only the Rural Marketeer may place Rural marketing campaigns.

PHASE 4. DINNERTIME

The Rural area always eats last (*infinitely last, just think of the infinitely-wide woodland to remember this*).

The distance between the Rural area and restaurants is computed starting from **any Freeway**.

As with any other house, in order to make the sale, a restaurant must completely fulfill the Rural area's demand.

PHASE 6. MARKETING

Each Rural marketing campaign places **2 demand counters** on the Rural area (*and the item counter on the marketing campaign is never removed*). The Rural area has no maximum demand.

Gourmet Food Critics

BACKGROUND

We wanted to create new types of marketing campaigns. For a while, we considered using a more complex Michelin star rating to celebrate French cuisine, as the game is very popular in France; this simpler setup works better in the game. Now you can market to all houses with a garden, regardless of distance.



COMPONENTS AND SETUP



6x Gourmet Food Critic Cards



12x Expansion Marketing Trainee Cards



4x Gourmet Marketing Campaigns

1. Place the 4 Gourmet marketing campaigns nearby.
2. Slot all **6 Gourmet Food Critic** cards in the tray.
3. Slot the **12 'expansion' Marketing Trainee** cards (page 2) in the tray.

RULES

You can gain a Gourmet Food Critic by Training a Marketing Trainee. When played, during the Launch Campaigns step of Working 9-5, you may place a Gourmet marketing campaign.

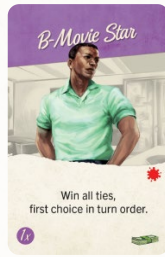
- Place it anywhere beside the map, location does not matter as it impacts all houses **with a garden**.
- It follows the same rules as other marketing campaign: you may place 1-3 item counters of the same type on it.
- The Gourmet Food Critic remains busy while the Gourmet marketing campaign is active.
- Each turn, the Gourmet campaign markets based on its number (*like a normal marketing campaign*); however, 1 demand counter of the indicated type is placed on **all houses that have a garden**. Houses without a garden, including apartments, houses with just a park, and the Rural area, do not get any demand counters.

Movie Stars

BACKGROUND

We feel the Waitresses are not as useful as they were in earlier playtests, so we decided to open up career opportunities. It is said every waitress is a Movie Star temporarily down on opportunities. We felt movie stars would fit well with the order of play mechanisms, with the stars operating on their own time. Now you can Train Waitresses to become Movie Stars, which can choose order of play before any of the other players.

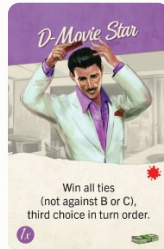
COMPONENTS AND SETUP



B-Movie Star



C-Movie Star



D-Movie Star

1. Based on the player count, include 1-3 total Movie Star cards as follows:
2. In a 2- or 3-player game: slot a **single B-Movie Star**.
 - In a 4-player game: slot **1 B-Movie Star**, and **1 C-Movie Star**.
 - In a 5- or 6-player game: slot **1 B-Movie Star**, **1 C-Movie Star**, and **1 D-Movie Star**.
3. Return all **12 'base-game' Waitress** cards to the box; then slot all **12 '► Movie Star' Waitress** cards in the employee tray.

RULES

Gain a Movie Star by Training a Waitress following the normal rules. If more than 1 Movie Star is included for your player count, you may choose which specific one to Train into (*B, C, or D, as available in the tray*); however, the first player to Train will usually choose the B-Movie Star.

MOVIE STARS FOLLOW THE NORMAL "1X" CARD RULES WITH THE FOLLOWING CHANGE: All Movie Stars B, C, and D are considered a single "1x" card type, meaning a single player cannot have more than 1 Movie Star in total (*regardless of its letter*).

PHASE 2. ORDER OF BUSINESS

If you played a Movie Star in your structure, you may choose your order of play before any other player.

- If multiple Movie Stars were played this round, the player with the played B-Movie Star may choose first; secondly, the player with a played C-Movie Star may choose; then lastly, the player with a played D-Movie Star may choose.

PHASE 4. DINNERTIME

Ties that are decided by the number of Waitresses a player has are now automatically won by a player with a played Movie Star; if multiple Movie Stars are played, the B-Movie Star wins against C/D-Movie Stars, and the C-Movie Star wins against the D-Movie Star (*and the D-Movie Star wins against all other remaining players*).

