

# ***PEERLESS FOOD FIGHTERS!***

A Role-Playing Board Game of Culinary Martial Arts Madness

©2013 By Ewen Cluney

**For 3-6 Players Ages 13+**

**Play Time:** 2-4 Hours

## ***Introduction***

Your family has a restaurant in the Sakuraba Shopping Arcade. The sad state of the economy means that they need a hook to stay afloat. That's you: a beautiful daughter who makes deliveries, draws in customers, and kicks ass. Except the other places in the shopping district have their own poster girls. Competition is fierce, and you will have to fight for customers. Literally.

Peerless Food Fighters is a hybrid of board game and role-playing game, because chocolate and peanut butter. It has a board and a bunch of cards and things, but the real key to victory is entertaining your friends so much that they vote for you when the time comes.

## ***Printing & Parts***

This PDF includes the basic rules, character cards, three decks of cards (the Fate Deck, the Event Deck, and the Complication Deck), and the two boards (the map and the score board) that you'll need to play. It's best to print everything except the rules on cardstock, and the Fate Deck, boards, and character cards should be in color if possible.

The Fate Deck and Event Deck are in normal playing card size, with two Event Cards on the last sheet of Fate Cards. The Complication Deck is in a mini-card format with 16 cards per page. The character cards take the form of two tarot-sized cards that you can cut out and fold vertically to make a double-sided card.

In addition, you'll need 12 pawns (2 each of red, blue, green, yellow, black, and white), and 6 poker chips or similar to use as Applause Tokens. Most tabletop game stores should have these materials. A set of 6 card stands for the character cards (ideally in matching colors) is handy but not required.

## Some Basics

### Attributes and Checks

Players' characters each have four attributes that show how good they are at different kinds of things. The four attributes are as follows:

- **Blood:** Boiling blood, brutal power. The symbol for Blood is a red blood splatter.
- **Charm:** How cute, sexy, or otherwise appealing you are. The symbol for Charm is two pink hearts.
- **Cooking:** Ability to cook palatable food. Also, coordination and grace. The symbol for cooking is a green spatula and ladle.
- **Madness:** Bloody-minded determination that flies in the face of common sense. The symbol for Madness is a yellow straitjacket.

During the course of the game you'll have to make several checks. A check is an attempt to do something combining the power of one of your attributes and the random influence of fate—represented by a card from the Fate Deck. Normally you pick an attribute, draw a single Fate Card, and add the two numbers together to get a Result. If your Result is high enough you'll succeed. Complications, Applause Tokens, and other things can impose modifiers, which will increase or decrease your Result.

Each Fate Card also has either a special effect (with a dice icon) or a piece of flavor text (with a soup bowl icon). If it has a special effect, apply the altered rules to the check or the circumstances around it. If it has flavor text, try to work it into your role-playing if you can.

### Breaking Ties

Unless the specific rules say otherwise, any time a tie comes up the tied players each draw a Fate Card, and whoever gets the higher number card wins the tie.

### Role-Playing

*Peerless Food Fighters* is a role-playing game as well as a board game.

When you role-play, you take on the role of a character. You speak for the character and narrate her actions, including interacting with other players' characters. Some people role-play as a calculated performance, while for others it's like slipping into another self for a while; do whatever works best for you. The game also has rules like a board game, so you're going to have to sometimes adjust how you role-play to fit with what the rules tell you. The game also has a particular setting and feel—it has silly food-based martial arts, but it doesn't have superpowers or anything like that—so you also need to make your role-playing fit in with that.

In this game you get to pick one of the six main characters. Each has her own appearance and general personality, but also room for you to find your own approach to portraying her. The game also brings in other characters from time to time. In some cases it'll give you specific characters to play, and other times you can feel free to jump in and role-play other characters that pop up.

The game can put a lot of pressure on you to be awesome and get those Applause Tokens. Don't sweat it so much though. If you've got something you think is great, go for it! But if you don't, just go for something obvious. At worst you'll keep the game moving, and you might be surprised at how awesome the other players find it!

