



Great chefs of the stars, join the Intergalactic Burger War! Compete against your fellow aliens by gathering the galaxy's greatest ingredients to craft the ultimate burger. Wield quantum contraptions. Hoard the finest foods. Unleash the grossest grub. Do whatever it takes to build the best damn burger in the cosmos, for all is fair in burgers and war. Join the Intergalactic Burger War today!

## OVERVIEW

Players compete to build the best burger, drawing and using cards to craft their burgers and cause mayhem.

- ❖ Everyone begins with 3 cards.
- ❖ Players take turns in clockwise order, starting with the last person to eat a burger.
- ❖ On their turn, a player can either draw or use a card.

## CARDS

Players can hold up to 5 cards in their hand. Whenever a card is added to a full hand, a card of choice must be discarded. There are 3 card types:

**Ingredients:** Core cards, used to build burgers.

- ❖ Using an ingredient equates to placing it on a plate (the area in front of a player). When a player places an ingredient, they can place it on their plate or another player's plate (unless otherwise specified).
- ❖ There are 5 types of ingredients: **BUN**, **CHEESE**, **PATTY**, **SAUCE**, and **VEGGIES**.
- ❖ Every ingredient also has a modifier: -2, -1, +1, or +2. These contribute to a player's burger score: the sum of all ingredient

modifiers on their plate. Burger score determines who wins (see page 5).

- ❖ Try to place ingredients with positive modifiers on your plate, and ingredients with negative modifiers on other plates.
- ❖ There are also rare variants: **Legendary** and **Cursed** (see page 3).

**Contraptions:** Secondary cards, used to help yourself or sabotage others. There are 4 types of contraptions:

- ❖ **NUKE:** Choose 1 ingredient from any plate. Discard it.
- ❖ **TRANSMOG:** Choose 1 ingredient from any plate. Swap it with any ingredient from your hand. Discard the old card.
- ❖ **RECYCLER:** Choose 1 card from the discard pile. Add it to your hand.
- ❖ **DEFLECTOR:** Negate the effects of **NUKE**, **TRANSMOG**, or **WAR**, if you're targeted. If used during **WAR**, you can't steal for that round.

**War:** Special card, where everyone gets to steal ingredients from each other's plates.

- ❖ When a player draws this, everyone must make a gun with their hand and point it at someone they choose.

- ❖ When targeted, a player must give an ingredient from their plate to the attacking player. The attacking player chooses the ingredient.
- ❖ If multiple people attack the same person and want the same ingredient, the first player to attack gets the ingredient.
- ❖ A player can use **DEFLECTOR** to protect their plate, meaning no one can steal from it. Doing this means you can't steal during that round of WAR.
- ❖ Discarded after the round of WAR ends.

## SPECIAL INGREDIENTS

Rare versions of ingredients that provide special effects. Each effect lasts for as long as that card is on a plate. There are 2 types:

**Legendary:** Each has a +3 modifier, and its effect significantly helps a player. Try to place these on your plate. There is only 1 per ingredient:

- ❖ **BUN:** Your plate is immune to **NUKE** and **TRANSMOG**.
- ❖ **CHEESE:** All **CHEESE** modifiers on your plate are positive and doubled.
- ❖ **PATTY:** All **PATTY** modifiers on your plate are positive. All **VEGGIE** modifiers on other plates are negative.

- ❖ **SAUCE:** You can draw or use 2 cards per turn.
- ❖ **VEGGIES:** No one can use **NUKE** or **DEFLECTOR**, except you.

**Cursed:** Each has a -3 modifier, and its effect drastically hinders a player. Try to place these on other plates. There is also only 1 per ingredient:

- ❖ **BUN:** You can only hold up to 2 cards in your hand.
- ❖ **CHEESE:** **CHEESE** modifiers on all plates, except yours, are positive and doubled.
- ❖ **PATTY:** All modifiers on your plate, except **PATTY** and **CHEESE**, are negative.
- ❖ **SAUCE:** Your finished burgers are susceptible to **NUKE**, **TRANSMOG**, and WAR.
- ❖ **VEGGIES:** You can't steal during WAR, and you can't use **NUKE** or **TRANSMOG** on others.

## FINISHING A BURGER

- ❖ A burger is finished if it has at least 1 **BUN** and 1 **PATTY**, whether added by yourself or others.
- ❖ A finished burger can't be changed (unless otherwise specified).
- ❖ A burger can have multiple **BUNS** or multiple **PATTIES**, but not both.

- ❖ You can prematurely finish another player's burger by adding a **BUN** and/or **PATTY** to their burger before they get a high burger score.

## MORE BURGERS

- ❖ If a player finishes their burger, they can make more burgers on their plate.
- ❖ Additional burgers follow the same rules.
- ❖ A player's burger must be finished before they can make another.

## WINNING

- ❖ The game ends once every player has at least one finished burger.
- ❖ The player with the highest burger score wins.
- ❖ Unfinished burgers don't count towards final burger scores.
- ❖ A tie means no one wins.