



WORST CASE SCENARIO

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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?



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:

	Select 2 sausages and move them both one space away from each other. If the sausages are standing on the same card, you can choose one sausage that moves in the direction of the Meat Machine and a sausage that moves in the other direction.
	Move one sausage of your choice. Move it one card in the direction of the Meat Machine or one card away from it. When the sausage starts its turn on the final card in front of the Meat Machine , it can jump into the Meat Machine .
	Move as many different sausages as there are action icons on the card. For each move the same rules apply as with the action where you can move 1 sausage. You must move the sausages 1 one at a time.
	Move all sausages one card into the direction of the Meat Machine . You must move the sausages one at a time.
	Choose another player. He must give you a card from his hand of his choice. As a result, you have an additional hand card.
	Pick a card from the draw pile . You can still take the card you always take at the end of your turn. As a result you have an additional hand card.
	You can take the top card of the discard pile . You can still take the card you always take at the end of your turn. As a result, you have an additional hand card.
	Select 2 sausages on adjacent conveyor belt cards and swap them.
	Select 2 sausages that are not on adjacent (or the same) conveyor belt card(s). Move each sausage one space into the direction of the other sausage.
	Select one conveyor belt card with no sausages on it. Remove it and put it in the game box. Move the other conveyor belt cards closer so the gap is closed.
	Add this card (either place) to the conveyor belt . Move the other conveyor belt cards so they all form one row again. This is the only card you don't put on the discard pile when it is played!
	This is the only card you can play when it is not your turn. When somebody plays a card and you want to stop him, just play the donut and that player must discard his card without using the action . When you use a donut on a move x sausages card after the player already moved one or more sausages only the last move is cancelled and the player also can't make any more additional movements.
	When you play this card put the jam token on a conveyor belt card . When all sausages move one space into the direction of the Meat Machine at the end of the round, the sausages that are on the card with the jam token don't move . Remove the jam token at the end of the round if the conveyor belt has moved.
	When you play this card put the banana token on a conveyor belt card. When a sausage moves onto the conveyor belt card with the banana token he immediately moves onto the next card (so he moves 2 spaces in one turn). If the Banana is still on the conveyor belt at the end of the round, it moves one space in the direction of the Meat Machine . Or might fall into the Meat Machine and is put back to the side. Once a sausage moved over the banana, discard the token.
	Electrical failure! When you play this card put the electrical failure token on the Meat Machine . At the end of the round the sausages don't move and you remove the token from the Meat Machine .



WHAT IS THE AIM OF THE GAME?

The aim of the game is to help your sausage(s) survive the treacherous conveyor belt, avoid dying in the Meat Machine, and to remain standing after all other sausages have been eliminated.

HOW TO SET UP THE GAME?

-Put the **Meat Machine** on the table and put **8 conveyor 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).

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.

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**.

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!



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.

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

- **Move all sausages one step/card in the direction of the Meat Machine.**

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

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 **Worst 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 still running for victory.

- **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 form a new draw pile.

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 during the turn of a player.

- 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 Dummy Wurst!

- 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 **Worst Case Scenario**.

So keep in mind: When your sausage falls into the **Meat Machine** during the game, you can still try to achieve this **Worst Case Scenario**.

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



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 sausages 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 **Worst 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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