



Game Background

You are the boss of your own mamak-style burger stall, competing with other hawkers to make the tastiest burgers! Roll the dice to grab the best ingredients and attract hungry customers. Be fast, or your rivals will steal all your business!

2-4 players:

Bread, cheese, and french fries/soda are available at 12 resources each.

Meat, vegetables, and eggs are available at 8 resources each.

5-6 players:

Bread, cheese, and french fries/soda are available at 18 resources each.

Meat, vegetables and eggs are available in 12 resources each.



Regular Burger

Special Burger

Advanced 2-player version

Bread, cheese, and french fries/soda are available at 6 resources each.

Meat, vegetables, and eggs are available in 4 resources each.

Game Setup:

1. Depending number of players, place the dice (following the reference) in the cotton bag.
2. Each player gets a burger card (recommend using **regular burger** for the first game, may randomize **special burgers** for advance gameplay).
3. Each player gets **two special action cards, Reroll and Extra Supply.** (refer **Special Action**)

Gameplay:

1. Game lasts for six rounds, and on each round, players will perform the following actions in turn: **Roll the Dice, Draft Ingredients,** and **Complete the Burger (*Salad).**
2. **Roll the Dice** : Before starting the round, starting player randomly draws a number of dice ($n*2+1$) from the bag (number of players times two plus one)(e.g. for three players, $3*2+1=7$ dice) and randomly places the dice in the center of all the players.
3. **Draft Ingredients** : Starting with the starting player, players choose an ingredient (dice) from the rolled dice and places it in the empty space on his/her burger card (*salad card). (*Starting with the left row to be filled)
4. This continues in a clockwise direction, when the last player has selected an ingredient, a second ingredient will be selected, starting with the last player, and drawn in the counter-clockwise direction;

This is called **Snake Draft.** (e.g. following the **player's position, 1-2-3-4-4-3-2-1**)

5. **Complete the Burger (*Salad):** Place the selected dice into burger (*salad) card. During the process, if no suitable ingredient can be selected to be included in the Burger Card, the player still need to select a dice from the Ingredient Pool and deposit it directly into the 'Fridge'(stack up with round tracker ingredient later.)
6. The last remaining ingredient (not selected) goes into the 'Fridge', which also acts as the round tracker.
7. Upon completion, the next player in line becomes the next starting player and **the game will go for six rounds, following the sequences as above,** before entering final scoring phase.
8. During the game, **completing the Basic Burger order and Premium Burger order,** will grant players with **extra victory point,** as below.



*The **first player to complete the Basic Burger order** will receive this card as a reminder and will be

awarded 5 points (3+2) at the end of the game; the **rest of the player(s), who able to complete the Basic Burger at the end of the game,** will be **awarded 3 points.**



*The **first player to complete the Premium Burger order** will receive this card as a reminder and

will be **awarded 15 points (12+3)** at the end of the game; the **rest of the player(s), who able to complete the Premium Burger at the end of the game,** will be **awarded 12 points.**

*Special Action:

1. Each player has **two special action cards** that may be **activated (once each) during the course of the game.** Upon activation, the action card will be discarded.
2. Each unactivated special action card worth 2 points (for **Additional Variant**) or 5 points (for **Multiplication Variant**) at the end of the game.
3. Two special actions:
 - Reroll:** 1. Activate before drafting an ingredient; select an ingredient dice from current dice pool, reroll it, and then draft as normal; or
 2. Reroll one of the ingredient dice on your own burger card once and keep the result.



Extra Supply: Activate before drafting an ingredient; randomly select three dice from the bag, roll them, then may swap one dice with one in your burger card (may do nothing as well). Place the remaining 3 dices back into the cloth bag.

End of Game and Scoring:

Fries/soda is entitled for scoring only if at least **Basic Burger** is fulfilled at the end of the game.

There are **two variants for playing the game,** with **slightly different scoring:**

Additional Variant :

Final scoring is based on the sum of the pips (numbers) on all ingredient dices in the burger (*salad) card. (Add in Basic or Premium Burger bonus, and special action bonus).

Multiplication Variant :

Final scoring is carried out in few phases,

1. for **each type of ingredient dice, multiply the pips (numbers) between two matching color dices.** Perform this for each ingredients match. (if only one dice drafted for a particular ingredient, simply multiply with 0, which bring to 0 point. (can reduce difficulty level to multiply with 1 upon needed)
2. **total up the points for all matching condition,** add in Basic or Premium Burger Bonus, and special action bonus, will be the final total scoring.

