

Trainer into Food strategy

**Turns:**   
Turn 1: Hire Trainer;   
Turn 2: Play Trainer (getting first to train milestone). Hire Kitchen Trainee/Errand Boy and Train him to a Pizza/Burger Cook/Cart Operator;   
Turn 3: Play Trainer and Pizza/Burger Cook/Cart Operator. Hire Marketing Trainee and Train to Campaign Manager. get first to produce pizza/Burger/Drinks and first to throw away food milestones;   
Turn 4: Play Trainer, Pizza/Burger Cook/Cart Operator and Campaign Manager. Hire Management Trainee and train to Junior VP. Market pizza/Burger/Drinks to get first to market pizza/Burger/Drinks milestone. If someone else already got this marketing milestone then consider switching gears.

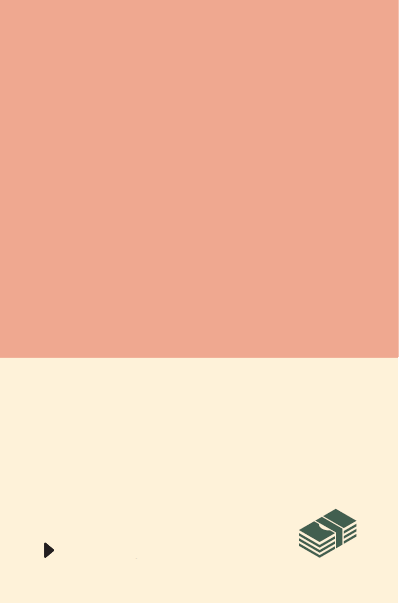
**Reserve Card:** $100-$200.

**Pros/Cons:**   
This whole strategy is more flexible than others but not as. It is slower than recruiting girl strategy but not as hard on salaries and comes with the freezer milestone for flexibility. It's true strength lies in getting a lot of milestones (first to train, freezer, first to market/produce, etc) and being easier to pilot... but to do so it sacrifices the company infrastructure the other similar strategies can get. I think this is a very strong beginner strategy but an advanced player can do better.

**How to combat it:**  
Go for a longer game and use one of the higher tier strategies. This one works well, is easy to achieve, and is very fair but doesn't have as much legs as other strategies

Trainer into Food strategy





**Turns:**   
Turn 1: Hire Recruiting Girl  
Turn 2: Play Recruiting Girl. Hire second recruiting girl and marketing trainee;  
Turn 3: Play 2x Recruiting Girl, 1x Marketing trainee. Hire 2x trainer + 1 Kitchen Trainee/erand Boy. Get eternal marketing, first to market Pizza/Burger/Drinks, and 3x hire milestones;  
Turn 4: Play 2x managements trainees, 2x recruiting girl, 2x trainer, Kitchen Trainee/errand boy. Hire 2x management trainee and immediately train one to new business developer, Hire 1x marketing trainee and make campaign manager. sell Pizza/Burger/Drinks for $15 and first to produce Pizza/Burger/Drinks milestone.   
Turn 5: Play 2x management trainee, new business developer, campaign manager, errand boy, 2x trainer. Hire 1x management trainee and train to luxuries manager. Train your management trainee on the beach to a junior VP. Play mail campaign. Add garden to your house. Get $25 from soda and pay $10 salary. Further get first to $100 milestone.

**Reserve Card:** $100-$200.

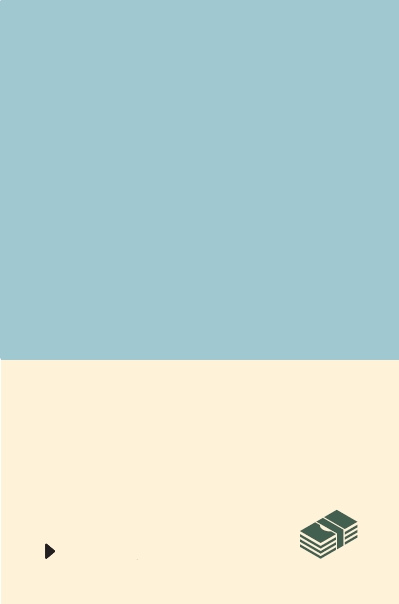
**Pros/Cons:**   
Very fast and quick cash.... with low salaries. Hard to interrupt before you've made a lot of money off it. you try to end the game fast. Requires no one else trying to do the same. Doesn't work well with lots of players since games tend to run longer.