Reserve Prices

BACKGROUND

We wanted to experiment with other effects on the bank reserve cards, specifically because given the fast expansion seen in many games, the current bank reserve card mechanism sometimes only has a small impact on the duration of the game. Now bank reserve cards chosen at the start of the game no longer impact the number of slots or the money in the bank. Instead, they change the base price of all products.



COMPONENTS AND SETUP



18x Bank Reserve Cards

1. Each player takes the **3 new Bank Reserve** cards (1 each of Base Price \$5, \$10, and \$20) The bank reserve cards from the base game are returned to the game box.

RULES

At the start of the game, determine bank reserve cards using the alternate set.

When the bank breaks for the first time, add \$200 per player to the bank, and the base price for the rest of the game may change as follows:

- First, check if there is one type of bank reserve card that occurs more than any other. If so, take this price as the new base unit price.
- If there is a tie, the tie is broken as follows: \$20 wins over \$10 and \$5; \$5 wins over \$10.
- From now on, use this new base price during Dinnertime.

Hard Choices

BACKGROUND

In many playtest sessions and online games, we see that players follow a similar strategy so that they all get *(the same)* multiple milestones in the first rounds. In the new milestone module, we forced players to choose between three “starting” milestones. It is possible to do the same with the original milestones. The initial set of milestones are only available if you aim for them in round one, forcing players to choose between which ones they get.

COMPONENTS AND SETUP



Milestone Board Set
from Base Game



Milestone Depletion Tokens

1. The hard choices module must be combined with the **standard milestone set** from the base game.
2. Each player places a “Remove after turn 2” token on the following milestones:
 - First burger marketed
 - First pizza marketed
 - First drink marketed
 - First to Train someone
3. Each player places a “Remove after turn 3” token on the following milestone:
 - First to hire 3 people in 1 turn
4. Return any unused “Remove” tokens to the game box.

RULES

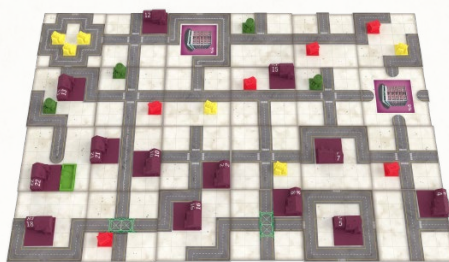
In the cleanup of the second round, if any of the milestones with a “Remove after turn 2” token are still in play, each player places an “X” token on them and discards the “Remove after turn 2” token to the game box. These milestones are no longer available. Do the same after turn 3 for the first to Hire milestone.

6 Players

BACKGROUND

There was demand for a 6-player version of the game. The game does not change except for the initial setup.

COMPONENTS AND SETUP



Map as a 4x6 grid



6-Player Turn Order Tracker



Siap Faji
Turn Order Mini



Siap Faji Milestone Board
and Add-On



Siap Faji Player Menu



3x Siap Faji Restaurants

1. Add the additional player pieces, menu, and restaurant chain to the pool of player components that can be chosen from.
2. Set up the map normally, but create a 4x6 grid instead (*you must use the New Districts module*).
3. Include a number of “1x” cards as if you were playing a 5-player game (*3 of each*).

RULES

There are no rules changes.

Quick Guide

NOODLES, SUSHI, AND KIMCHI COMBINATION PLATTERS

A visual representation of priority order for a house with a garden:

1. All demand is met by an equal number of sushi + 1 kimchi.
2. All demand is met by an exact match of item counters + 1 kimchi.
3. All demand is met by an equal number of noodles + 1 kimchi.
4. All demand is met by an equal number of sushi.
5. All demand is met by an exact match of item counters.
6. All demand is met by an equal number of noodles.

Kimchi can be seen as a 'tie-breaker' of sorts, as you can see that anything with kimchi is sold first, even when comparing sushi and noodles, and regardless of distance/price, unless there are further ties.



A visual representation of priority order for a house with no garden:

1. All demand is met by an exact match of item counters + 1 kimchi.
2. All demand is met by an equal number of noodles + 1 kimchi.
3. All demand is met by an exact match of item counters.
4. All demand is met by an equal number of noodles.



NOODLES, SUSHI, AND KIMCHI COMBINATION PLATTERS

Sushi rules changes are colored like this; noodles are colored like this; and kimchi is colored like this. Anything not colored is just a copy of the normal rules so you can see the complete structure in one place.