# How to Play

## Setup

Take the Event Deck and pull out the three Special Event cards—Morning Prep, Beautiful Battle, and the Miss Sakuraba Competition. Shuffle the remaining cards. Also shuffle the Fate Deck separately.

Each player picks one of the six Character Cards. Take turns picking, draw randomly, or whatever works for you. Put your character card in a stand, put a matching pawn in the 1 place on the Score Board, and the other matching pawn on your character's shop on the Map Board.

## Events

The game is made up of a series of "Events" that blend role-playing and jockeying to win and get a Star. Start by doing the Morning Prep, then do a total of four random Events from cards, and finish up with the Miss Sakuraba Competition. Also, the first time someone gets three Stars, make the Beautiful Battle Special Event the next Event.

### 1. Draw and Read Event Card

Someone needs to draw a card from the Event Deck and read it aloud. Each event will specify the Zone(s) on the map where it takes place, and players should move their colored pawns to show where they are. If the Event calls for drawing Fate Cards to pick Zones, ignore the cards' effects/flavor text.

### 2. Pick a Strategy

Each player declares which of the four attributes they're using and what their character's general strategy is going to be. You can pick any attribute for any task, but you should have an explanation for how exactly it helps.

### 3. Add a Complication

Draw a Complication Card, read it off, and set it in the middle of the table. As you continue through the event you'll incorporate it into your role-playing and apply its effect.

### 4. Duels

Any time two or more characters are on the same Zone on the map, they have the option to fight. You can only challenge another player once per Event, and if someone challenges you, you cannot challenge them back during that Event. If you do have a duel, follow the dueling rules below.

### 5. Role-Play

From here the players role-play how their characters trying to pursue the Event and get ahead.

### 6. Give Applause

Each player now picks up an Applause Token—the yellow discs—and gives them to one other player of their choice. Give applause based on whoever gave the most entertaining performance, even if they did it while role-playing another character.

### 7. Deal Fate Cards & Determine Results

Deal one Fate Card to each player face-down, and then everyone turns them over. Each player adds together their chosen attribute, the number on their Fate card, the Event's modifier (if any), and the number of Applause Tokens they got. Add another +1 if the suit of their Fate Card matches the attribute they're using.

#### 10. Finish the Scene

Do a little bit of additional role-playing to reflect how things turned out. The player who got the best result will somehow have gotten ahead during that event.

#### 11. Award Stars

The player with the best Result for the scene's main check earns a Star; advance their pawn on the score board. If two players tie, they both get Stars.

### Dueling

Once per Event each player can choose have their character to pick a fight with another character in the same Zone, though you can't duel someone who already dueled you in the same Event.

Each duelist draws a hand of 5 Fate Cards, while the other players should get their Applause Tokens ready. A duel is played in a series of rounds; the first player to win 2 rounds wins the duel.

Each round, pick an attribute to use (which can't be one you've used before in the duel, unless you've already used all 4 attributes once already) and a Fate Card. Put your chosen Fate Card face down on the table, and explain what your character is doing in the fight. The other players award Applause Tokens, and then both duelists reveal their cards and figure out who got the highest total Result. The winner wins that round.

The winner of a duel—the first duelist to win 2 rounds—gets to take a Star from the loser and add it to their own.

### Finishing the Game

Once you get through the Miss Sakuraba Competition special event, it's time for an epilogue to finish up the game.

Whoever has the most Stars is the overall winner, and gets to role-play a brief scene about how their character's restaurant is tremendously successful. Whoever has the least Stars has to role-play a brief scene about their character's family languishing in poverty.



## Options

### Character Creation

Although the game includes the six pre-made characters, you can use these simple rules to make new ones if you want.

