

Have you already played several games of *Burger Slam* and feel like you've got the diner sorted? Here's the next challenge for you: the Pro Variant. Before the game, shuffle the 16 special cards (2 cards with a gold star and 14 cards with a silver star) and put them next to the play area in a face-down deck. Leave space for 3 cards next to the deck.



The base game rules remain in effect, but here are some additional rules:

At the start of each round, reveal the top card of the special card deck and place it next to the deck. While a special card is face up, it changes or expands the base game rules.

If it's a **silver star** card  $\Rightarrow$ , place it directly next to the deck. If there is already a silver star card there, **cover it with the new card**. The effect on the covered card is no longer active.

If the card shows a **gold star**  $\uparrow$ , place it next to the space for the silver star cards on the right. If there's already a gold star card there, **don't** cover it but put the new card to its right. Card effects on gold star cards **stay active for the rest of the game**.

# Gold Star Cards 🛠



#### Chili Ketchup

While this card is visible, all red sauce symbols *end* on the topping cards are active.

When you reveal a card showing a red sauce symbol while the *Chili Ketchup Card* is active, your card adds chili ketchup to the burger. This sauce is so hot that it "covers" the flavor of the card directly underneath it. **The card directly underneath doesn't count anymore**.

Hint: When you check a burger, reveal the cards in the order they were played on the pile, as usual. Make sure you don't change the order of the cards! Then flip over any cards that come immediately before cards with a red sauce symbol, going left to right. This makes counting the toppings on your burger much easier.



**Example:** Maggie reveals the cards in the burger in the correct order. Then she checks the cards **left to right**. As there's red sauce on the next card, she turns over the card with 3 patties. The 3 patties pictured on this card no longer count towards the burger. With the cards that are left, a Big Burger would **not** be done correctly.

Note: If a red sauce card makes you turn over another red sauce card whose effect you've already dealt with, **don't** reverse that effect!

#### **Burger Sauce**

While this card is visible, all yellow sauce symbols — on the topping cards are active.

When you reveal a card showing a yellow sauce symbol while the *Burger Sauce Card* is active, the card adds burger sauce to your burger. This sauce is so yummy that it "strengthens" the taste of the next card. **All toppings on the card directly following this one count double.** 



Hint: When you check a burger, make sure you reveal the cards in the order you've played them. Then move all cards that come directly after a card with the yellow sauce symbol slightly up, going left to right. This makes counting the toppings on your burger much easier.

**Example:** Wendy reveals the cards in the burger. As the yellow sauce makes the toppings on the next card count double, Wendy pushes the card up a little. The 3 patties shown on the card now count as 6 patties. With these cards, a Big Burger would be done correctly.

Note: Sauces are **not** doubled. If a card with yellow sauce follows a card with yellow sauce, double the toppings on the second card, but not the sauce. However, the sauce on the second card still doubles the ingredients on the following card.



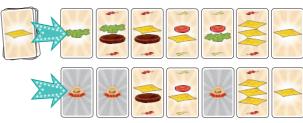
**Example:** Freddy, Maggie, and Wendy have played these cards in the burger and check them from left to right.

If both sauces are visible, both sauces are active at the same time.



If the card following a yellow sauce has been flipped over, that card's toppings are not doubled: don't push it up. A yellow sauce card that's been flipped over doesn't double the next card, either.

Example: Freddy, Maggie and Wendy have played these cards in the burger. In this round, both sauces are active. Checking the cards from left to right yields the following result:



## Silver Star Cards 😭



#### The Golden Spatula

A VIP visits your diner. This person finds correct orders especially important. While the Golden Spatula is active, you'll have to pay 4 penalty cards instead of 2.

#### Extra Topping

While an Extra Topping card is active, the topping shown is already on the burger at the start, so a Standard Burger can be done when there's only 1 topping of this type (and 2 of every other type) in the pile, while a Big Burger would be done with only 6 toppings of this type.





#### **Burnt Topping**

While a Burnt Topping card is active, the topping shown counts as burnt once in the **burger**, so a Standard Burger requires at least 3 toppings of this kind (as well as at least 2 of every other type) and a Big Burger with this topping is only done with 8 toppings of this type.

### Wild Topping

This topping can be any topping that you want to add to your burger. When you top off the burger, you must declare which topping you want it to be.



**Example:** These cards are on the burger:



Freddy tops off the burger: "Standard Burger!" and also declares that he wants to use the wild topping as a patty. With this extra patty, there are at least 2 toppings of each type in this burger, so he has made the right call. If he had picked a different topping for the wild one, the burger would not be done correctly.



#### Kid's Menu

While the Kid's Menu card is active, you can also call out a Kid's Menu order in addition to the usual Standard or Big Burger. A Kid's Menu burger is done when there are at least 2 of any 3 toppings on the burger and one topping is completely missing from it at that moment. Grab the burger bun, as usual, and call out "Kid's Menu!" when topping off the burger.

Example: Freddy, Maggie, and Wendy have played the following cards in the burger:



As there are no tomatoes on the burger, but all other toppings are present at least twice, Maggie tops off the burger: "Kid's Menu!"

Note: If a topping is turned over because of the red sauce, it doesn't count as being present in the burger. You can still have a Kid's Menu burger that's done at this point.

#### **Big Combo**

While the Big Combo card is active, you can only do Big Burgers. If at any point a Standard Burger would be done, you can't top it off. If a player tops off a Standard Burger, doubting them is automatically correct.





#### Standard Combo

While the Standard Combo card is active, you can only do Standard Burgers. If at any point a Big Burger would be done, you can't top it off. If a player tops off a Big Burger, doubting them is automatically correct.



You have purchased a quality product. Should you have any reason for complaint, please do not AMIGO Spiel + Freizeit GmbH, D-63128 Dietzenbach, 2024



Version 1.0