



by Owen Strombeck

RULEBOOK



WHAT'S IN THE BOX?

- 36 City Block cards
- 24 Food Truck tiles (6 red, 6 green, 6 blue, 6 violet)
- 6 Billboard tiles (1 of each food type)
- 4 Festival tiles
- 34 Stands
- 75 Pieces of Money
 - 25 - 1 dollar pieces
 - 25 - 5 dollar pieces
 - 25 - 20 dollar pieces
- 52 Action Cards
- 4 Turn Overview cards
- 4 City Fine table cards
- 2 Dice
- 12 total die stickers (1 of each food type and customer type icon)
- This Rulebook!

FIRST TIME SETUP

- Peel and apply the dice stickers to the sides of the blank dice - taking care that you create one die that has the 6 food type icons, and one die with the 6 customer type icons.
- Place the Food Truck, Billboard, and Festival tiles into stands.

FOOD TYPES

BBQ



Ice Cream



Noodles



Pizza



Sushi



Tacos



CUSTOMER TYPES

Hipsters



Seniors



Students



Suits



Tourists



Vegans



OBJECTIVE

You are food truck entrepreneurs - competing to expand your food truck fleets and create the most valuable food truck empire!

You will roll the Food Type and Customer Type dice each turn to find out which type of food is in-demand and which customer types are especially hungry each turn.

You will collect money for selling your food, and use that money to buy more food trucks to expand your offerings and bring your delicious food to more customers throughout the city.

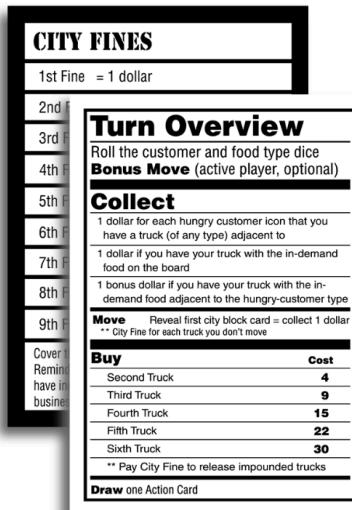
As you drive your trucks around - you will reveal city block tiles and find new customers.

Additionally, you will have the chance to both influence the customers of the city and interfere with your opponents' schemes using Action Cards!

Once the city has been fully explored - the player with the most food trucks (and the most money) is the victor!

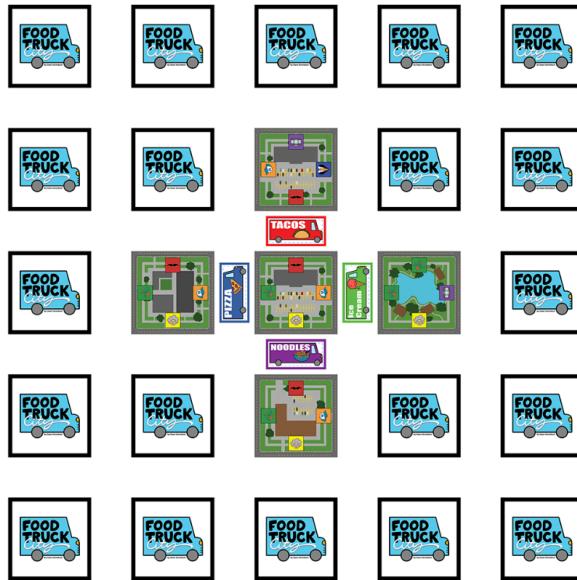
SETUP

1. Give each player 6 Food Truck tiles of one color.
2. Give each player a Turn Overview card and a City Fines card.
 - a. Place your Turn Overview card over your City Fines card so that only the name of the City Fines card is revealed. Move your Turn Overview card down to track how many times you have been fined throughout the game and show the amount you need to pay.