**Archetype:** 2-3 words summing your character up in very broad strokes. See the existing characters for examples.

**Fighting Style:** How do you fight? Karate with noodles, ninja-like throwing with skewers, dim sum kung fu, sandwich boxing, etc.

**Restaurant:** What kind of restaurant? Café, ramen shop, bakery, okonomiyaki cart, etc. What's the restaurant called? Maybe use your family name.

**Attributes:** Assign values of 3, 4, 5, and 6 among the four attributes. Alternately, roll two six-sided dice and divide by 2 (round down) for each one.

**Specials:** Pick one of the special abilities from the existing characters, or create a new one.

**Color:** Pick a main color for your character, preferably one that you have matching pawns for.

**Home Zone:** Pick a zone from 1-6 where your character's family's restaurant is located. This can't be the same as another character that's in play.

### Mixing It Up

The default way to play *Peerless Food Fighters* is to have as many random Events as there are players, with the Special Events as bookends. If you prefer, you can do a series of Events in pretty much any order you want. You could pick out a predetermined series of Events, or even have someone be a Game Master, instituting Events however they think will be fun.

## Inspiration

**Anime and Manga:** Noodle Fighter Miki, Variable Geo, Ranma ½, Sumomomo Momomo, Kenichi: World's Strongest Disciple, Toriko

**Games:** Maid: The Role-Playing Game, The Shab-al-Hiri Roach, XXXXtreme Street Luge

## Credits

Designed and written by Ewen Cluney (©2013)

Splatter designed by Connie Shu from The Noun Project. Straightjacket designed by Luis Prado from The Noun Project. Charm designed by Lorc from Game-icons.net. Kitchen Utensils designed by Julieta Felix from The Noun Project. Dice from The Noun Project.

0	1	2	3	4	5	6	7
Sakuraba Plaza	Xiao Mei Panda Ramen	Miki Star Books Coffee	Midori Sasahara Bento	Emiko Fenny's Family Restaurant	Kumiko Miyahara Bakery	Setsuna The Sakura Tree	Yagami Vegetables

1. Xiao Mei



2. Miki



3. Midori



4. Emiko

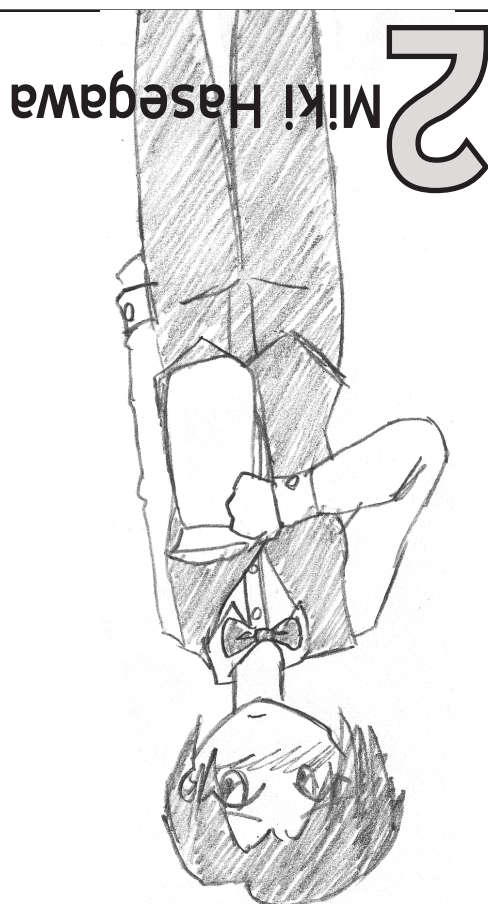
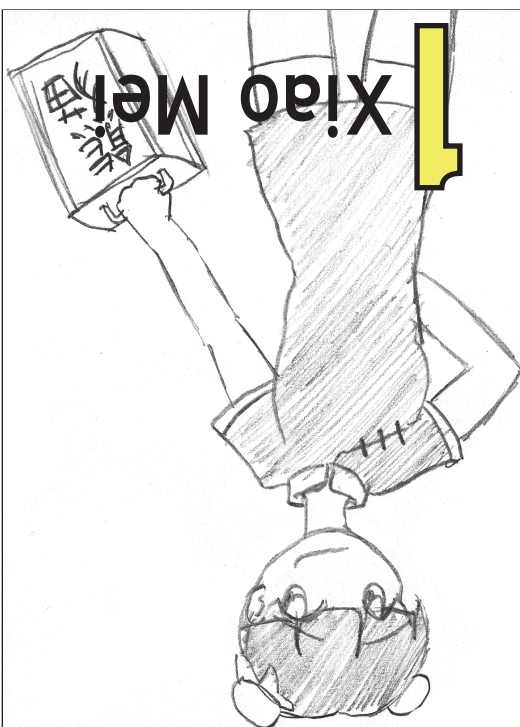