PHASE 4. DINNERTIME

If a house has any demand counters, check if there are any open restaurants it can eat at. In order for a house to eat at an open restaurant, it must meet both of these requirements:

- The restaurant must be connected by road to the house (*at any distance*); and
- Only for houses with a garden: The house (*with a garden*) goes to eat at the restaurant with a number of available sushi that exactly matches (*or exceeds*) the number of demand counters on the house (*of any item types, in any combination*).
- If none exist and/or the house has no garden (*or if not playing with sushi*):
 - a. The house goes to eat at the restaurant with a full set of food and drink items in stock that exactly matches (*or exceeds*) the demand counters on the house.
 - b. If an exact match does not exist:
 - » The house goes to eat at the restaurant with a number of available noodles that exactly matches (*or exceeds*) the number of demand counters on the house (*of any item types, in any combination*).

If multiple restaurants meet the same condition, the house goes to the restaurant that additionally has Kimchi (*then break further ties as normal, per 'competition', page 26 of the Food Chain Magnate Special Edition Rulebook*).

Sell coffee per the coffee route rules below (*note that coffee does not impact which restaurant is chosen, and has no impact on the rules above*).

If a house eats noodles/sushi at your restaurant, you must immediately discard (*to the supply*) all demand counters on the house and an exact number of noodles/sushi item counters from your stock. Collect cash for these noodles/sushi as a normal item being sold. In addition, you must discard exactly 1 Kimchi from your stock (*if you have any*). Collect cash for this Kimchi as a normal item being sold.

SELLING COFFEE SUMMARY

Determine the Shortest-Distance Route to the desired restaurant.

The house automatically buys 1 coffee from each restaurant/shop location orthogonally-adjacent to the traced path to the restaurant.

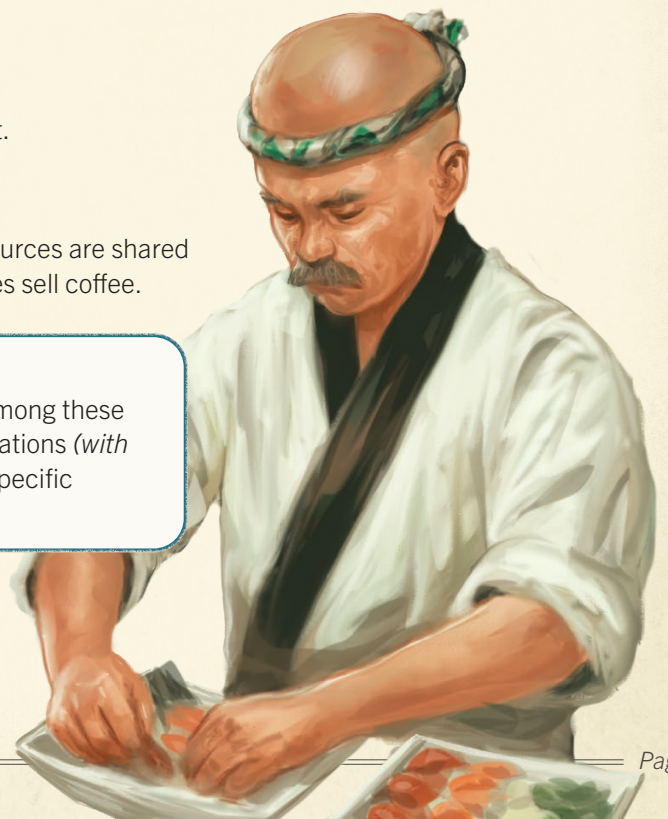
Trace a path as far as possible to buy the most coffee possible (*without increasing the distance*).

If tied, among the tied routes, determine which available-coffee sources are shared between all tied routes, and only these specific coffee shop sources sell coffee.

TIED SHORTEST-DISTANCE ROUTES:

Choose the tied route that can sell the most coffee. If still tied, among these tied routes, determine which specific restaurant/coffee shop locations (*with available coffee*) are shared between all tied routes; only these specific restaurant/shop locations actually sell 1 coffee each.

(See pages 10-14 for the full Coffee rules).



Credits

GAME DESIGN:

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ORIGINAL GAME

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Special thanks to Ragnar Krempel and Bianca van Duijl who playtested the game multiple times a day on many, many Sundays for almost three years. Without them, this game would not exist.



FOOD CHAIN

Magnate
* SPECIAL EDITION *

Expansion Set