

Out Of The Frying Pan

Welcome to an epicurean adventure of gastronomical proportions! It's time to leap from your economically restricting frying pan straight into the incendiary excitement of investing in your own restaurant. But beware! The culinary industry poses high risks and vicious competition. In fact, no food vendor has ever turned a profit, since the invention of the restaurant over 4,000 years ago, except for those vendors who moonlight as arsonists. That's right, your only hope is to collect the insurance money on your establishment. However, burning down your own restaurant is a sure fire way to get yourself put on ice by the fuzz. You'll have to rely on silent partners and the kindness of strangers to light up your livelihood.

Winning

Out of the Frying Pan is a game of scraping by. Turning a profit can be hard, but your goal is to have more money than any other player at the end of five fiery rounds. Invest wisely and burn strategically. The player with the most cash on hand at the end wins.

Components

35	Restaurant Cards
1	First Player Card
42	Investment Markers (7 in each of 6 colors)
50	\$1,000 Bills
25	\$5,000 Bills

Players: 4 to 6
Duration: 20-40 minutes
Ages: 12 and up

Set Up

- 1) Each player receives \$10,000. The rest of the money is left in the bank for collecting insurance and making change.
- 2) Each player receives 7 investment markers of one color. (For example, Bob takes all 7 green investment markers.) If there are fewer than 6 players, any remaining investment markers can be left in the box.
- 3) Decide who the first player will be and give them the first player card. The first player card is placed face

up in front of the first player.

- 4) Make sure the deck has the correct restaurant cards in it. If there are 4 players, remove all the cards that have a 5 or a 6 in the upper right hand corner. If there are 5 players, remove all the cards that have a 6 in the upper right hand corner. If there are 6 players, use all 35 cards. Put any extra cards back in the box, and shuffle the remaining restaurant cards.

Players	Remove cards with no number?	Remove cards with a 5?	Remove cards with a 6?	Total cards in deck
4	no	yes	yes	25
5	no	no	yes	30
6	no	no	no	35

Rounds

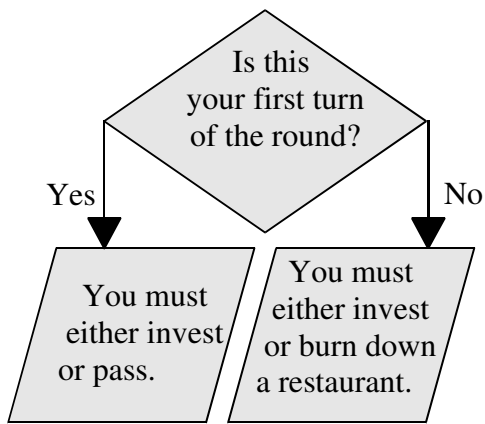
There are 5 rounds in Out Of The Frying Pan. Each round has the following parts:

- 1) Deal out new restaurants
- 2) Each player must immediately invest in their own restaurant
- 3) Players take turns, starting with the first player, and ending when every player has burnt down a restaurant
- 4) Burnt restaurants pay out
- 5) Any restaurants that were not burnt are moved to the middle of the table
- 6) The first player card moves to the left

1) Deal one restaurant face up in the middle of the table, and one restaurant face up in front of each player.

2) Each player must invest in the restaurant in front of them. Look for the word 'Investment' on the restaurant card in front of you, and pay the listed price to the bank. Then put one of your investment markers on the circle with a '1' near the bottom of the card. If you don't have enough money to invest, skip this part of the round. *For example, Bob is dealt a restaurant with 'Investment: 3K' on it, so he pays \$3,000 to the bank and puts his green investment marker on the '1' investment spot.*

3) On your first turn each round, you must either invest or pass. On any turn after your first, you must either invest or burn down a restaurant. After you invest, pass, or burn, your turn is over and play continues to the left.



Pass - Your turn ends.

Invest - You may invest in a restaurant if: (a) you have not already invested in it, (b) you have enough money to pay its 'Investment' price, (c) there is an empty investment spot on it, and (d) the restaurant has not been burnt down. To invest, pay the 'Investment' price to the bank, and place one of your investment markers on the next empty investment spot. *For example, the 'Investment' price is 2K, so Bob pays \$2,000 to the bank, and puts his green investment marker on the '3' investment spot, because Alice and Carol have already put their investment markers on '1' and '2'.*

Burn - You may burn down a restaurant if: (a) it is not the restaurant that was dealt in front of you this round, and (b) it has not already been burnt down. To burn a restaurant, place one of your investment markers on the restaurant's picture at the top of the restaurant card. Burning down a restaurant removes you from the rest of the round, and your turns will be skipped until every other player has also burnt down a restaurant.

4) After every player has burnt down a restaurant, burnt restaurants pay out their insurance money. It doesn't matter what order the restaurants pay out, so resolve them in any order you like. After each burnt restaurant pays out, return the investment markers to the appropriate players, and discard the burnt restaurant card. There are a couple important things to keep in mind when a restaurant pays out: (a) minimum investment, and (b) type of payout; Split or Lotto.

Minimum Investment - Some restaurants have one or more red investment spots. Red investment spots have exclamation marks (!) instead of dollar signs (\$). A restaurant must have at least one green investment spot filled to pay out at all. If a restaurant is burnt down, and only red investment spots are filled, then the restaurant pays out nothing. Beware!

Type of Payout - Under the word 'Investment' on each restaurant card, you will see either 'Split' or 'Lotto'.

To pay out a **Split**, take the listed amount of money, and deal it out \$1,000 at a time, starting with the last player to invest, then wrapping around to the first player to invest, and continuing around until all the money has been paid out. *For example: Alice invested in the '1' spot. Carol invested in the '2' spot. Bob invested in the '3' spot. And the payout is 'Split: 5K'. Bob takes \$5,000 from the bank, and deals \$1,000 to himself (the last player to invest), then \$1,000 to Alice (the first player to invest), then \$1,000 to Carol (continuing around), then \$1,000 to himself (continuing around), and finally \$1,000 to Alice (wrapping around again).*

To pay out a **Lotto** that has **one payout** (for example, 'Lotto: 1K' as opposed to 'Lotto: 1K + 2K'), take the listed amount of money, randomly choose one of the investors, and give the chosen investor all the money. To choose an investor, take the investment markers from the restaurant (except for the one that shows that the restaurant has been burnt down), mix them up in your hand, or a cup, etc., and have another player choose one of the markers without looking.

To pay out a **Lotto** that has **more than one payout** (for example, 'Lotto: 1K + 1K + 1K'), randomly choose an investment marker for each payout. Be sure to put all the investment markers back in the mix after each payout, so every investor has a chance to win each payout.

If this is the 5th round, the game ends now. Each player counts up their money, and whichever player (or players) has the most money wins. Note that money invested in restaurants does not count. Only cash on hand matters now.

5) Any restaurant that was not burnt, and is in front of a player, is moved to the middle of the table. Any player may burn down this restaurant on a future round.

6) The first player gives the first player card to the player on their left, and the next round starts.