



TURKEY MY MAYONNAISE!

Rules & Card Info

OVERVIEW

Test your sandwich building skills with your family and friends! This game goes WAY beyond PB&J to deliver action, strategy and fun (with or without a side of mayo). So, if you're ready to test your turkey-towering tactics, then let's get started!

OBJECTIVE

Be the first person to bank 50 points by plucking ingredients and grabbing bonuses, all while completing sandwich recipes.

PLAYERS

Great for ages 9 and up. 2-10 players may play this game together, although 4-6 is recommended. For larger groups, there is a team-play option that is very fun for 6, 8, or 10 players—see team play below.

SETUP

Setting up the game is simple! Gather around a table and choose 1 person to deal and 1 person to keep score. Deal 7 cards to each player. Place the remainder of the deck face down in the center of the table. The player to the left of the dealer begins the game.

TEAM PLAY

The game setup is the same except the dealer will deal 5 cards to each player instead of 7. Every team should consist of 2 people, so that the group is divided equally. Arrange teammates so that they sit across from each other.

The first team to bank 100 points wins.

BASICS

To start your turn, you will draw 1 card and, depending on your play, lay a card down or discard next to the draw pile at the center of the table.

Throughout the game, you will collect and build recipes to complete sandwiches for points. When you complete a recipe, announce that you'd like to bank the sandwich. The score-keeper will tally your points and add them to your total.

All banked recipes and any other used cards go in the discard pile.

"BANKING" POINTS

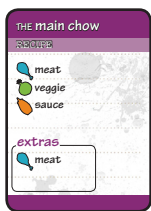
Banking means collecting the points from a recipe that you have completed. To find a recipe's total point value, add the values in the top right corner of each card together, subtracting penalties.

See the "Double Ingredient" section for how to score double ingredients.

The following describes each card you will come across during the game:

RECIPE CARDS

These are the cards you will need to start building your recipes. There are 26 different recipe cards floating around, and some are more difficult to build than others. Each recipe



card will have color-coded icons on them to let you know which ingredients you need.

The 4 ingredient categories are:



At the start of the game, the first thing you'll want to do is play a recipe card. You may lay down 1 recipe card at a time, but may not have more than 3 recipe cards out once (same rule applies for team play as well). The top portion of the recipe card is the ingredients that must be fulfilled in order to complete the recipe. Place ingredients in a descending pile over your recipe card as you play.

RECIPE "EXTRAS"

The bottom "extras" portion is optional to gain extra points on your recipe, although not required to complete.

INGREDIENT CARDS

Each ingredient category has 8 varieties to choose from, ranging from 2 to 10 points. These point values are noted on the top right hand corner of the card. The higher the value the more competitive your sandwich gets! Each category is color-coded with the ingredient icon so they're easy to spot.



"DOUBLE INGREDIENT"

Double cards are a unique and strategic part of the game. There are 3 double cards for each ingredient category and their point values are noted by pink stars in the top right hand corner. These may be used to fulfill a single ingredient on your recipe card for the face value, but if the recipe has two of the same ingredient category on it, you may use this card to fulfill both AND double the points on the card.

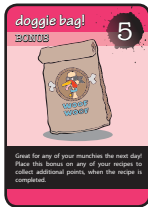


"WILD CARD"

The "Tofu" card is an ingredient wild card and can be used in place of any ingredient on your recipe. You do not need to announce which ingredient this card is replacing until the recipe is completed.

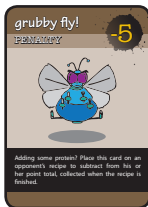
BONUS CARDS

You'll see these cards pop out by their bright pink color. Represented as 5 or 10 point values, these cards can be used on any of your recipes to build their point total, but do not count towards any ingredient. There are no limits to how many bonuses can be played on a recipe.



PENALTY CARDS

Think opposite with these cards. Represented as 5 or 10 point values, these cards can be used to deduct points from your opponents' recipes.



However, be aware that some cards may block penalty cards from being played.

STEAL & SPOIL CARDS

Similar to penalty cards, use these against your opponent to block them from filling out their recipes.



Steal cards are great opportunities to take a much-needed ingredient for your own recipe, while spoil cards force your opponent to discard an ingredient. Each spoil card is specific to a single type of ingredient except for the "Fridge on the Fritz" card, which may spoil any type of ingredient. However, be aware that some cards may



block steal or spoil cards from being played.

SPECIAL CARDS

These cards will come to your advantage when you need them most! Each card is unique and specifies what its powers are below:

"FLY SWATTER" & "SEND IT BACK"

Use these cards to block any penalty card against your recipes. These may be used when an opponent plays a card on your recipe to penalize, steal or spoil an ingredient.



The "Send It Back" card not only blocks a penalty, but also sends it back to its owner as though you had played it against them!



NOTE: These may not be used on the "Turkey My Mayonnaise" or "Health Inspector" cards.

"DUMPSTER DIVE" & "SHOPPING SPREE"

Use these cards when you want more options on your draw!



The "Dumpster Dive" card allows you to draw 5 cards from the discard pile. Lay them all out face up in front of you. Choose one and play it immediately. Discard the rest.



The "Shopping Spree" card allows you to draw 3 cards from the deck. Lay them all out face up in front of you. Choose one and play it immediately. Discard the rest.

"HEALTH INSPECTOR"

If you draw this card, you have a secret weapon! Use this card when your opponent is about to bank a completed recipe. This forces them to lose a turn for an entire round and allow others to break up the recipe with steal, spoil or penalty cards.



"TURKEY MY MAYONNAISE"

This is the most valuable card in the entire deck! Use this card to steal any card of your choosing from an opponent (or recipe with no ingredients played), or move a bonus or ingredient from one of your recipes to another. It cannot be blocked by the "Send It Back" or "Fly Swatter" cards.



NOTE: When using a "Dumpster Dive" or "Shopping Spree" card and a "Fly Swatter," "Send It Back" or "Health Inspector" card is chosen, place it in your hand and immediately discard a card of your choosing, completing your turn.

OTHER OPTIONS

NOTE: If your recipes need a "refresh." As an option, you may discard a recipe that is in play to the discard pile on your turn, without counting as your turn. With this move, you must also discard all ingredients/penalties/bonuses already played on the recipe.

NOTE: If your hand needs a "refresh." As an option at the beginning of your turn, instead of drawing a card, you may discard 3 of the cards in your hand. Once you have discarded, you must wait until your next turn to draw. At your next turn, you may draw 4 cards and proceed with your turn as usual.

NOTE: If you have an ingredient in your hand that has a better score than one you have already played on a recipe, you have the option to discard the played ingredient and replace it with the new one.

Visit www.turkeymy mayo.com for more tips or to submit your own rules! Have fun playing!