Player with the highest total score wins.

Advanced Salad Variant :

1. Pick the **Salad Card** (depends which of **Additional or Multiplication Variant** is played, and choose one of the two salads (front and back). Place it besides your Burger Card.
2. The game progresses in the same way as the basic gameplay, with exception that each dice drafted can be placed in Burger Card OR Salad Card. (Fries/Soda dice is not allowed to be placed in the Salad Card).
3. Rules of placement in salad cards and scoring as below:



Additional Variant Salad

-Only dice with 1 pip (number 1) can be placed.

-Final scoring for Salad

based on number of dice(s) placed.

(Example: 1 number-1 dice - 3 points, 3 number-1 dices - 16 points)



-Total pips (numbers shown) of dices drafted must be fulfilling the condition corresponding

below for scoring (points awarded shown above). E.g. drafted two dices, the total of pips (numbers) must be 4 or lesser.

Scoring example: drafted two dices with 3 and 1 pips respectively, 6 points awarded)



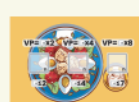
Multiplication Variant Salad

-Only dice with 1 pip (number 1) can be placed.

-Final scoring for Salad

based on number of dice(s) placed.

(Example: 1 number-1 dice - 5 points, 3 number-1 dices - 60 points)



-Total pips (numbers) of dices drafted must fulfill the condition for scoring. (points awarded will be

pips total multiply with multiplier shown)

Scoring example: drafted two dices with 3 and 1 pips respectively, $(3+1)*4=16$ points awarded)



游戏背景：

每位玩家是本地路边汉堡档小资老板。透过收集食材（骰子），选出新鲜的材料，制作出最美味的汉堡，来赢取更多的客人的欢心。

2-4位玩家：

面包、起司、薯条汽水，这三种食材，各12个资源供应。

肉、菜、蛋这三种食材，各8个资源供应。

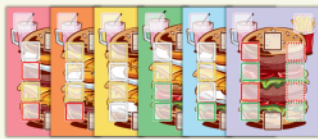
5-6位玩家：

面包、起司、薯条汽水，这三种食材，各18个资源供应。

肉、菜、蛋这三种食材，各12个资源供应。



普通汉堡卡



各类型汉堡卡

建议高阶2人版

面包、起司、薯条汽水，这三种食材，各6个资源供应。

肉、菜、蛋这三种食材，各4个资源供应。

游戏设置：

1. 依据玩家人数，参考以上骰子数量表，将骰子放入暗色袋子中。
2. 每位玩家索取一张汉堡卡（第一次游戏建议统一使用普通汉堡卡，熟悉后可依喜好随机使用各类型特色汉堡，挑战难度）。
3. 每位玩家获得两张特殊行动卡，游戏结束时，每张未被使用的行动卡游戏结束时将换算成分数。（加法版每张特殊行动卡值2分，乘法版每张值5分）（*详细参考特殊行动*）

游戏玩法：

1. 游戏将进行六回合，每回合，玩家将依次进行以下行动：**掷骰、轮抽、完成汉堡（*沙拉）**。
2. **掷骰**：每回合开始前，由起始玩家，随机从布袋里抽取玩家人数乘二再加一的数量骰子（比如三位玩家， $3*2+1=7$ 颗骰子），并随机放置于所有玩家中央。
3. **轮抽**：由起始玩家开始，从投掷的骰子库内选取一个想要的食材（骰子），并置放入自己汉堡卡（*沙拉卡）上空白可相应的位置上。（由左边一排填满开始）
4. 顺时针轮抽，当最后一位玩家选取了一个食材后，将会由最后一位玩家开始，选取第二个食材，并反方向顺位轮抽；

