



Burger Up
GAME RECIPE BOOK

Version 1 – 30 March 2016



INFO

 Serves 6

 40 Minutes

 Easy Difficulty

INGREDIENTS

500 g (1 lb) quality beef mince

¼ cup of breadcrumbs

1 egg

Sea salt

Fresh ground black pepper

6 fresh burger buns

6 slices of cheddar cheese

1 cos (romaine) lettuce

3 tomatoes

1 sprig of fresh rosemary

3 sprigs of flat leaf parsley

Olive oil

3 large Polish dill pickles

Dijon mustard

Tomato relish

O.G. Cheeseburger

~ Making the Patties ~

1. Finely chop the parsley and rosemary.
2. Place the breadcrumbs, parsley, rosemary and beef mince into a large bowl. Crack egg on top of this mixture. Season with a pinch of salt and pepper.
3. Mix together with your hands until well combined.
4. Divide the mixture into 6 portions and gently press them into a round shape approximately 2 cm (¾ inch) thick.
5. Place them on a tray and drizzle with some olive oil. Cover with plastic wrap and put them in the fridge for about 15 minutes.

~ Cooking the Patties ~

1. Heat a grill pan until it is hot. This should take about 3-4 minutes. Turn the heat down to medium.
2. Place the patties in the pan and press with a spatula to ensure they are fully in contact with the pan. There is no need to use additional olive oil.
3. Cook to your liking—approximately 3-4 minutes each side.
4. Once cooked, turn off the heat and place a slice of cheese on each patty. They will melt slightly prior to serving.

~ Serving ~

1. Slice the tomatoes. Wash the cos lettuce—tear larger leaves in half. Thinly slice the pickles length-ways.
2. Cut the buns in half. Remove the patties from the pan, and wipe up any excess liquid. While the pan is hot, place the buns on the grill face down until lightly toasted.
3. Spread a small amount of Dijon on each bottom bun. Place a patty on top, followed by tomato, pickle and lettuce. Spread some tomato relish onto the top bun and you're ready to serve.

Solo Up

Inspired by Burger Up – 1 player, 25 minutes

~ Setup ~

Setup like you would normally, however do not reveal any Top Buns. This happens automatically as play progresses.

~ Playing The Game ~

Playing the Solo variant is very similar to the core game but with two notable exceptions. Firstly, you may place as many Ingredients cards as you like, and secondly the Pending Orders area advances automatically each round.

At the start of each turn (including the first turn), you must do the following:

1. Draw ingredients cards from the Ingredients deck up to the hand limit of 4 cards.
2. Either discard \$10 or Advance each Top Bun card by 1 space on the Pending Orders area (see “Advancing Pending Orders” below).

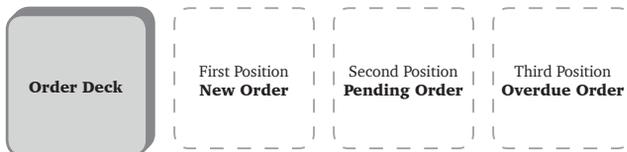
Next, you may do any of the following, in any order you like, as many times as you are able:

3. **Place an Ingredient from your hand onto one of your Burgers.** Note that the normal rules for Building your Burger still apply.
4. **Pay \$1 to take an Ingredient card from the Market.** Immediately replenish the Market by revealing a new Ingredient card from the Ingredient deck and placing it into the Market.
5. **Complete a Burger.** Follow the same rules as the base game for completing a burger, however do not place a \$1 coin on any Top Buns.

Continue doing any or all of these until you are unable to progress any further, or wish to end your turn.

~ Advancing Pending Orders ~

Each Top Bun represents a customer’s order and the amount of time a customer has been waiting.



When Advancing the Pending Orders, reveal a new Top Bun and place it on the first position on the track, closest to the Order deck. Subsequent advancements of the Pending Orders will push the Top Bun in the first position to the second position, and so on.

