

## Instruction Card .1

### Contents

40 Ingredient Cards



8 Order Cards

2 Sub Cards

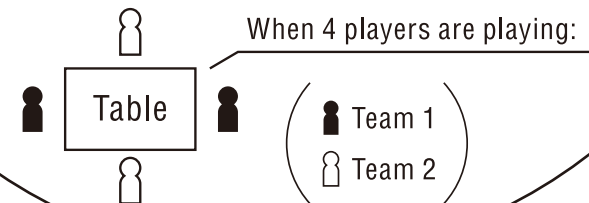


5 Instruction Cards

## Instruction Card .2

### Rules

This game can be played by 2 to 4 players. When playing with 4 players, divide into two teams of 2 players and take turns sitting so that those on the same team do not sit side by side. Players memorize the front of an Ingredient Card placed face down, then flip through ingredients that have been ordered and try to guess correctly in a game that tests your memory. Join the staff at a popular restaurant and compete to see how many burgers you can make!



### Instruction Card .3

First, remove one card each from the 8 Ingredient Card categories and stack them face down so the picture of the buns is facing up. This is the deck. Spread the remaining 32 Ingredient Cards over the table face down in such a way so that they don't overlap. Now you're ready to play!



Then, decide the first dealer. The dealer makes an "order". The role of dealer moves clockwise from player to player.

### Instruction Card .4

The dealer takes the 8 Order Cards and chooses any 3 or 4 ingredients. At this time, be careful of the back side of the Order Card. When the front says "x1", it means you order only 1 of that ingredient. When the front says "x2", it means you order 2 of that ingredient. Also, when it is "Last Order", you can order 6 ingredients (Instruction Card .9). Once the dealer has chosen their order, the challenge begins, starting from the player to the left of the dealer and going clockwise!

**Do not start from the dealer.**

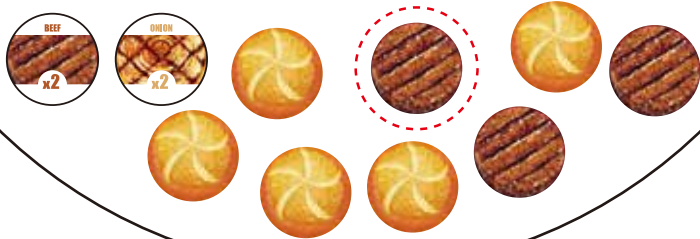
## Instruction Card .5

### Challenge

Choose one of the face-down Ingredient Cards and flip it over. If the card matches one of the ingredients ordered and has not exceeded the quantity ordered, then it is safe! Anything else is a mistake. A player can keep flipping cards over until they make a mistake.

#### Sample Mistake

This order included 2 beef patties and 2 onion slices.  
You've flipped over a third beef patty!  
DELETE Exceeding the quantity ordered results in a mistake.



## Instruction Card .6

When a player makes a mistake, **the cards stay flipped over** and the turn goes to the player to their left. The challenge lasts as many rounds until the burger is complete or you run “out of stock” (Instruction Card .10).

**The cards previous players flipped over are counted toward** whether an ingredient flipped over exceeds the quantity ordered!

That is why, even if you flip over the ingredients as ordered, if the player before you has already flipped over more than the quantity ordered, it will result in a mistake.

### **Instruction Card .7**

#### **Complete**

When the final ingredient ordered is flipped over and all of the ingredients ordered are flipped over in the required quantity or more, the order is complete! The player who completed the order now takes the ingredients ordered only in the quantity that they were ordered. Now, they take 2 buns from the deck and, looking at the Diagram Card, try to make a hamburger! The player places the hamburger in front of themselves. Any remaining ingredients are turned face down, then the player to the left of the current dealer becomes the dealer, and the game continues.

### **Instruction Card .8**

#### **Out of Stock**

There are four each of the same ingredient, excluding those used for the deck. If a player counts the ingredients for the completed hamburgers and finds that they are short on the quantity of ingredients ordered, they must tell the dealer that the ingredient is “out of stock”. The dealer may not point this out on their own. The player who noticed the ingredient was out of stock receives that ingredient’s Order Card as an Out of Stock Bonus and places it in front of themselves. This order card counts as a completed hamburger! That ingredient can no longer be ordered. Flip the ingredients back over so that they are face down, and have the next dealer make a new order.

## Instruction Card .9

### Ending the Game

If a player (or 2 players on the same team in a 4-player game) completes 3 hamburgers, that player (or team) wins! Players who point out that an ingredient is out of stock receive the Order Card for that ingredient, which counts as 1 completed hamburger.



If the deck runs out before then, two Sub Cards are added to the deck, and an extra round to make the final hamburger is played as the “Last Order”.

During Last Order, the dealer can order up to 6 ingredients.

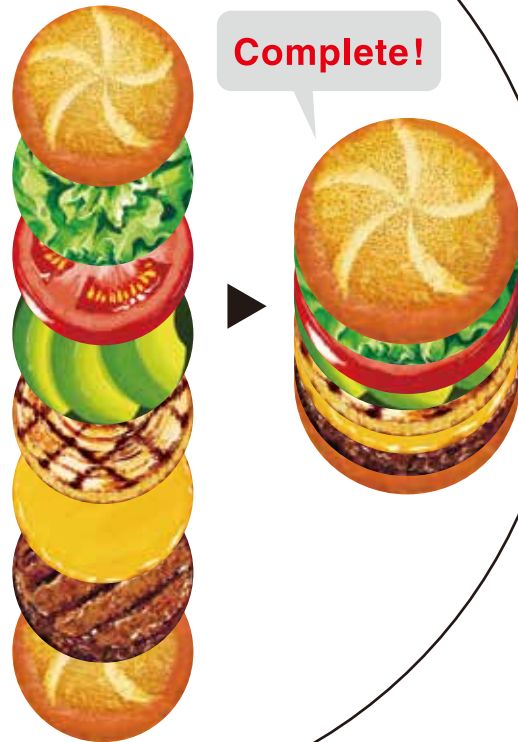
## Instruction Card .10

### In Case of a Tie

If, during the extra round, the 2 cards in the deck run out and no one can make 3 hamburgers, the player (team) with the highest total number of ingredients in the hamburgers they completed (or their team in a 4-player game) wins! Buns and Order Cards that have been obtained by a player as an Out of Stock Bonus do not count as ingredients. If it is still a tie, the players (or teams) compare the number of Beef and Teriyaki cards in the hamburgers they completed, and whoever has more is the winner. If this does not decide the game, play again!

## Sub Cards .1

Stack the ingredients between the two buns, making sure to stagger them a little so you can see what they are! Stacking the ingredients so you can see how “thick” they are is key to making a tasty hamburger.



## Sub Cards .2

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Photograph is for illustrative purposes only (as of July 2020)