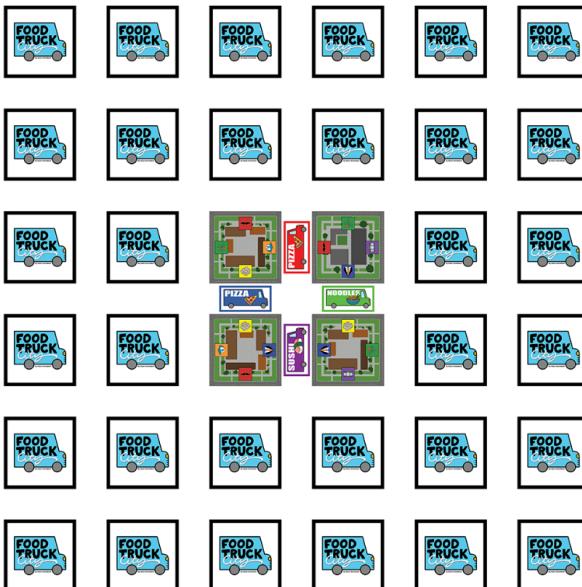


3. Shuffle the Action Cards and set them aside face down.
4. Shuffle the City Block cards and lay them out face down in a grid, leaving about an inch of space between each card (room for the trucks!).
 - a. For a shorter game - create a 5x5 grid with the center 5 cards revealed as shown in the example picture.
 - b. For a longer game - create a 6x6 grid with the center 4 cards revealed as shown in the example picture.
5. Each player places one truck (of their choice) on the street segment closest to them in the city center (as shown in the example pictures).
6. Determine which player goes first.
7. Play continues clockwise.

EXAMPLE 5x5 GRID FOR A SHORTER GAME



EXAMPLE 6x6 GRID FOR A LONGER GAME



TURN OVERVIEW

1. Roll

- a. Bonus Move?

2. Collect

- a. Bonus Bucks?

3. Move

- a. Reveal First City Block = Money
- b. City Fine?

4. Buy New Trucks

- a. Release Impounded Truck?

5. Draw

TURN DETAILS

1. ROLL

Roll the customer and food dice to determine which customer type is the hungry customer and which food type is in-demand this turn.

A. BONUS MOVE

You may choose to spend 1 dollar to move 1 of your trucks 1 street segment after rolling the dice, but before moving on to the Collect step. You may want to do this if you can move a truck into a position that would collect more money via Bonus Bucks during the Collect step.

** Note:

- Only the active player may make a bonus move, and may only make 1 bonus move per turn.
- You may NOT move your truck to a street segment with an unrevealed (face down) side. If there are no open street segments with both sides revealed within 1 distance from your truck's current position - then you cannot make this bonus move.
- You will still need to move this truck again during the normal Move step.

2. COLLECT

All Players:

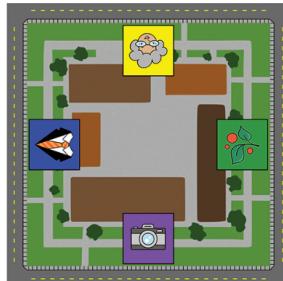
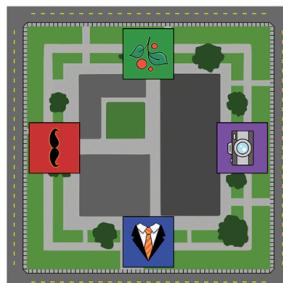
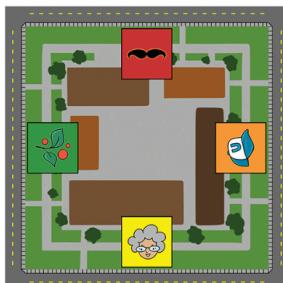
- Collect 1 dollar for each hungry customer icon that you have a truck (of any type) adjacent to.
- Collect 1 dollar if you have your truck with the in-demand food on the board.
- Bonus Bucks! Collect 1 bonus dollar if you have your truck with the in-demand food adjacent to the hungry-customer type. Two if the hungry-customer type is on both sides of your truck!