5. Kumiko



6. Setsuna





## Xiao Mei

- Blood 5
- Charm 4
- Cooking 3
- Madness 6



*"Let me show you how we make noodles in China!"*

**Archetype:** Chinese Kung Fu Maniac

**Fighting Style:** Twisted Noodle Kung Fu; a style of martial arts that draws on the techniques of making hand-pulled noodles.

**Restaurant:** Panda Ramen (Zone 1), a little hole in the wall restaurant that serves incredibly good ramen.

**Tangled Noodles:** If you draw a Fate Card with a 0 or 7, you can give another player in the same Zone or an adjacent Zone a -3 penalty to their Event check.

## Miki Hasegawa

- Blood 6
- Charm 3
- Cooking 4
- Madness 5



*"I made you an espresso. I hope you like it. Shut up."*

**Archetype:** Coquettish Tomboy

**Fighting Style:** Barista Savate; a mixture of French kickboxing and coffee-making techniques.

**Restaurant:** Star Books Coffee (Zone 2), a café that offers excellent coffee.

**Caffeine Rush:** Once per game you can draw two Fate Cards instead of one and use whichever one you want.

## Midori Sasahara

- Blood 6
- Charm 5
- Cooking 4
- Madness 3



*"Mama! Papa! I will fight for you!"*

**Archetype:** Plucky Heroine

**Fighting Style:** Bento Kempo; an Okinawan form based on fending off hordes of hungry customers.

**Restaurant:** Sasahara Bento (Zone 3), serving up delicious Japanese boxed lunches.

**Burning Spirit:** In a duel you can play two cards together and use their combined total if they're both numbered 3 or less.



## Emiko Fujiwara

- Blood 4
- Charm 5
- Cooking 3
- Madness 6



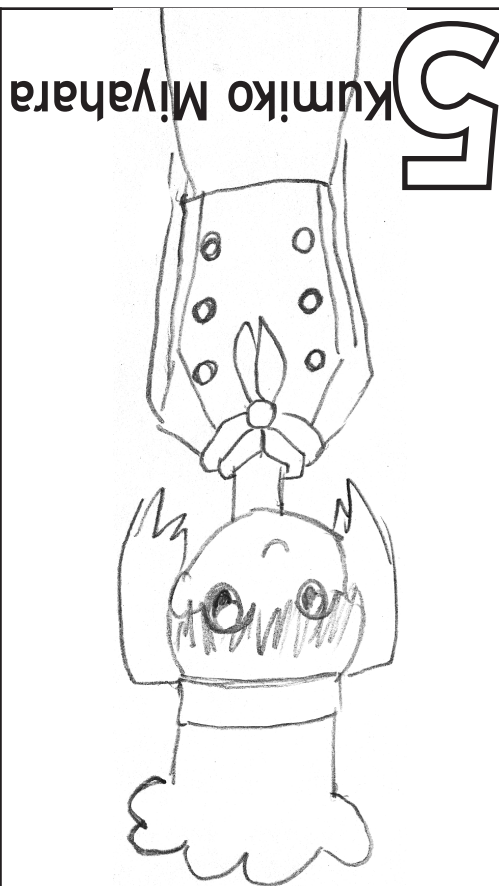
"Those pathetic fools won't know what hit them!"