此为蛇型轮抽 Snake Draft。每回合进行轮抽的状况如下：号码为玩家顺位，1-2-3-4-4-3-2-1。

5. **完成汉堡（*沙拉）**：每位玩家每回合将有机会抽取并置放2颗食材骰子。过程中，若无合适的食材能被选入自己的汉堡卡内，该玩家依旧需要从食材堆内选取一个食材，并直接存入‘冰箱’。
6. 剩余的最后一个食材（没被选），将进入‘冰箱’，此也为每回合的回合标记。
7. 完成一回合后，由顺位下一位玩家成为起始玩家，游戏将**重复进行六个回合**，每回合会重复**掷骰、轮抽、完成汉堡（*沙拉）**，之后会进入最终结算阶段。
8. 游戏过程中，**优先完成基础汉堡**（上下面包被填满，左边一排食材被填满），可**额外得5分**（快速订单加成 $3+2$ ）；游戏结束时，**能完成的其余玩家们将得3分**；**优先完成高阶汉堡**（上下面包被填满，左和右的食材也填满），可**额外得15分**（快速订单加成 $12+3$ ），游戏结束时，**能完成的其余玩家们将得12分**。（此计算不必包含汽水和薯条。）



*第一位完成的玩家，将获得此卡以作提示，并于游戏结束时，获得5分（ $3+2$ ）；其余玩家，若游戏结束也完成基本汉堡，能获得3分。



*第一位完成的玩家，将获得此卡以作提示，并于游戏结束时，获得15分（ $12+3$ ）；其余玩家，若游戏结束也完成高阶汉堡，能获得12分。

*特殊行动：

1. 每位玩家有**两张特殊行动卡**，可在游戏过程，**执行动作期间，被发动（各一次）**；发动后，行动卡将被放入弃牌库，当局游戏不再使用。
2. 未发动技能，游戏结算时，分别于**加法版和乘法版**，各值**2分或5分**。
3. 两个特殊行动：



重骰：1. 选取食材前发动；于当前食材堆内，选取一个食材骰子，进行重骰，之后再行食材选取；
或 2. 重骰自己汉堡卡上的一个食材骰子一次，并保留其结果。



外送食材：选取食材前发动；从袋子内，随机抽取三粒骰子，置入后，可选择（或不选）其中一个食材骰子，与自己汉堡卡上的食材进行对换。之后剩余的骰子重新放回袋子内。

游戏结算：

* 汽水和薯条的计分比较特殊，需要至少完成基础汉堡，汽水和薯条的分数才能被计算，缺了基础汉堡的任一食材，汽水和薯条都作废。

有两种游戏进行方式，计分稍微不同：

加法版：

符合计算条件的食材骰子，以骰子呈上面的点数，合加起来就是玩家最终分数。（加上基础与高阶汉堡加成，以及未使用特殊行动卡的分数）。

乘法版：

符合计算条件的食材骰子，以骰子呈上面，**同类食材的两个骰子点数相乘**，为相关食材的分数，若是只有一个，即乘零，为零分（*配合情况需求或年幼玩家，若相关食材只有一个，也可乘一算分，降低挑战难度）。之后合加起来，为最终分数（加上基础与高阶汉堡加成，以及未使用特殊行动卡的分数）。

最后总得分最高者获胜。

高阶变体玩法（沙拉版）：

1. 依着**加法版**或是**乘法版**，拿取相对应的**沙拉卡**，并在两种沙拉（前后），选择其一朝上，形成有汉堡卡及沙拉卡两份餐点准备。
2. 游戏进度如基本玩法一致，唯每次拿取食材骰子时，除了可以放进汉堡卡内，现在能多个选项，可放入沙拉卡内（唯薯条汽水骰子不可置入沙拉卡内）。
3. 沙拉卡的置放规则以及相对应的得分，都注明在卡上。
4. 游戏依旧进行六个回合，最后分数结算，总和汉堡卡与沙拉卡上的总得分，得分最高者获胜。

加法版沙拉：



-点数一的骰子方可置入-结算时，置入骰子量，其上方显示为最终得到的分数。（例：1颗一点骰子-3分、三颗一点骰子-16分）



-结算时，**总点数需符合相对应下方点数要求**（置放两颗骰子，总点数需在4点或以下）；符合条件，获得相对应上方分数。（例：放了两颗分别为三点和一点的骰子，结算时获得6分）

乘法版沙拉：



-点数一的骰子方可置入-结算时，置入骰子量，其上方显示为最终得到的分数。（例：1颗一点骰子-5分、三颗一点骰子-60分）



-结算时，**总点数需符合相对应下方点数要求**（置放两颗骰子，总点数需在4点或以下）；符合条件，获得分数为总点数乘上方倍数。（例：放了两颗分别为三点和一点的骰子，获得 $4*4=16$ 分）