

TACO



TUESDAY

TACO TRUCK RIVALS

A GAME BY STAGMO

GAME SETUP AND RULES

WELCOME TO TACO TUESDAY!

Compete against your rivals to run the best Taco Truck on Taco Street. Visit vendors to collect ingredients, plan your menu, and complete recipes to attract customers. Don't forget to utilize marketing and skill cards to get the upper hand!

Taco Tuesday is a family-weight game where rounds are made of two phases. In the first, players secretly select a vendor to visit and a blind bid to determine who arrives first to select ingredients. In the second phase, players take turns performing actions to help them complete recipes and build their customer base.

Once a player has enough customers, players will finish the round and add up their scores. The player with the most customers wins!

COMPONENTS

Each game contains the following:



106
Ingredient
Cards



39
Recipe
Cards



40
Taco Truck
Cards



18
Basic
Taco Cards



8
Double-Sided
Vendors



48
6 Each of
8 Vendor
Cards



40
Taco Coins



6
Player Tokens



30
Customer
Meeples



1
Player Board

GAME SETUP

1 ARRIVAL TIME TRACK

Have each player choose a player token. Place them on the arrival time track in order of how recently each player has eaten a taco.

2 POPULAR RECIPES

Shuffle the green Taco Recipe deck and reveal the top 5 cards to fill the popular recipe track.

3 BASIC TACOS

Place all basic taco cards on their designated location.

4 TACO TRUCK CARDS

Shuffle the purple Taco Truck deck and reveal the top 3 cards (1-4 players) or 4 cards (5-6 players) on other Taco truck track.

5 VENDORS

Select 3 vendors to use, placing them in their designated spots with the star side up.

6 VENDOR INGREDIENTS

Shuffle the red ingredient card deck and deal 3 ingredients to each vendor, placing the rest of the deck in its designated location.

7 STARTING HAND

Deal each player 3 Ingredients, one Recipe, and 3 coins. Each player also takes a vendor card for each vendor being used this game.

3 Taco Coins



3 Ingredient Cards



1 Recipe Card



1 of Each Vendor Card (1-4 Player Game Shown)



ABOUT THE CARDS

RECIPES AND INGREDIENTS

Your goal is to attract the most customers. One way to do this is by collecting ingredients and building recipes. Build recipes by collecting the required ingredients and performing the “Build a Recipe” action.

Each recipe will award you coins and customers. See the example card below.

RECIPE CARDS

Recipe Name → GUACO TACO

Required Ingredient Cards → [Vegetable] [Topping]

Customers awarded for building recipe → 3

Coins Awarded for Completing → 5

Any Protein Card → [Protein Icon]

Any Vegetable or Topping Card* → [Vegetable] [Topping]

Guacamole Card → GUACAMOLE 4

Card Frequency (total quantity in deck) → 4

*You may only turn in one card, it can be either a vegetable, or a topping.

INGREDIENT CARDS

Ingredient Name → SOUR CREAM

Bonus Customer Awarded When Used in a Recipe → 1

Card Frequency (total quantity in deck) (3-6) → 4

Category: Protein, Vegetable, or Topping (Subcategory) → TOPPING (DAIRY)

Number of recipes naming this card specifically → 2

TACO TRUCK CARDS

The other way to attract customers is by working on your skills and marketing. These cards will help you do this. Taco Truck cards go in your hand and can be played in front of you to gain an advantage in the game. Cards may be played on your turn, or at the end of the game unless otherwise specified. There are two types of cards, as shown below:

SKILL CARDS

Gain bonus customer(s) for each shown card used in a recipe at the end of the game. Does not count until the end game scoring. → [Phones] [Lime]

Gain the items shown here from their respective decks/supply when this card is played face up in front of you. → [Customer Icon]

MARKETING CARDS

Action → Performed when the card is played in front of the player. May be played any time it's not an opponent's turn.

Bonus Customers → Top shows how many DIFFERENT marketing cards collected. Bottom is total customers rewarded for the set. Duplicates start a new set.

1	2	3	4	5	6	7	8
★ 3	3	8	10	15	21	28	38

PLAYER TURNS

Each round is made of two stages: Visit Vendors, and Truck Planning. See the description of each below.

