

Burger Slam

Christoph Behre Bernhard Speh



amigo-spiele.de/02453

8 and up

2-5 players

about 20 minutes

★★★★★ The Idea of the Game ★★★★★

You're the proud owners of a Sixties diner. Your specialties are the world-renowned Standard Burgers and Big Burgers. Especially remarkable is how simple your burgers are, because they only consist of four types of toppings. Pick the toppings you'll be using: meat patties or veggie patties? Lactose-free cheese or cheddar? Cherry tomatoes or dried Italian tomatoes? Anything goes! Who will manage to get the most correct burgers out when orders are flooding in?

★★★★★ Components ★★★★★



60 topping cards with 4 toppings (cheese, patty, tomato, and lettuce) in different combinations



16 special cards (pro variant only)



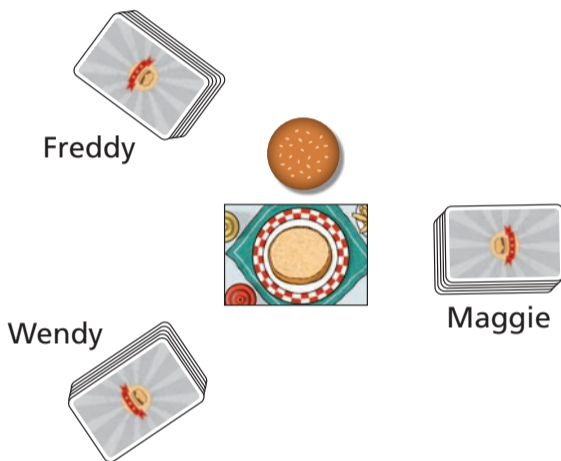
1 plate mat



1 (wooden) burger bun

★★★★★ Setup ★★★★★

Shuffle the 60 topping cards and deal them evenly to all players. Don't look at your cards, just place them as your personal deck face down in front of you. Place the plate mat in the middle of the table and put the burger bun next to it within easy reach of all players.



★★★★★ Playing the Game ★★★★★

The last player to have eaten a burger goes first. On their turn, they reveal the top card of their deck and place it on the plate in the middle of the table to start the burger.

How to reveal a card: To minimize your own advantage, always reveal the card facing away from you. The faster you reveal your card, the sooner you'll see for yourself what's on it.



Then the next player in a clockwise direction goes and reveals a card. Place every card on the burger so it covers the card before it as much as possible and only the top card is visible.

Keep playing until one player thinks that either:



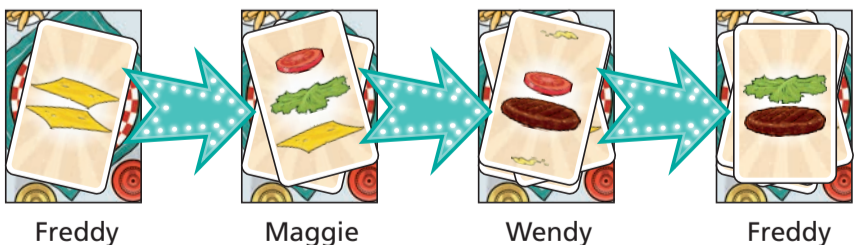
★ a Standard Burger is done ...

A Standard Burger is done when there are **at least 2 of each topping** in the pile on the plate.

... or a Big Burger is done ★



A Big Burger is done when **the same topping appears at least 7 times** in the pile in the middle of the table. Which of the 4 toppings occurs 7 times **doesn't matter**, and **neither** does how often the other toppings occur.



Example: Freddy reveals his top card and places it on the plate. There are 2 cheese on the card. This is the start of the burger. Next, Maggie reveals her card, which shows 1 tomato, 1 lettuce, and 1 cheese. With this card, she covers Freddy's card. Then Wendy reveals a card – 1 tomato, 1 patty. Next, it's Freddy's turn again and he reveals a card with 1 patty and 1 lettuce.