**Archetype:** Calculating Bitch

**Fighting Style:** Family Style Karate; a casual, Western-style form of unarmed combat.

**Restaurant:** Fenny's Family Restaurant (Zone 4), casual Western-style dining.

**Set Lunch:** During duels you draw a hand of 7 cards instead of 5.



## Kumiko Miyahara

- Blood 3
- Charm 5
- Cooking 6
- Madness 4



"This melon bread smells wonderful and DON'T YOU DARE TOUCH IT!"

**Archetype:** Adorable Little Girl

**Fighting Style:** Portuguese Panjutsu; Japanese fighting bread arts as adapted in Portugal.

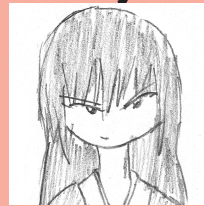
**Restaurant:** Miyahara Bakery (Zone 5), a quaint little bakery serving up all kinds of baked goods and sandwiches.

**Surprise Filling:** Once per game you can draw an additional Complication Card and either replace the one already drawn with it or discard it.



## Setsuna Saionji

- Blood 3
- Charm 6
- Cooking 5
- Madness 4



"Blades that flash white / A maple leaf, floating free / Two crimson halves fall."

**Archetype:** Traditional Japanese Beauty

**Fighting Style:** Teppanyaki-jutsu; a martial art derived from a mixture of samurai fighting techniques and teppanyaki cooking techniques.

**Restaurant:** The Sakura Tree (Zone 6); a very expensive teppanyaki restaurant where the chefs stand by a hot griddle and do an amazing performance art.

**Spirit of Yamato:** Once per game you can summon up your national pride to get +3 to a check.





# 1

 Each Applause Token  
you get is worth +2




# 1

 Each Applause Token  
you get is worth +2



# 1

 Each Applause Token  
you get is worth +2




# 1

 Each Applause Token  
you get is worth +2




# 1

 Hey, you're  
bleeding...




# 1

 Whoops!  
You tripped!




# 1

 Something's  
boiling over.




# 1

 They are going to  
pay!




# 2

 The player to your right gets +1 to their Event check.




# 2

 The player to your left gets +1 to their Event check.




# 2

 Counts as 7 if you have the most Stars.




# 2

 Counts as 7 if you have the least Stars.




# 2

 Mom is angry with you.




# 2

 And yet, you look **good**.




# 2

 A piece of kitchen equipment exploded!



# 2

 Dad is angry with you.



# 3



You switch to using  
Blood as your attri-  
bute for this event.



# 3



You switch to using  
Charm as your attri-  
bute for this event.



# 3



You switch to using  
Cooking as your attri-  
bute for this event.



# 3



You switch to using  
Madness as your attri-  
bute for this event.



# 3



*You're bruised but  
you won't give up!*



# 3



*Well that was just  
embarrassing!*



# 3



*Someone tried  
to sabotage your  
cooking!*



# 3



*They're making that  
vein in your fore-  
head throb again.*



# 4



A player of your choice gets -1 to their Event check.



# 4



A player of your choice gets -1 to their Event check.



# 4



Get +1 for every 0 or 7 other players got in their event checks.



# 4



Other players in the same Zone or adjacent Zones take -2 to their event checks.



# 4



You hurt yourself in the battle.



# 4



Romantic in a weird way.



# 4



A unique arrangement of foods.



# 4



Your inner angel and devil argue about what to do.





# 5



A player of your choice gets -1 to their Event check.



# 5



Get +1 for each other player in the same Zone or adjacent



# 5



Get +1 if the Event or Complication involve a male character.



# 5



Other players in the same Zone or adjacent Zones take -1 to their event checks.



# 5



You're exhausted.