1. VISIT VENDORS

Players put vendor cards and coin counter into their hand. Double click the coin counter to adjust your blind bid. Place the coin counter and vendor selection into your bag. When all players are ready, bids and vendor selections are revealed simultaneously by removing cards and counters from the bags.



The arrival time track is now adjusted based on player bids. Any player who bid higher than other players moves in front of them. All ties keep current order and move together accordingly.

If you are the only player at a vendor, you get all the ingredients. Otherwise, players choose 1 ingredient at a time in arrival time order until there are not enough for each player to get another (remaining ingredients stay there for the next round).*

*Not enough for everyone to take 1? Players take turns as stated above until the vendor runs out, then players must visit another vendor in arrival order.

2. TRUCK PLANNING

After vendor ingredients have been distributed, players take turns in arrival order.

On your turn, choose **3 actions** to perform. You may do any combination of the available actions, including the same action multiple times.

Draw 3 Keep 1 (Recipe or Ingredient)

Draw 3 ingredients or 3 recipes from the deck. Choose one to keep in your hand and discard the others.



Buy a Truck Card

Purchase a Taco Truck Card from those available on the track. Pay the number of coins shown above the card you want. The top card from the deck costs 1 coin and in a 5-6 player game, the 4th card is free. These cards go into your hand and can be played between turns, anytime during your turn, or at the end of the game. Taco Truck Cards are always replenished immediately.



Take 3 Coins

Take 3 coins from the supply.



Build a Recipe

Players may use an action to complete a basic taco or popular recipe found either on the board or in their hand.

To build a recipe, show that you have the required ingredients, then place the recipe card on top of the required ingredient cards. They remain in front of you for the remainder of the game. Popular Recipe cards are always replenished immediately.



You may substitute any number of named or unnamed ingredients with a different ingredient of your choice for 4 coins per ingredient!

The customers shown on the bottom of the card now count towards your total customers (do not take any from the supply). If you use any premium ingredients, or if you build a popular recipe with bonus customers above it, take the bonus customers as shown from the supply. These count towards your total customers.

Take the number of coins shown at top of the card.



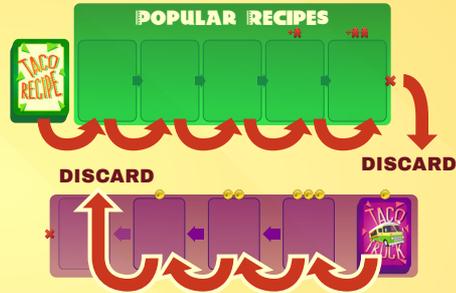
3. SET UP NEXT ROUND

After each player has taken their turn, check each player's customer total (recipe cards and meeples only). If anyone is over the end-game limit (see bottom of this page), move on to end of game scoring. Otherwise set up the next round:



1. Move players up the arrival time track, with the player in first place moving to the back.

2. Shift all Popular Recipe and Taco Truck cards over 1 space. Each round one card will get discarded from each track and a new one drawn.



3. Restock all vendors: If 0-2 ingredients remain, add 3, otherwise add 1.



END OF GAME

If one of the following occurs, finish the round then move on to scoring:

- Any player has more visible customers (from recipe cards and customer meeples only) than shown in this chart based on the number of players in the game:

Players	1	2	3	4	5	6
	30	30	27	24	24	21

- Any of the decks are out of cards.

SCORING

- Add up the total number of customers from recipe cards and extra customers gained from building popular recipes.
- Coins are traded in for customers at 5 coins per customer to add to your total.
- Bonus customers are awarded for ingredients used that correspond with Skill Cards (purple Taco Truck card).
- Bonus customers are awarded for Marketing Cards (pink Taco Truck Cards). Count how many differently named marketing cards each player has then award customers based on the chart at the bottom of the cards. Any duplicates start a second set (starting back at 1 point).

The player with the most customers wins.

In the case of a tie, the player with the most left over taco coins wins. In the case of a further tie, the player with the most completed recipes wins.

RULE CLARIFICATIONS

What if a deck runs out?

As soon as the deck is exhausted, finish the round, then the game ends. If there are not enough cards to set up for the next round, the game ends immediately.