When advancing, if a Top Bun Order is on the third position, it is discarded. Note that gaps in the Pending Orders area, left by completing a Top Bun, are not filled, nor does it collapse when advancing. In other words, every Pending Order will progress exactly three times before it is discarded.

~ Ending the Game ~

The game ends immediately if either the Pending Orders deck is depleted and there are no remaining Top Buns, or the Ingredients deck is empty and you are unable to place any further ingredients.

In the Solo variant there is no winner, rather you are trying to get the best score possible. Calculate your final score in the same way you do the base game. Note there is no bonus for the most completed burgers.

Now that you have a final score, play again to see if you can beat it.

~ Increasing the Difficulty ~

For more of a challenge, try one of the following suggestions:

- **Normal** – Start with no coins.
- **Hard** – Start with no coins and no Spatula.
- **Expert** – Start with no coins, no Spatula and draw up to 3, instead of 4, Ingredient cards at the start of each turn.

Party Up

Inspired by Burger Up – 5~6 players, 60 minutes

The 5 to 6 player variant is identical to the normal Burger Up rules, with a small number of important exceptions.

When setting up the game, give each player 1 Bottom bun, instead of 2. Secondly, increase the size of both the Market and Pending Orders by revealing 1 additional card; they will now contain 4 cards instead of 3.

During your turn, the number of ingredients you can place is lowered by 1. This means you can place a maximum of 2 ingredients per turn.

During the cleanup phase, you can only draw up to 3 Ingredient cards rather than 4. Note that upgrading your restaurant still gives you the +1 Ingredient bonus.

Between Two Burgers

Inspired by *Between Two Cities* – 2–4 Players, 40min

In *Between Two Burgers*, you must work together with your partners on either side to make the biggest and the best burgers. Your final score is the lowest score of either burger, so you cannot focus on just one!

~ Setup ~

Between Two Burgers requires the use of only Bottom Buns and Ingredient cards. Coins can be used for scoring at the end of the game.

Start by placing a single Bottom Bun card between each player. You should have the same number of Bottom Buns as there are players.

~ Playing the Game ~

A game of *Between Two Burgers* is played over three rounds, each consisting of three turns. All players take their turn simultaneously.

At the start of each round, shuffle the Ingredients and deal 5 cards to each player. They may look at their cards, but be careful not to show your opponents. Place the remaining Ingredient cards face-down in the center of the table.

Each turn, all players perform the following actions in order:

1. Select two cards from your hand and place them face-down in front of you. Do not show your opponents the cards you have selected.
2. Once all players have made their selection, everyone simultaneously reveals the chosen cards.
3. Place one of your Ingredient cards on the burger to your right and the other Ingredient on the burger to your left. The normal ingredient placement rules of *Burger Up* do not apply, however they are still placed so that each card covers half of the previous card. You may discuss the choice of ingredient with the player to your immediate left and right.
4. Once all players have placed their Ingredient cards, pass the remaining cards to the player on your left. In the 2nd round, cards are passed to the right instead. In the last round, pass cards to the left again.

When all players have only 1 card remaining, discard it and the next round begins.

~ Ending the Game ~

The game ends once 3 rounds have been completed. Each burger will contain a total of 12 ingredients.

~ Scoring ~

The winner is the player with the highest scoring burger, however your score is that of the lowest scoring adjacent burger. For exam-

ple, the burger to your left scored 55 points, whereas the burger to your right only scored 19 points. In this situation your final score is 19 points.

To speed up scoring, we suggest that each player scores the burger to their immediate right.

Salad (Green) – Salad ingredients score more coins depending on how many you have in a row. Each group of Salad cards, separated by non-salad cards, is scored individually.

Salad in a Row	1	2	3	4	5	...
Score	2	8	12	13	14	...

Sauce (Red) – The burger with the most sauces scores 4 x the number of sauces in that burger. The burger with the second highest number of Sauces scores 3 x the number of sauces in that burger.

