

Burger Up

Use the freshest, tastiest ingredients to make the biggest, most mouthwatering, gourmet burgers around. Satisfy your customers to earn money, upgrade your restaurant, and become the best burger restaurant in town. Burger Up is a burger building game of epic proportions for 2 to 4 players.

~ Components ~



21 Top Bun Cards



72 Ingredient Cards



32 \$1 Coins



20 \$5 Coins



8 \$10 Coins



4 Player Aid Cards



8 Bottom Bun Cards



4 Spatulas

~ Setting Up the Game ~

Central Area



Number of Top Bun Cards

- 2-players: Include **12 Top Bun** cards.
- 3-players: Include **14 Top Bun** cards.
- 4-players: Include **18 Top Bun** cards.

Player Area



SET UP CENTRAL AREA

Gather the number of Top Bun cards according to the chart on the left. Shuffle the cards to form the **Order deck**.

Deal 3 face-up to form the **Pending Orders** area. Place a \$1 coin on each of these Top Buns. Gather all the Ingredient cards and shuffle them to form the **Ingredients deck**.

Now deal 3 Ingredient cards face-up to form the **Market** area. Gather and organise the coins placing them within reach of all players. Reserve some space for the Ingredient discard pile.

SET UP PLAYER AREAS

Give each player 2 Bottom Bun cards (standard side face-up), a Spatula card (pristine side face-up), and \$2 worth of coins.

Deal 4 Ingredient cards face-down to each player as a starting hand. Players may look at their own cards at any time.

~ First Player ~



The player who most recently ate a burger goes first. Give the Player Aid card with the First Player icon to that player. Give standard Player Aid cards to the other players.

Another way of determining the First Player is to randomly deal a Player Aid card to each player. Whoever receives the card with the First Player icon goes first.



~ Card Explanation ~



INGREDIENT CARD

- Alternate ingredient
- Next requirement
- Name
- Keywords
- Type



TOP BUN CARD

- Name
- Requirement #1
- Requirement #2
- Size requirement
- Type



Standard Bottom Bun



Upgraded Bottom Bun

~ Playing the Game ~

Throughout the game, players act as chefs to purchase ingredients from the market, skillfully build burgers, and dish up their tasty creations. Only by fulfilling incoming orders can you earn coins and upgrade your restaurant.

Players take turns in clockwise order. A turn consists of the following four phases:

Market ➤ **Build** ➤ **Burger Up** ➤ **Cleanup**

Each phase must be completed in order. All phases are optional and may be skipped except the Cleanup Phase.

MARKET PHASE

You may spend \$1 to purchase an Ingredient card from the Market and place it into your hand. Return the \$1 coin spent to the coin stash.

Note: You may purchase more than one Ingredient card from the Market on your turn, however, the Market is not refilled until the Cleanup phase.

BUILDING PHASE

There are 4 types of burgers you can build:

Sandwich, Gourmet, Tower, and Colossal.

The bigger your burger is, the better your reward upon completion.

During the Building phase, you may place up to 3 ingredients from your hand onto any of your burgers.

Each ingredient placed must match the requirement of the previous ingredient (see “Building Your Burger”). The only exception is the Middle Bun (see “Middle Buns”), which has no requirement.

BUILDING PHASE (CONT.)

Each Ingredient card features two ingredients. Rotate the card until the desired ingredient is upright before placing it on a burger. Once an ingredient is placed, it cannot be rotated. Furthermore, it cannot be removed or rearranged unless a Spatula is used (see “Spatula”).

BURGER UP PHASE

During the Burger Up phase, you may score a single burger if it meets the requirements of a Top Bun and has at least one ingredient.

To score a burger, claim a Top Bun card from the Pending Orders area and place it on top of the burger you want to complete. You earn any coins that were stacked on the Top Bun you just claimed.

Next, count the total number of ingredients to determine what type of Burger you have constructed. Buns (Bottom, Middle and Top) are not counted, and therefore do not contribute towards the total.