What if coins or customer meeples run out?

If coins run out, players may purchase customers for 5 coins (this may be done at anytime during the game). If customers run out, finish the round, then end the game.

What if there are not enough ingredients to restock?

If there are not enough cards to set up the next round, the game ends immediately.

What order do players take ingredients if your forced to go to a vendor you didn't select (via note on p. 9)?

Any player forced to another vendor must wait for all players who selected the vendor to choose before they choose any. They will only get 1 ingredient.

ALTERNATE RULES

When you are ready to mix things up a bit, try this:

Varied Vendors

Vendor cards are flipped to the non-star side. Each vendor has either a reaction to certain situations or an alternate restocking schedule (see examples).

Reaction



SOLO RULES (LEVEL 1)

Ready to challenge yourself with some solo play? Check out these solo rules and see how far you can push yourself to become the ultimate Taco Truck Entrepreneur! Make sure you read through the rulebook so you know how the game is played before you read the solo rules. The solo game is played mostly the same, but with a few key changes.

Game Setup

Set up the game just as you would for a 2-4 player game. You will be playing against the Taco Truck Challenger for this game. The Challenger plays a little differently than we do, so you'll need to learn how they work.

Starting Hands

Deal yourself a normal starting hand except for the recipe card. You will not be needing recipe cards in your hand for this game (though you will still be able to acquire them as usual). The Challenger does not use any ingredients, recipes, or coins. Do not deal the challenger any cards or coins.

Visiting Vendors

When you visit the vendors, you will be selecting a vendor and any bid for arriving first as usual. To choose the Challenger's vendor, shuffle their vendor cards and deal one out. For the Challenger's bid, flip over the top card from the recipe deck. You will subtract 2 coins from the coins awarded for completing that recipe. This will be the Challenger's bid (anything less than 0 is considered 0).

The exception to this rule is: if the recipe awards 5 coins, the Challenger wins the bid no matter what. If the Challenger wins, move their token to the front of the track and your own to the 2nd position.

Choosing Ingredients

When selecting ingredients, if Challenger goes to another vendor than you, discard all ingredients at that vendor. You would then get all the ingredients at your vendor. If you go to the same vendor, pick your ingredients as usual, but for the Challenger's turn, shuffle the ingredients and discard one for Challenger's turn(s). You select the ones you want during your turn(s).

Truck Planning

On the Challenger's turn, they will always gain the cheapest Taco Truck card and build the last popular recipe (and gain the 2 bonus customers for doing so). The challenger never uses any ingredients or coins and will always gain these cards each round on their turn.

For your own turn, play as explained in the main rules. Your turn is no different from a normal game.

End Game & Scoring

As shown in the main rules, as soon as you or Challenger has 30 or more customers (not including bonuses), the round will finish and you will score both players. If any of the decks run out, finish the round and end the game. Challenger's bonus points are scored a little differently considering how recipes are built and Taco Truck cards are acquired.

Challenger gains 1 customer per Purple Skill Card (regardless of which card it is). They also get an additional bonus (1 or 2 customers based on the card) for each recipe that names an ingredient they have the Skill Card for.

For Challenger's Pink Marketing Cards, they automatically get any bonuses shown where the action of the card gains customers (Special Event, Paid Advertisement, and Newsletter). These are awarded at the end of the game, not when they are acquired.

Add up your own points as normal. If you beat Challenger, you win the game.

Additional Challenges

Level 2

Play against 2 Challengers. One plays as explained above, the other will always buy the 2nd to last Recipe and Taco Truck card.

Level 3

Play with 1 Challenger that earns the last 2 recipe cards for +1 and +2 bonus customers respectively.

Level 4

Play with 2 challengers (like level 2) but with only 2 vendors.

Level 5

Play with 1 challenger (like level 3) but with only 2 vendors.

Level 6

Play level 5 but each player receives only 1 ingredient from the vendors each round even if they are alone there.

Level 7

Play through all 6 levels in order, keeping track of accumulative scores. When you play against two opponents, use the higher score. Highest total at the end wins!



**1-6
Players**



Age 12+



**20-70
minutes**

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