For example, if one burger had 3 Sauces and another burger had 6, the burger with 6 Sauces would score 6 x 4 (24). The other burger would score 3 x 4 (12).

Meat & Patties (Brown) – Score more points depending on how many different type of Meat or Patty ingredient are on the burger

Different Meat & Patties	1	2	3	4
Score	2	4	9	17

Cheese & Egg (Yellow) – The more Cheese and Egg ingredients on a burger, the more total points are earned.

Total Cheese & Egg	1	2	3	4	5	6
Score	1	3	6	10	15	21

In addition to this, score 1 extra point for every Cheese or Egg ingredient that is adjacent to (either above or below) a Meat or Patty (Brown) ingredient. Note that a Cheese or Egg ingredient that has a Meat or Patty ingredient both above and below would score 2 points.

Middle Buns (Hollow) – To calculate the score for Middle Buns, count the number of different ingredient types (Salad, Meat/Patty, Egg/Cheese and Sauce) you have. Multiply this number by the total number of Middle Buns in the burger.

For example, if the burger has a 2 Middle Buns, 2 Salads, 1 Egg and 2 Sauces it would be worth 2 x 3 (6) as there are 3 different types of ingredients (Salad, Cheese/Egg & Sauce).

Hanaburger

Inspired by Hanabi – 2~4 players, 40 minutes

Hanaburger is a cooperative game in which players try to create complete burgers by placing Ingredients in the right order, onto communal bottom buns.

~ Setup ~

1. Start by placing 2 Bottom Bun cards in the center of the play area within each reach of all players.
2. Shuffle all Top Bun cards and deal one, face-up, below each Bottom Bun card. Place the rest in a deck, face-down, nearby.
3. Place the 4 Spatula cards in the center; these are used to track hints.
4. Next, place 8 of the \$5 coins in the center; these are used to track mistakes.
5. Shuffle all the Ingredient cards and deal 3, face-down, to each player. They cannot look at their cards. Each player holds their hand of 3 Ingredient cards with the ingredient facing away from them. Be careful not to look at your cards; only other players can see what cards you have.

~ Playing the Game ~

Play commences with the first player, and continues in clockwise order until either the Ingredients deck runs out, or too many mistakes have been made.

During your turn you may do one of the following three actions:

1. Give another player a hint

To give another player a hint you must flip over a Hint token (Spatula). If there are no Hint tokens available, you cannot play this action.

You can now give any other player a single hint by telling them 1 thing about their hand of ingredients. Note that the same rules for giving hints in Hanabi apply here.

The information you can give to another player is either ingredient colour (red, brown, green or yellow) or an Ingredient name.

Note: When giving a hint, you must point out ALL Ingredient cards that match.

2. Discard an Ingredient card from your hand to regain a Hint.

Discard an Ingredient card from your hand into the Ingredient card discard pile. Restore a Hint token by flipping a dirty Spatula to the clean side. Now draw another card and add it to your hand. Be sure not to look at it.

Note: Be careful when discarding an ingredient, it might be just what the team needed!

3. Place an Ingredient card on a Bottom Bun

Select an Ingredient card from your hand, being careful not to look at your other cards. You must then place this Ingredient onto either burger, following the standard Burger Up ingredient placement rules. Also, the ingredient must not violate the requirement of the Top Bun. For example, if the Top Bun is the “Vegetarian Cowboy”, you cannot place a Meat patty on the burger even if would otherwise be a legal move.

Should you be unable to place the ingredient, instead discard it and remove 1 Mistake token, putting it back in the game box.

Note: Remember, the moment the last Mistake token is discarded, all players immediately lose the game.

Now draw another Ingredient card and add it to your hand. Be sure not to look at it.

If you were able to place an ingredient, check if the burger satisfies the Top Bun requirements. Once a Top Bun has been satisfied, score it like you would in a normal game of Burger Up. Note that a Colossal burger does not give you the option of upgrading; you must take the \$10 instead. Set the completed Top Bun aside and draw a replacement from the Top Bun deck.

