

Lunch RUSH



A Sandwichy Game for 2-7 Players



The Zombies at Friedey's Restaurant have a funny way of making sandwiches. They throw all the ingredients into a big bowl, and when a sandwich forms, they grab it.

Lunch Rush was inspired by the **Lord of the Fries** deck. But of course you can play it with any Pairs deck.

Players: 2 to 7

You Need: A Pairs deck and a way to keep score

*Note: This game can be played cutthroat (with everyone playing alone). But with more than three players, we prefer playing in teams. See **Team Play with Odd Numbers** below.*

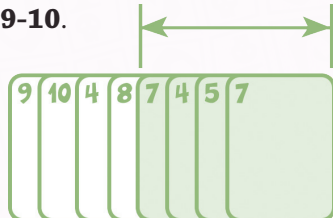
Definintions: A sandwich is a sequence of cards in which one or more *smaller cards* appear between two matching *larger cards*.

The smaller cards in the middle are called the “meat” of the sandwich, and the large cards at both ends are the “bread.”

For example, **9-8-3-9** is a “nine sandwich,” made from two 9’s surrounding an 8 and 3.

However, **9-8-10-9** is **not** a nine sandwich, because the 10 is not smaller than the 9’s. Playing another 10 into this sequence would create a ten sandwich: **9-8-10-9-10**.

Here is an example of a seven sandwich. If you play the last 7, you pick up these four cards and score them. (See below.)



Note: Two matching cards in a row is **not** a sandwich, because there must be at least some meat between the bread.

Game Structure: *Lunch Rush* is played in several rounds. In each round, players will take turns playing cards into the center row, and trying to complete sandwiches.

To Begin Each Round: Shuffle the deck and deal a hand of cards to each player. The number of cards, and the total number of rounds in the game, depends on the number of players:

Players:	2	3	4	5	6	7
Cards:	10	9	8	7	7	7
Rounds:	6	6	4	5	6	7

Sequence of Play: Starting on the dealer's left, each player in turn plays one card from their hand into the sequence in the middle of the table. If you complete a sandwich, you pick up those cards and score them.

Scoring: "Bread," the large cards that bracket the sandwich, is worth just one point per card. The "meat," the smaller cards inside the sandwich, are worth their face value.

For example, a **7-4-7** would be worth 6 points: 4 points for the meat, and 2 for the bread.

Keep your collected cards aside, turning the bread cards face down (to show that they are 1 point each), and the meat cards face up. This will make everyone's score easy to count.

Scoring: The round is over when all players' hands are empty. Record your scores for the round, and pass the deal to the left. After a number of rounds listed above, the high total score wins.

Team Play with Odd Numbers

With five or seven players, you can use a process of *rotating teams*. The dealer plays alone, and the other players divide into two teams. With five players, the teams are **A-B-A-B-D**, where D is the dealer. With seven, they are **A-B-A-B-A-B-D**. In a full game, each player deals once.

Because these teams are temporary, each player has a separate score. Both of the players on a team score all of that team's points.