# 5



You tripped! In a charming way!



# 5



You unique cooking helps repel your foes!



# 5



The glint in your eyes is terrifying.



# 6



Next Event  
add another  
Complication



# 6



Get +1 if the Event or  
Complication involve  
a male character.



# 6



Get +1 if you are in  
your home Zone.



# 6



If you play this in a  
duel, draw one addi-  
tional Fate Card.



# 6



You unveiled a  
new martial arts  
technique!



# 6



You have a lovely  
singing voice!



# 6



That was  
amazingly  
delicious!



# 6



Why are you  
singing like that?  
Stop it! Please!

# 0

 Counts as 7 for Duels

# 0

 Each Applause Token  
you get is worth +3

# 0


 Each Applause Token  
you get is worth +2

## TV Special


*A local TV channel sends in a reporter and camera crew to do a special about the local cuisine! This is your chance to show off what you can do!*

The reporters visit each restaurant in their home Zone.


# 7

 Next Event  
add another  
Complication

# 7

 *Good job!  
Now finish  
your chores!*

# 7

 *Laugh at the  
fools who dared  
to oppose you!*

## Dinner Time

*Dinner time is more subdued in the shopping district, but don't miss out on this chance for more business!*

Each player operates out of their home Zone.

<p><b>Special Event #1: Morning Prep</b></p> <p><i>Time to get up and prepare for another day!</i></p> <p>Go around the table taking turns. Each player gets to role-play a scene at the family's restaurant where they get ready for the day. The player to your left plays your mother, and the player to your right plays your father. When everyone has gone, each player assigns two applause tokens. Whoever got the most tokens gets a Star. If it's a tie, everyone who tied gets a Star.</p>	<p><b>Special Event #2: Beautiful Battle</b></p> <p><i>The neighborhood association has organized a fighting tournament, and your parents already entered you without asking!</i></p> <p>Instead of the normal Event check, this will be decided by dueling. Set up a tournament bracket like below. Players pick spots in order of most to least Stars, but if there is an odd number of players, the player with the least Stars gets to be in the slot with no initial opponent. Rather than taking Stars from others, each win in the tournament earns a Star.</p>	<p><b>Special Event #3: Miss Sakuraba Competition</b></p> <p><i>The shopping arcade's business association holds a beauty contest, and all the PCs enter. It has three parts: a swimsuit contest, an interview (the player to your left plays the interviewer), and a talent competition. Do each part as a standard scene, and draw a Fate Card to determine what happens (draw again if you get the same thing twice).</i></p> <p>Instead of drawing a Complication card, draw a Fate Card and check the number below to see what happens for each sub-event:</p> <p><b>0:</b> Snakes! Subtract 2 if your Madness is less than 4.  <b>1:</b> The crowd is playing favorites. The player with the most Stars gets +2.  <b>2:</b> The crowd is pretty psychotic. Add a second Fate Card if you used Madness.  <b>3:</b> Technical difficulties. Everyone draws 2 Fate Cards and takes the lower result.  <b>4:</b> The crowd has lots of rowdy guys who do catcalls. Add +2 if you used Charm.  <b>5:</b> The crowd is rooting for the underdog; whoever has the least Stars gets +3.  <b>6:</b> The crowd is really riled up. Applause tokens count as double.  <b>7:</b> The crowd is bored. Whoever gets the most applause tokens also gets +3.</p>	<p><b>Catering Contract</b></p> <p><i>There's a wedding being held! They need so much food, they've contracted every restaurant in the district to provide something! Try to win over the wedding guests for future business!</i></p> <p>The wedding is being held in Zone 0.</p>
<p><b>Daughter Swapping</b></p> <p><i>The neighborhood association has somehow convinced your parents to have you switch restaurants for a day.</i></p> <p>Each player must switch to the restaurant of another player for the event, and thus operates out of their home Zone.</p>	<p><b>Delivery Scramble</b></p> <p><i>You've got a delivery to make! Hurry up!</i></p> <p>Each player draws a Fate Card to determine what Zone they have to make a delivery to.</p>	<p><b>French Femme Fatale</b></p> <p><i>Fleur D'alembert, a legendary chef from a French martial arts cooking academy, has come to challenge the waitresses of Japan! She is a master is French kickboxing and French cuisine!</i></p> <p>Fleur has Blood 6, Charm 4, Cooking 7, Madness 5. Each player fights a duel with her, with the player to their left playing Fleur in the duel. If you win against her you get a Star.</p>	<p><b>Food Hunter Tora</b></p> <p><i>The legendary Food Hunter Tora is on an epic quest to dine at every restaurant in Japan!</i></p> <p>Tora will visit each player in their home Zone.</p>