~ Ending the Game ~

The aim of Hanaburger is to complete as many burgers, and score as many coins as possible, as a team.

There are two ways the game can end. Either the last Ingredient card is drawn, or the last Mistake token is discarded.

Once the last Ingredient card is drawn, all players (including the player who drew the final Ingredient card) get 1 more turn. After all players have had their final turn, count the total number of coins earned during the game; this is the team's final score.

However, should the last Mistake token be discarded at any time during the game, even after the final Ingredient card was drawn, the game immediately ends and everyone loses. In this situation you do not calculate your final score.

Note: Play again to see if you can beat your previous score!

Burger Go!

Inspired by Sushi Go! – 2~6 players, 30 minutes

Unlike Burger Up, in Burger Go you are not building a burger, but you are instead trying to collect different combinations of ingredients, to get the highest score after 3 rounds.

~ Setup ~

To play Burger Go, you need all Ingredients cards and coins from Burger Up. Shuffle all the Ingredient cards and deal 7 to each player. Each player holds their cards in their hand, being careful not to show their opponents.

Place the remaining card in a pile, face-down, in the middle of the table.

~ Playing the Game ~

A game of Burger Go is played over 3 rounds. To start a round, each player selects 1 card from their hand to play and places it face-down in front of them. Once all players have selected a card, everyone simultaneously reveals their chosen ingredient.

The orientation of your chosen Ingredient card is important. The ingredient closest to you (at the bottom of the card) is the one you have played. Make sure you decide before you reveal your Ingredient card.

After everyone has revealed their selected ingredient, each player passes their remaining hand of Ingredient cards to the player on their left. Everyone picks up their new hand of Ingredient cards and a new turn begins.

Note that face-up cards are not passed, only the cards remaining in your hand.

~ Ending the Round ~

Once all players only have 1 card left in their hand, everyone simply reveals it and places it among their other face-up ingredients. Each player now calculates their score (see “Scoring” below) for the round and takes a number of coins equal to their score.

~ Starting a New Round ~

Discard all face-up Ingredient cards, with the exception of Middle Bun cards, to a pile next to the Ingredients deck. Now deal a new set of 7 Ingredients cards to each player. Should the Ingredients deck run out of cards, shuffle the discard to form a new Ingredients deck.

You are ready for the next round to begin.

~ Scoring ~

Salad (Green)

The player with the most Salad Ingredient cards receives 6 coins. If multiple players tie for the most cards, split the coins (ignoring the remainder). In this situation, there is no second place.

The player with the second most Salad Ingredient cards receives 3 coins. If multiple players tie for second, split the coins (ignoring the remainder).

Cheese & Egg (Yellow)

The more yellow cards you have, the more coins you will score. Use the table below to calculate your score:

Number of Cards	1	2	3	4	5+
Coins Earned	1	3	6	10	15

Meat & Patties (Brown) – Each Meat and Patty is worth 3 coins. If it is placed on top of a Sauce then it is worth 9 coins.

Sauce (Red) – A Sauce multiplies the coins of a Meat or Patty placed on top of it. The two cards are combined and score a total of 9 coins. A Sauce is not worth any points on its own.

The Sauce must be placed first and then a Meat or Patty must be placed on top of it. You can have more than 1 Sauce placed in front of you, but only 1 Meat or Patty can be placed on a Sauce.

Middle Buns (Hollow) – Middle Buns are worth no coins during the game and are not scored at the end of the round (like the other ingredients are). Instead, at the end of the game the player with the most Middle Buns receives 6 coins. Should there be a tie for the Middle Buns, those players split the coins, ignoring any remainder.

Then, the player with the least Middle Buns (including none) loses 6 coins. Should there be a tie for the least Middle Buns, those players split the penalty, ignoring any remainder.

