Contents

1 Burger/Card Holder
105 Ingredient Cards (15 Lettuce, 15 Tomatoes, 15 Cheeses, 11 Pickles, 11 Ketchup, 11 Onions, 11 Meat Patties, 8 Mayonnaise and 8 Mushrooms)
5 Special Cards (3 Mice, 2 Steals),
5 "Half-Eaten" Bun Cards

Object of the Game

Make an epic burger containing the largest amount of ingredients.

Set Up

Deal each player one "half-eaten" bun under which they will store the Ingredient Cards they've won throughout the game. The bun is "half-eaten" so that the color of the topmost card underneath it is visible.

Shuffle and distribute all of the Ingredient Cards face down to each player. Close the plastic burger and place it in the center of the table.

Playing the Game

The last player to have eaten a burger goes first. Play then moves clockwise.

During their turn, the player must flip over the card from the top of their deck (face up so that all players can see) and place it in front of them. Play then passes to the next player. Each player will thus be forming a stack in front of them where only the topmost card is in play.

Once 2 identical cards are revealed, ALL PLAYERS race to hit the burger.

The first player to hit the burger wins a card. They choose one of the matching cards and place it face up under their bun, on top of any ingredients they have won previously. Each ingredient will earn the player 1 point at the end of the game.

Watch out! Taking one of the matching cards reveals the card that was below it and could immediately create a new race to hit the burger.

The player who hits the burger always begins the next turn, even if they hit the burger by mistake.

If a player makes a mistake and hits the burger when they shouldn't, they must take the last card they played and place it next to their bun (face down) to keep track of the penalty.

Every penalty deducts 2 points at the end of the game.

The ingredients come in 4 groups according to color:

GREEN: Lettuce, Pickles
RED: Tomatoes, Ketchup
YELLOW: Cheese, Onions, Mayonnaise
BROWN: Meat Patties, Mushrooms

You cannot stack 2 cards of the same color in your burger (ex. Tomato on tomato, but also tomato on ketchup). Make sure to keep track of the color of the topmost ingredient under your bun so that you don't hit the burger for a match that's the same color.

MOUSE CARD:

When a Mouse Card appears, be the first to hit the burger. The player who hits it first then places the card in front of the player of their choice, next to their pile.

This player will need to skip 1, 2 or 3 turns (depending on the number of mice on the card) without playing a card or hitting the burger. Once used, discard the Mouse Card.

Skip 1 turn

Skip 2 turns

Skip 3 turns

STEAL CARD:

The first player to hit the burger can steal the last ingredient won from a player of their choice and place it in their own burger. Once used, discard the Steal Card.

Winning the Game

The game ends once a player flips their last card and any final matches are accounted for.

Every ingredient in the burger earns the player 1 point. Every penalty deducts 2 points.

The player with the most points at the end of the game wins!

Notes

- Cards must be flipped towards opposing players (you cannot flip the card towards yourself so that you see it first).

- When a player hits the burger, they may choose whichever card they wish between the 2 matching cards. There is some strategy to which card to pick if you can remember what's underneath!

- While you cannot get 2 cards of the same color in a row in your burger, you can have the same ingredients throughout your burger as long as there are other colors between them.