Once you have the total ingredient count, use the reference below to determine your burger's type and reward:

<i>- Burger Types -</i>	
SANDWICH 1 - 3 ingredients	1
GOURMET 4 - 6 ingredients	1 1 1
TOWER 7 - 9 ingredients	5
COLOSSAL 10+ ingredients	★ or 10

Take the number of coins indicated for completing your burger. In the case of a Colossal burger you may upgrade (★) instead (see “Upgrading”).

Also, take an additional reward of \$1 for each Perfect Ingredient used (see “Perfect Ingredients”).

Keep the completed Top Bun card in your player area to show how many burgers you have completed.

Place all the Ingredient cards used to create the completed burger into the discard pile face-up. Do not discard the Bottom Bun, you'll need that for your next burger!

Reveal the next Top Bun card from the Order deck and place it with the 2 remaining Pending Orders. Add \$1 to all 3 face-up Top Bun cards.

Note: It is possible that one or more burgers meet the requirements of multiple Top Buns; however, you can only claim a single Top Bun card and score a single burger per turn.



The longer a Top Bun card remains unclaimed, the more valuable it will become.

CLEAN UP PHASE

At the beginning of the Cleanup phase, refill any purchased ingredients from the Market by replacing them from the Ingredients deck back to a total of 3 Ingredient cards.

Then, you may discard any number of Ingredient cards from your hand, then draw cards from the Ingredients deck until you have 4 cards in your hand. If you have more than 4 Ingredient cards in your hand, discard until you only have 4 Ingredient cards.

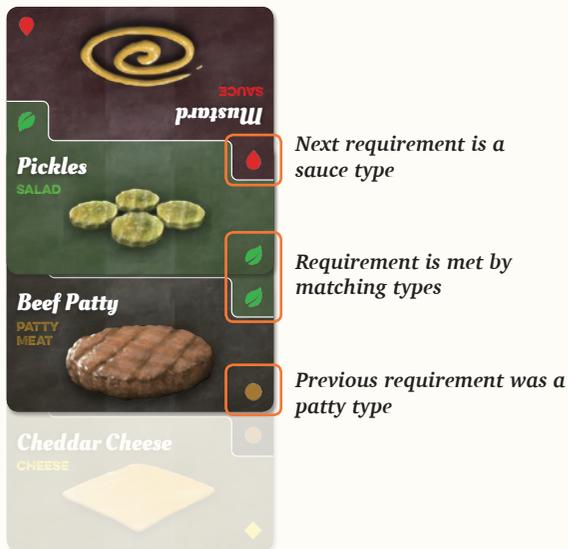
At any time, should the Ingredients deck run out,

shuffle the discard pile and place it face down to form a new Ingredients deck.

~ Building Your Burger ~

To build a burger, you must place ingredients on either of your Bottom Buns. Every time you add an ingredient to your burger, it indicates which type of ingredient must come next.

Ingredient cards are placed on top of the previous card in the stack so that half of the card overlaps. The bottom icon of the new ingredient lines up



with the middle icon of the existing ingredient, as shown above.

INGREDIENT TYPES

All ingredients belong to 1 of 5 different types:

Bun (☺), **Salad** (🌿), **Meat & Patty** (●), **Cheese & Egg** (◆), and **Sauce** (💧).

The background colour and symbol indicate the type of Ingredient.

KEYWORDS

Along with a Type, ingredients also have Keywords. These are used mostly when satisfying a Top Bun requirement (see “Top Buns”).

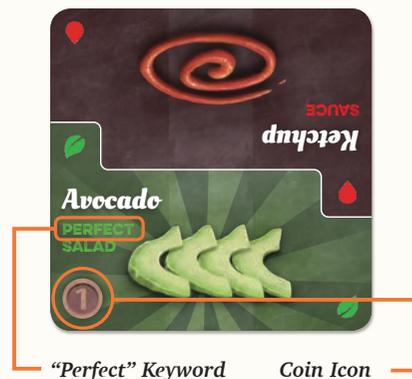
Example:

A Veggie Patty does not contain the “Meat” keyword, so it can be used on the Vegetarian Deluxe (2+ Salad, No Meat, Tower or Larger). However, since it does contain the “Patty” keyword, it can be used alongside Grilled Chicken and Beef Patty to complete the Iron Giant (3+ Patty, Colossal).



