

Bun Stoppable Paper to Mobile

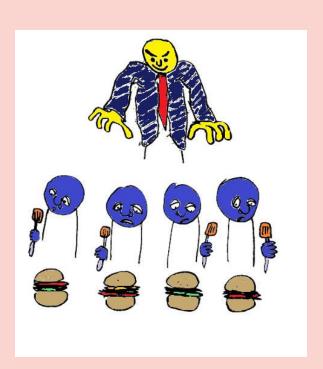
Cas Hancock - ITGM 351



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GAMEPLAY SUMMARY



"Bun Stoppable is a calculative tycoon game in which you must strategically place and exterminate employees in order to have the most burgers by the end of the game. The aim of the game is to have the most Complete Burgers by the time the win condition is met. Burgers are complete when one of each Ingredient is fulfilled. You only have as many burgers as your lowest Ingredient count, so the aim of the game is equal distribution!"

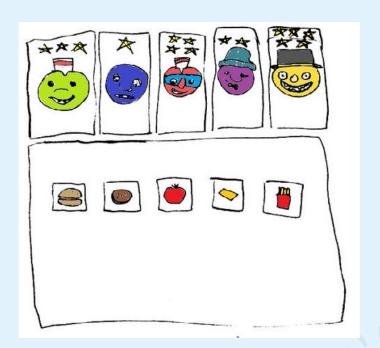




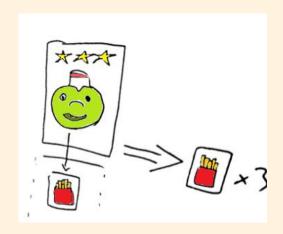
GAMEPLAY SUMMARY

(actual assets lost to time D:)

Player has a **play mat** that is used to collect tokens corresponding to ingredient type - Employees, once drawn, are assigned to different ingredients.



GAMEPLAY SUMMARY



FULL old-RULE SHEET HERE

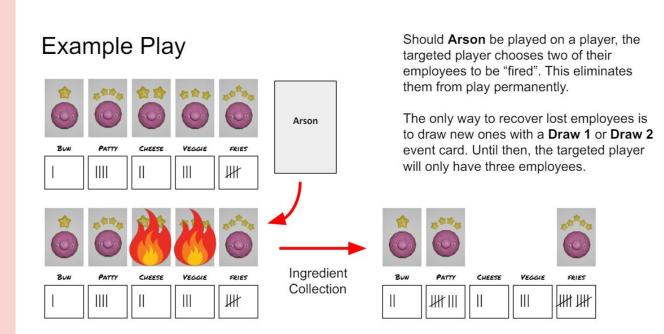
Ingredients are obtained at the end of each round depending on the Employee Rank. If a player has one of each type of ingredient, they obtain **One Burger**, which one of two winning conditions - which are:

- Employee Deck runs out
- 25 Burgers are obtained





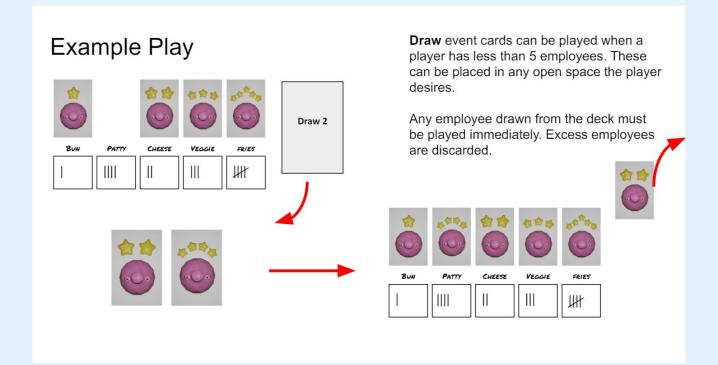
GAMEPLAY EXAMPLES







GAMEPLAY EXAMPLES

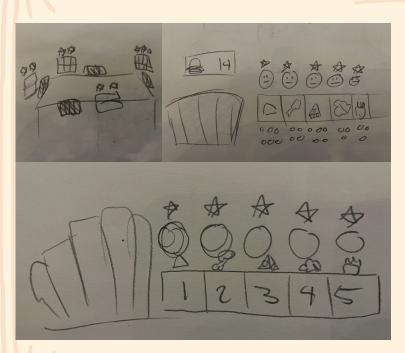


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MOBILE INSPIRATIONS





FIGMA

FIGMA LINK