If all players have the same number of Middle Buns, or no player has any Middle Buns, then no one scores any bonus points or receives any penalty.

~ Ending the Game ~

After the third round is complete, calculate the coins players receive, or lose, for Middle Buns.

The player with the most amount of coins overall is declared the winner.

Burger Trucker

Inspired by Galaxy Trucker – 2~4 Players, 40min

Burger Trucker is a simultaneous/real-time game, which captures the fast-paced and chaotic nature of Galaxy Trucker and slams it together with Burger Up!

~ Playing the Game ~

Burger Trucker is played over 3 rounds. Each round consists of 3 different phases:

Setup » Build » Score

~ Setup Phase ~

1. Give one Bottom Bun card to each Player.
2. Shuffle the Ingredient cards deck and spread them out into the middle of the play area face-down.
3. Shuffle the Top Bun cards and deal out cards, face-up, equal to the number of players. These are the Incoming Order cards. Set aside the remaining Top Buns; they will be used during the Score Phase.
4. One player then counts down, “3, 2, 1, GO!” to start the Build Phase.

~ Build Phase ~

During the Building Phase players simultaneously perform any of the following 2 actions:

Take Ingredient – Grab one Ingredient card (flipping it over if it is face-down) and then bring it back to their Bottom Bun card. They must then decide if they want to place it on their burger or return it back into the central play area face-up. Once an Ingredient card has been placed on a Burger it cannot be moved, discarded or rotated.

Build a Burger – Finish building a burger. You may not interact with the Ingredient cards or Incoming Order cards once you have decided to finish your Burger. Take the appropriate number of coins, based on how quickly you finished your burger, placing them beside your Bottom Bun.

Place	1st	2nd	3rd	4th
Coins	3	2	1	0

It is important you do not mix them with any other coins you have already earned.

Once all players have finished their Burger, start the Score Phase.

~ Score Phase ~

1. Deal 2 extra Top Bun cards into the Incoming Orders deck and shuffle the deck.
2. Gather the Incoming Order cards. Randomly add 2 more Top Buns cards from the remaining deck of Top Buns.
3. Shuffle these cards then deal them out, face-down, in a line.
4. Gather the Incoming Order cards. Randomly add 2 more Top Buns cards from the remaining deck of Top Buns.
5. Shuffle these cards then deal them out, face-down, in a line.
6. Starting from the left, place a \$1 coin on the first Top Bun card, 2 on the second and so on.
7. Starting with the leftmost Top Bun, do the following:
 - a. Reveal the Top Bun card
 - b. Starting with the player with the most coins next to their Bottom Bun and continuing in descending order, each player decides if they want to claim the revealed Top Bun (along with the coins) and finish their burger. Should no player claim the Top Bun, discard it and the coins placed on top.
8. Once there are no more Top Buns, or all players have finished a burger, each player scores their burger by following the normal Burger Up rules and takes the appropriate number of coins.

Now continue to the next round.

~ Ending the Game ~

The game ends once 3 full rounds have been played. The winner is the player with the highest overall score.

Burger Up

Game Design Credits

Game variants designed by Matt Parkes, Alistair Kearney & Allen Chang with the help of our amazing Kickstarter backers.

Hanaburger

Inspired by Hanabi, a game designed by Antoine Bauza. Variant suggested by Krzysiek Szłapiński

Burger Go!

Inspired by Sushi Go!, a game designed by Phil Walker-Harding. Variant suggested by Rian Turner

Between Two Burgers

Inspired by Between Two Cities, a game designed by Matthew O'Malley, Morten Monrad Pedersen and Ben Rosset

Burger Trucker

Inspired by Galaxy Truckers, a game designed by Vlaada Chvátil

Solo Up & Party Up

Inspired by Burger Up, a game designed by Matt Parkes



RULE & MAKE

Important: The rules outlined in this book make the assumption you are already familiar with both the game that inspired the variant, and the Burger Up base game.