**How to combat it:**  
Go for the long game. You need to get to them and undercut them to kill their engine and one of the players (hopefully someone else but you might need to bite the bullet) needs open a second restaurant near them, Otherwise you can't market them out.

Luxuries Manager Strategy

Luxuries Manager Strategy





Waitress Only   
strategy

**Turns:**   
Turn 1: Hire Recruiting Girl (if someone hires waitress first turn you must immediately abandon this strategy and revert to a typical recruiting girl strategy);  
Turn 2: Play 1x Recruiting Girl. Hire Recruiting Girl + Waitress;  
Turn 3: Play 2x Recruiting Girl and 1 Waitress. Hire 3 Waitress. get 2 management trainees from first to hire 3 employees milestone and also get first waitress milestone;  
Turn 4: Play 2x Management Trainee, Recruiting Girl and 4 Waitress. Hire Management Trainee and Waitress (end with $25);  
Turn 5: Play 3x Management Trainee, Recruiting Girl and 5 Waitress. Hire 2x Waitress   
Turn 6: Play 3x Management Trainee, Rec. Girl and 5 Waitress. Hire Waitress + Trainer;  
Turn 7: Play 3x Management Trainee, Trainer and 5 Waitress. Hire Management Trainee and train up Junior VP (end with $100 to get milestone and then have to pay you first salary so down to $95 but you still get milestone)

**Reserve Card:** $100, But Note the 2 slots will be rough on you if it actually wins.

**Pros/Cons:**   
Hard to disrupt and almost guarantees you first to hire 3 people, first waitress, and first to $100 milestones which is a powerful combo. Does very well if the game stagnates through pricing wars. You want a short game OR a very grindy game with atleast two players undercutting each other and allowing you to slowly but win.

**How to combat it:**  
beat them to the $100 milestone. avoid big pricing wars and instead focus on gardens and making the food profits far outstrip the waitress one. Understand they want a low cash pool game to end it before people can make a big turn

Waitress Only strategy





Recruiting Girl  
strategy

**Turns:**   
Turn 1: Recruiting Girl  
Turn 2: Play Recruiting Girl. Hire second recruiting girl and errand boy  
Turn 3: Play 2x Recruiting Girl, 1x errand boy. Hire marketing trainee and whatever others haven't hired (waitress or kitchen trainee) to get more milestones. Get first drink produced, first to hire 3 people, and freezer milestone;  
Turn 4: Play 2x Management Trainee, 1x waitress, 1x kitchen trainee, 2x recruiting girl, 1x errand boy. Hire trainer, waitress, and management trainee. Make whatever hasn't been made with the kitchen trainee to get the milestone and a free cook... place an add campaign for something to get that milestone (and maybe eternal marketing as well although I'd rather not in most games)... pay free cooks (from milestone) salary with waitress.

**Reserve Card:** $300.

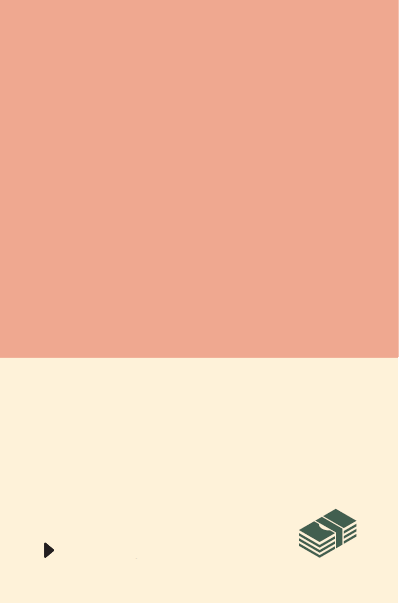
**Pros/Cons:**   
This is a very flexible and balanced strategy that always gives you a solid chance to win. It requires you to adapt well but since that is kind of the point of the game it is not surprising this is one of the strongest strats. Has the murkiest game plan and is thus easiest to screw up. You need to be able to adapt well. Other strategies (like Guru rush) are more straight forward and the pitfalls it face or more obvious.