Note: The yellow and red sauce symbols on the topping cards are only relevant for the pro variant. In the base game, simply ignore them.

If you think that either a Standard Burger or a Big Burger is done, grab the burger bun from the middle of the table as quickly as you can. Put it on the pile of cards to top off the burger and call out the type of burger you think is done – either a “Standard Burger!” or a “Big Burger!”



Freddy



Wendy



Maggie

Example: After Freddy has placed his card, Maggie quickly grabs the burger bun and puts it down on the cards, topping off the burger and shouting: “Standard Burger!”

Everyone else now has two options: They can **believe** you or **doubt** you:

- ★ If **everyone** else **believes** you, take all the cards from the middle of the table and place them under your card deck, face down. **Don't** check if you were right.
- ★ If **one or more** of the other players **don't believe** you and want to **doubt** you, they must say so as quickly as possible. Only the **quickest** player to declare their doubts counts as the person who has doubted you.

If you've been doubted by another player, check the cards in the burger. Take the pile without changing the order of the cards, **turn it over**, and start revealing the cards in the **order in which they were played on the pile**. Place them in a row from left to right, face up, and count the pictured toppings together.

- ★ If your call was **right** and the burger contains all the required toppings, take all the cards from the burger and place them under your card deck, face down. In addition, the player who doubted you wrongly must give you **the top 2 cards** from their deck as a penalty. These also go under your deck, face down.
- ★ If your call was **wrong**, the other player was right to doubt you. In this case, **they** get all the cards from the burger and place them under their card deck, face down. In addition, you must give them **the top 2 cards** from your own deck as a penalty.

Note: If you don't have enough cards left in your deck, give them as many as you can as your penalty.

Example: Wendy isn't quite sure anymore how many toppings there are in the burger, so she decides to doubt Maggie's call. The cards in the burger are revealed one by one: There are a total of 3 cheese, 2 lettuce, 2 tomatoes, and 2 patties. Since there are at least 2 of each topping type in the burger, Maggie's call was correct, and the Standard Burger was indeed done correctly. Maggie takes all the cards from the middle of the table and places them under her deck. In addition, she gets the top 2 cards from Wendy's deck.



Once a burger has been done – correctly or incorrectly – the round ends. Place the burger bun back in the middle of the table. The player who took cards from the middle starts off the next burger by revealing their next card. Continue playing as described above.

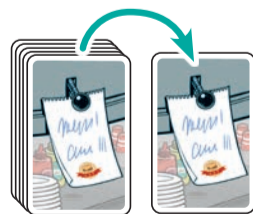
★★★★★ The End of the Game ★★★★★

Keep playing until one player runs out of cards in their deck. This player can keep playing until the current burger is done, possibly grabbing the burger bun or doubting another player's call. When they would have to play a card on their turn, simply skip them.

If a player doesn't have **any** cards left **when the burger is done**, the game ends. This can also occur when someone must give away cards as a penalty. In this case, the game ends too.

Count the cards in your card decks. The player with the **most** cards wins the game! If two or more players have the same number of cards, they share the victory. For even longer playing fun, play several games of Burger Slam and note down the number of cards you each have left after each game. The player with the highest total after several games wins.

Note: You can also use the backs of the 16 special cards as burger counters. Place all the special cards in a deck to the side, face down. After each burger is done, take the top special card and place it next to the deck, still face down. Whether the burger was done correctly or incorrectly doesn't matter. Using this method limits the game to 16 burgers. If a player runs out of cards before the final burger, the game ends earlier. If you all make it to the 16th burger or if the game ends early, the player with the most cards in their deck at the end wins the game. If two or more players have the same number of cards, they all share the victory.



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AMIGO Spiel + Freizeit GmbH, Waldstraße 23-D5, D-63128 Dietzenbach
www.amigo-spiele.de, E-Mail: hotline@amigo-spiele.de