~ Perfect Ingredients ~

Ingredients that include the “Perfect” keyword earn you an additional \$1 when scoring. They can be easily identified by the coin icon and their different background.



~ Middle Buns ~



Middle Bun cards act as a wild ingredient and can be placed on top of any ingredient (even another Middle Bun) as they ignore all ingredient requirements. Using a Middle Bun on your burger effectively “resets” the ingredient requirement, allowing you to place any kind of ingredient on top of it.

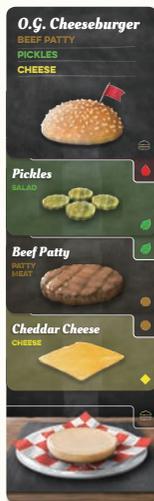
However, a Middle Bun (as with all buns) does not count toward the total number of ingredients in your burger during scoring (see “Burger Up Phase”).

~ Top Buns ~

Top Buns are the only way to finish and score your burger. Each Top Bun has a set of requirements, all of which must be met before they can be claimed.

Ingredients which are not explicitly listed can still be placed on the burger, however, some Top Buns prohibit certain ingredient types or keywords.

Note: Top Bun cards are placed so that they overlap half of the top-most Ingredient card when placed on the burger, just like placing an Ingredient card.



All Bottom, Middle, and Top buns have a hollow burger icon. This indicates that they can match any ingredient type requirement.



~ Upgrading ~

Upon completion of a Colossal burger, you get the option of taking \$10 immediately or upgrading your restaurant instead.

To upgrade your restaurant, flip both your Bottom Buns over to reveal the upgraded side (★). You now have the ability to place up to 4, instead of 3, ingredients during your Build Phase. This is indicated by the +1 icon on each of the upgraded Bottom Buns.

Even though you can now place more ingredients, you still only draw up to a maximum hand size of 4 Ingredient cards.



~ Spatulas ~

Spatulas are the only way to move ingredients after they have been placed on a burger. They can be used at any time during the Build Phase of your turn.

To use a Spatula, select an Ingredient card on one of your burgers. Move it and all the Ingredient cards above either into the discard pile or onto your other burger. When moving ingredients between burgers, the normal placement rules still apply (see “Building Your Burger”).

Ingredients must remain in the same order and cannot be flipped or re-arranged.

A spatula can only be used twice during the game. After the first use, flip the spatula over to the dirty side; once used a second time, remove it from the game.

Spatulas are worth points at the end of the game, so use yours wisely!



~ Ending The Game ~

When the Pending Orders area cannot be refilled (i.e., the Order deck is empty and there are fewer than three remaining Top Buns), play continues until it reaches the First Player, ending the game. The First Player does not get another turn.

DETERMINING THE WINNER

To win the game you must edge out your rivals by earning the most points; a measure of just how prestigious your restaurant has become.

To determine your final score, begin by counting the money you have earned; each dollar is worth 1 point. Next, should you still have your Spatula, add 4 points if it is pristine or 2 points if it is dirty.

Lastly, the player who claimed the most Top Bun cards throughout the game gets 5 bonus points added to their final score. If there is a tie then no player receives this bonus.

Once all scores have been counted, the player with the most points is declared the winner.

Example:

Paul earned \$34. He also has a dirty spatula and completed a total of 4 burgers.



$34 \text{ (coins)} + 2 \text{ (dirty spatula)} = 36 \text{ points.}$

Sarah has earned \$33 but she has no Spatula remaining. She completed a total of 5 burgers which means she gets the “Most Top Buns Completed” bonus.



$33 \text{ (coins)} + 0 \text{ (no spatula)} + 5 \text{ (most completed burgers)} = 38 \text{ points.}$

Valiant effort by Paul, but for this game Sarah takes the win!

~ Expanding Your Game ~



Burgers of the World Expansion – Congratulations!

Your burger restaurant is getting international attention and is ready to be taken to the world stage. Expand your restaurant’s repertoire by adding unique flavours from around the world.



Game Recipe Book – Get even more out of Burger Up by downloading the free Game Recipe Book. Comes with 6 game variants inspired by critically acclaimed and renowned games. It also comes with an actual burger recipe!



Find out more

ruleandmake.com/games/burger-up

~ Credits ~

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