**How to combat it:**  
You screw with their plan via marketing and undercutting knowing they can switch gears. but each time you make them do so you set them a little back.

Recruiting Girl strategy

Trainer into Food strategy





Trainer into Guru strategy

**Turns:**Turn 1: Hire Trainer0  
Turn 2: Play Trainer (getting first to train milestone). Hire Management Trainee, Train him to Junior VP;   
Turn 3: Play Trainer, Hire Recruiting Girl. Play Trainer on Junior VP to make a VP;   
Turn 4: Play Trainer and Rec Girl. Hire 1x Management Trainee + Pricing Manager. Play Trainer on VP to get a Guru;  
Turn 5: If no one had a Pizza/Burger Cook/cart operator yet, Play 1x Management Trainee, Guru, Rec Girl, Trainer, Pricing Manager (if it will get you milestone otherwise just leave it on beach). Hire Marketing Trainee and make him a Brand Director (with Guru). Hire Kitchen Trainee/Errand boy and make him a Pizza/Burger Cook/cart operator (with trainer). (note this maxes out your free $15 salary);

**Reserve Card:** $300

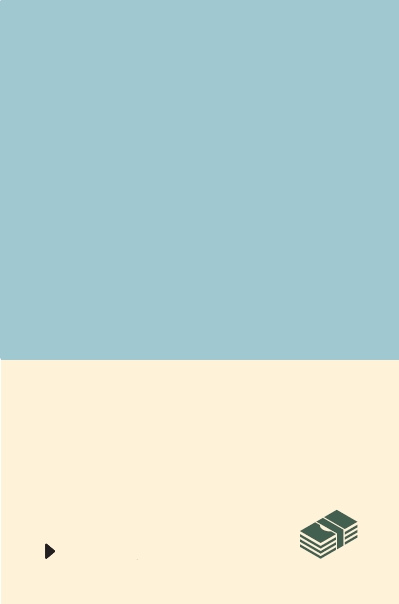
**Pros/Cons:**  
powerful engine once it's humming if you can keep up with the recruiting girl strats. You can react to most things with your crazy training speeds. Does not get first to market bonuses which means pricing wars are bad for you and completely falls apart if someone undercuts you on your first sale.

**How to combat it:**  
Pricing Wars. The guru player spent a lot of turns developing his engine so of course it is powerful but they don't get the first advertising milestones. So if you see someone rushing for Guru make sure you get discount managers, some first advertising milestones, and then beat them in price.

Trainer into Guru strategy

Trainer into Food strategy





The Piggyback   
Strategy

**Turns:**Turn 1: Hire Recruiting Girl;  
Turn 2: Play Recruiting Girl. Hire recruiting girl and kitchen trainee/errand boy;  
Turn 3: Play 2x Recruiting Girl, 1x kitchen trainee/Erand Boy (getting freezer milestone). Hire waitress, management trainee, and pricing manager. Get 3x hire milestones;  
Turn 4: Play 3x managements trainees, 2x recruiting girl, waitress (first waitress likely), pricing manager (first to discount milestone likely), and kitchen trainee/Erand Boy. Hire 2x trainer and a waitress;  
Turn 5: Play 3x management trainees, 2x recruiting girl, 2x waitress, 2x trainer. Hire Waitress and 2x management trainee, train both to Junior VP;  
Turn 6: Play One Junior VP, 2x managements trainees, 2x recruiting girl, 2x trainer, and 3x waitress. Hire management trainee, Train him to a Junior VP, hire a food producer. Train you Junior VP to local manager.

**Reserve Card:** $200.$300

**Pros/Cons:**  
let the others do the work and sneak in. hard for others once you are able to make all 5 product types and have lots of discounts. not a fun strategy to play and results in long games. Harder to get marketing milestones which are HUGE in price wars

**How to combat it:**  
you need to keep switching marketing on them and/or grab a waitress a turn before they can to slow them down. They have a hard time with early salaries and with switching demand. Try and fill up your open slots so you routinely have the last turn and can lay down marketing after they have gone

The Piggyback Strategy