<p><b>Hungry Sumo Wrestlers</b></p> <p><i>Two famous sumo wrestlers (Sakebono and J. Honda) are stopping by Sakuraba before their big match, and they're both hungry!</i></p> <p>Draw 2 Fate Cards to determine which Zone each of the two sumo wrestlers head to.</p>	<p><b>Ingredients Rumble</b></p> <p><i>Everyone's restaurants are running out of ingredients. Unfortunately, Mr. Yagami at the vegetable shop is running low, so there's not enough for everyone.</i></p> <p>The vegetable shop is located in Zone 7.</p>	<p><b>Keisuke is Hungry</b></p> <p><i>Keisuke is a really handsome guy who all the girls like. He comes by the shopping arcade to have a late lunch. Each girl can try to appeal to him however she wants.</i></p> <p>Draw a Fate Card to determine the Zone where Keisuke shows up; all players converge on that Zone.</p>	<p><b>Flash Mob</b></p> <p><i>A manga artist used the shopping district as a model for his setting, and now a mob of otaku has shown up dressed as the characters from the manga! Try to capitalize on it while you can!</i></p> <p>Each player picks a Zone to operate out of, starting with the player with the least Stars and going clockwise around the table.</p>
<p><b>Lunch Rush</b></p> <p><i>Lots of people start coming to the shopping district. Now's the time to try to attract lots of customers. Each player comes up with a scheme to attract customers.</i></p> <p>Each player operates out of their home Zone.</p>	<p><b>Matsuri!</b></p> <p><i>The annual Sakuraba Matsuri (festival) comes through town, filling the streets with food stalls and a parade.</i></p> <p>Each player picks a Zone to operate out of, starting with the player with the most Stars and going clockwise around the table.</p>	<p><b>Photo Shoot</b></p> <p><i>A magazine photographer comes in looking to snap pictures of cute girls for an article!</i></p> <p>The photographer wanders the area at random snapping photos. Each player draws a Fate Card to see what Zone they're in when they find him.</p>	<p><b>Tourists</b></p> <p><i>A band of American tourists wander into the district. How will you serve food to people who don't speak Japanese?!</i></p> <p>Each player operates out of their home Zone.</p>