COLLECT EXAMPLE

The active player rolled Seniors as the hungry customers and Pizza as the in-demand food.

- Blue collects 5:

- 2 for two Seniors icons next to their truck
 - 1 for having their Pizza truck on the board
 - 2 Bonus Bucks for having 2 exact matches (Pizza Truck next to Seniors x2)
- Red collects 1 (for having their Pizza truck on the board)
- Green collects 1 (for having a Seniors icon next to their truck)
- Violet collects 0



3. MOVE

- Move each of your trucks to an adjacent open street segment.
- You can move your trucks to a street segment that has one side unrevealed (face down) to explore and reveal the city.
- You can NOT move your truck multiple segments at a time, or to a street with both sides unrevealed.
- You can NOT move your truck on or through a segment containing another truck.
- If there are no valid moves available to your truck, you must immediately pay a City Fine or that truck will be impounded.
- You may choose to not move your trucks, but you must then immediately pay a City Fine for each.

A. REVEAL NEW CITY BLOCK

When you move a truck to a street segment with a face-down city block card next to it, flip over the city block card. The first time you do this each turn, you may also gain 1 dollar. When flipping city block cards, ensure that the side of the card that was facing your truck remains facing your truck when you flip it over.

** Note - You can NOT move to a street segment that has both sides face-down, meaning you cannot flip over 2 city blocks from the result of one truck's move.

B. CITY FINES

You must immediately pay a City Fine for each truck you did not move during the Move step. The first time the city fines you it costs 1 dollar. Each successive time the fine is increased by 1 - so your fourth fine costs 4 dollars, etc...

Fines must be paid immediately (at the end of the Move step) - if you cannot afford to pay, then the offending truck is impounded (removed from the board and placed in the game-box lid). Impounded trucks can be released during the Buy step on one of your subsequent turns (see Buy step rules for details).

Keep track of how many times you have been fined by using your Turn Overview reminder card to reveal the next row on your City Fine card.

4. Buy

You may buy a new truck of your choice by spending the correct amount of money (see below), then placing it on an open street segment as close to the city center as possible (your choice if there is a tie).

**** Note - You cannot buy a new truck if you have a truck currently impounded - you must pay to release your impounded truck(s) before buying any new trucks (see more below).**

New Truck Costs:

2nd Truck = 4 dollar

3rd Truck = 9 dollar

4th Truck = 15 dollar

5th Truck = 22 dollar

6th Truck = 30 dollar

**** Notes -**

- You may not place a new truck on a street segment that has a face-down city block card next to it - both sides of the street must already be revealed (face-up). If there are no open street segments with both sides revealed - then you cannot buy a new truck this turn.
- You may only purchase 1 new truck per turn.
- You may buy a new truck the same turn as you release an impounded truck if you can afford to do so.

A. RELEASING IMPOUNDED TRUCKS

You can release your trucks from impound during the Buy step on your turn by paying the fine you owe for that truck. Place your released truck following the same rules as placing a new truck (closest open street segment to the city center, you choose between ties).

You cannot purchase a new truck through normal means while you have a truck in impound - you must pay the fine(s) to release your impounded truck(s) first.

If your only truck in play has been impounded - at the beginning of your next turn, return any money that you have to the common area and place one of your other trucks on the board following the same rules as placing a new truck.

S. DRAW

Draw one Action Card. Unless the card says otherwise - you may play actions cards any time. There are a few cards that must be played at specific times as indicated on those cards. There is no limit to how many action cards you can have in your hand.

THE END OF THE GAME

When a player reveals the final city block card, each other player takes one more turn - then the game ends.

The player with the most food trucks in play wins - most money breaks ties.

* Note - impounded trucks do NOT count as “in play”.

FOOD TRUCK CITY CHAMPIONS

CHAMPION

DATE

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Art by Sheri Roloff

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GAMES

by Owen Strombeck