

CONTENT

- 8 Identity cards - 8 conveyor belt cards 1 Meat Machine card - 38 action cards - 3 reference cards - 8 sausages with a standee - 6 tokens (Banana, Electrical failure, Jam)

-1 starting player token (Miss Ketchup)

Total chaos in the Wurst Factory! A batch of bad sausages has been produced and on top of that, they are alive! The only solution is throwing them back on the conveyor belt and let them face... the Meat Machine. This way they can be processed again to become tasty sausages fit for human consumption.

WHAT WILL YOU FIND INSIDE THE BOX?



Sausages With A Standee Starting Player Token Jam Tokens

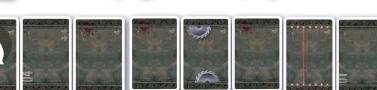
(Miss Ketchup)

CAN YOU EXPLAIN THE CARDS? Of course we can. On the cards you can see a drawing that is just there to make the card look nice,

but on the bottom of the card you also find action icon(s). You'll find a list of all the action icons in the table below:











HOW TO PLAY THE GAME?

The game is played in rounds. The starting player begins the round and then play proceeds clockwise. In every round all players will take one turn.

A TURN: · Play one of the cards in your hand.

Complete the action(s) and put it on the **discard pile**. When you play a card with Major Mustard on it you MUST carry out the entire action.

When you play a card with **Mister Ketchup**, you have to carry out as many actions as possible.

When you play a card with Lady Mayonnaise on it you MAY carry out the action described. You can also play a Lady Mayonnaise card and decide not to carry out the action.

You can find an overview of all the actions at the beginning of these rules.

Draw one card from the draw deck.

Remark: You start the game with 3 cards but during the game it is possible to have more cards in your hand (for example when you steal a card from another player), but it is also possible you have less cards (for example when a card has been stolen from your hand).

Alternative turn: Instead of playing a card and drawing a card, you can also decide not to play a card. If you do this you MUST discard all the cards in your hand and draw 3 new cards from the draw deck.

When your turn is over, the player to the left takes the next turn. This will continue until all players have taken a turn.

happen:

Meat Machine. and out of the game.

still running for victory.

form a new draw pile.

during the turn of a player.

Dummy Wurst!

Case Scenario.

new game!



-Put the **Meat Machine** on the table and put **8 convevor belt** cards in one row in front of it. (First time only: attach the standees to the sausages) Then put the **sausages** on the first conveyor belt card (they start at the opposite side of the Meat Machine).

What is the aim of the game?

How to set up the game?

Find the 8 identity cards and shuffle them. Give all players two identity cards when you play with 2, 3 or 4 players. Give all players only one identity card when playing with 5 or 6 players.

You can look at the identity card(s) you receive, but don't show them to the other players! This is your little secret. Put the left over cards in the box without looking at them.

The aim of the game is to help your sausage(s) survive the

treacherous convevor belt, avoid dving in the Meat Machine, and

to remain standing after all other sausages have been eliminated.

Shuffle all **action cards** and deal **3 cards** to each player. These cards also remain hidden for your opponents. Put the other cards face down in one pile. This is the **draw pile**. Leave room next to it to form a face up **discard pile**.

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Give the starting player token to the player that was last Miss Ketchup.

If nobody has been **Miss Ketchup** in the past give it to the player who last has eaten a hotdog.

You are ready to start!





When all players have taken a turn, the round ends and 2 things

· Move all sausages one step/card in the direction of the

When a sausage is already on the final conveyor belt card, it is placed on the Meat Machine. The sausage is now processed

Put it back in the game box. If this happens to be the (last) sausage on your identity card, don't let anyone know! You keep on playing and can still manipulate the game to try to end the game with the Wurst Case Scenario (we'll explain this to you later).

Keep in mind: with 2 to 4 players, each player has two secret identities. As long as one of your two sausages is alive, you are

· Pass the starting player token to the player on your left. He will start the next round.

Keep on taking turns until the game end condition is triggered. If the draw pile is empty, just shuffle the discard pile and

WHEN DOES THE GAME END CONDITION TRIGGER?

There are 2 different outcomes for the game. When one of these occur the game is immediately over even when this happens

• There is only **one sausage left** on the conveyor belt. This is the last sausage standing and he is the winner of the game. If this sausage is depicted on your identity card YOU WIN! When this sausage is depicted on a card that was returned to the box, this is the Total Failure Scenario, because you all have lost from a

• All sausages fell in the Meat Machine (this can only happen at the end of a turn when all sausages are standing on the final conveyor belt card). In this case there are no winners! This is what we call the Wurst Case Scenario.

So keep in mind: When your sausage falls into the Meat Machine during the game, you can still try to achieve this Wurst

If you really want to declare a winner, then you'll have to play a

AM I READY TO START?

Yes, but make sure you don't make any mistakes when playing the game.

A few reminders:

 You always draw 3 cards when you take the alternative action, no matter how many cards you discarded.

• When playing a **move card** you don't have to move the sausage(s) depicted on the move card. You can move any sausage.

• Don't forget to pass on the starting player token at the end of a round. Every round starts with a new starting player!

• When you have a card "move 2 sausages" and there are only 2 sausauges remaining and they are both on the final conveyor belt before the **Meat Machine** you can't make them jump into the Meat Machine at the same time to achieve the Wurst Case Scenario. You decide who jumps first and the second one is the Last Wurst Standing. Also when you play the card where all sausages move one space into the direction of the **Meat Machine** the player who played the card decides who moves first.

• When somebody plays for example a "move 3 sausages" card and you are fine with the first move, but you see the second move is something you don't want and play a **donut card** to prevent the move, the second move is cancelled and the active player can't move his third sausage. The first move isn't cancelled because you decided to play the **Donut** when the second move was initiated.

• A sausage can never step off the **conveyor belt** on the side where there is no Meat Machine





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Illustrations and graphic editing: Ally Steven Severi Project realization: Tom Delmé, Mathias Gezel Final editing: Mathias Gezel, Claudia Vercammen All right reseved

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