<b>Adorable Kitty</b>  <i>A friendly little cat wanders the neighborhood, bringing good luck.</i>  Everyone draws 2 Fate Cards and picks one to use.	<b>Adorable Mami</b>  <i>Mami, an achingly innocent little girl who lives in the neighborhood, stops by.</i>  Anyone who instigates a Duel takes a -2 penalty to their Event check.	<b>Biker Gang</b>  <i>A bunch of bikers stop by the district. The only way to deal with them is to be crazier than them.</i>  -2 if you used anything other than Madness.	<b>Burger Ninjas Attack!</b>  <i>They move, unseen, delivering fast food to all customers, and they have come to put an end to the competition.</i>  Everyone is too busy fighting ninjas to challenge each other to duels (except duels required by the current Event).
<b>Construction</b>  <i>There's road construction going on that makes things difficult.</i>  Draw one Fate Card; the zone with that number is closed off, and anyone there must pick another zone to operate out of for this event.	<b>Dine &amp; Dash</b>  <i>There's an epidemic of people not paying for their meals!</i>  Each player must visit the Zone with the next lowest number (or Zone 1 if they're in Zone 0).	<b>District Matron</b>  <i>Mrs. Nakamura, an eminently respected old lady around the shopping district, stops by.</i>  -2 if you used Madness	<b>Divine Intervention</b>  <i>Somehow it seems like someone up there is looking out for you.</i>  If the Fate Card for a check is 3 or lower, draw another card to replace it. Repeat until you get 4+.
<b>Dream</b>  <i>You started the day with a weird, unsettling dream.</i>  If the Fate Card for a check is 5 or higher, it counts as a zero.	<b>Elementary School Kids</b>  <i>The district is full of elementary school kids on some trip or something. They are not impressed by cute girls.</i>  -3 if you used Charm +2 if you used Cooking	<b>Family Time</b>  <i>The housewife glaring at you might not like it if you tried to appeal to her husband.</i>  -2 if you used Charm	<b>Festival Traffic</b>  <i>There's a festival going on, filling the streets with traffic, making it hard to get around.</i>  -2 if you're not in your home Zone.
<b>Fire!</b>  <i>There's a fire! Get out now!</i>  Draw a Fate Card; there's a fire in the Zone with that number, and anyone there takes a -2 penalty.	<b>Food Critic</b>  <i>A famous food critic visits Sakuraba.</i>  -3 if you used anything other than Cooking.	<b>Food Poisoning</b>  <i>Some bad ingredients are making people sick!</i>  -4 if you used Cooking	<b>Food Shortage</b>  <i>There aren't enough ingredients to go around.</i>  -2 if you used Cooking

<b>Government Inspector</b>  A man from the government is inspecting the restaurants. Try to play it cool.  -3 if you used Madness	<b>Haunted Food</b>  There's some kind of creepy ghost haunting the food, which is kind of a problem if you want people to eat.  -3 if you used Cooking.	<b>Heavy Metal Concert</b>  A Lansing Metal City concert just got out, filling the streets with hungry metal heads!  +2 if you used Blood or Madness	<b>Heavy Rain</b>  A sudden rain drenches the whole shopping district!  -2 if you're not in your home Zone.
<b>Holy Man</b>  The local Buddhist priest passes by. He does not approve of violence.  -3 if you used Blood	<b>Itsuki is Annoying</b>  Seriously, everything about him is just so damn annoying. Especially him having a thing for waitresses.  -2 if you used Charm +2 if you used Blood	<b>Keisuke is a Distraction</b>  Keisuke is the handsome guy all the girls are interested in. He's distracting to be around.  +2 if you used Charm -2 if you used Blood	<b>Keisuke is Lonely</b>  Keisuke is the handsome guy all the girls are interested in, and today he seems lonely.  -2 if you used anything other than Charm
<b>Master's Training</b>  A venerable martial arts cooking master offers special training to those who will take it.  -2 if you used anything other than Blood	<b>Panty Thief</b>  A mysterious masked man is sneaking around stealing girls' panties for nefarious purposes.  +2 if you used Blood	<b>Pervert Man Rides Again</b>  He's just gross. Don't appeal to him; kick his ass.  -3 if you used Charm	<b>Samples</b>  You have to go out and offer samples to passersby.  +2 if you used Cooking or Charm
<b>Something in the Water</b>  There's something going on that's making everyone act kind of loopy.  +3 if you used Madness	<b>That Vicious Dog</b>  A small but insanely vicious dog prowls the streets, following the smell of food.  +2 if you used Cooking -2 if you used Blood	<b>Underage Drinking</b>  Through no fault of your own (we assume) everyone ended up drunk.  Each player draws a second Fate Card and subtracts its number from their Result.	<b>Weird Parents</b>  Your parents are being weird and getting in the way.  +2 if you used Madness