



Playing pieces:

- 1 playing board
- 9 light brown buttons with black-tipped sticks
(bottom buns)
- 9 medium-dark brown buttons with sticks
(bottom buns)
- 3 light brown buttons (top buns)
- 3 medium-dark brown buttons (top buns)
- dark brown buttons (meat layers)
- red buttons (tomato layers)
- white buttons (mayonnaise layers)
- purple buttons (onion layers)
- green buttons (lettuce layers)
- yellow buttons (cheese layers)
- pieces of string
- 1 6-sided dice (not included)

If you jump over your opponent's complete burger with your complete burger, then your opponent's incomplete burger is no longer playable - that is, your opponent's complete burger is taken off the board.

You cannot jump over your opponent's complete burger with your incomplete burger

If you jump over another player's burger you still spin for an ingredient layer, or get a free ingredient layer of your choosing (if you land on the black square).

You can jump over your opponent's burger more than once in one turn.

If a player's burger is incomplete but has reached his or her opposite side of the board, tie a string onto the stick of that incomplete burger close to the topmost layer to signify that that burger can move forward and backward on the board. The player can still move his or her complete burger, but can no longer receive more ingredient layers.

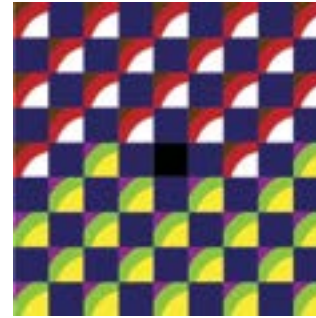
Nothing happens when a complete burger lands on the black square because of rule above.

JUMPING:

If you jump over your opponent's incomplete burger with your incomplete burger, then you steal one of their ingredients but your opponent's incomplete burger is still playable and remains on the board. If your opponent has no ingredients, then their incomplete burger is still playable and remains on the board.

If you jump over your opponent's incomplete burger with your complete burger, then your opponent's incomplete burger is no longer playable - that is, your opponent's incomplete burger is taken off the board.

Setup:



This is a 2-player game. Players may only place their pieces on the multi-colored squares and the black square in the middle. The colors on each multi-colored square refer to the kinds of layers a player has the chance to add to his or her burger piece if the player places his or her burger piece on that multi-colored square. Brown refers to a meat layer, red to a tomato layer, white to a mayonnaise layer, purple to an onion layer, green to a lettuce layer, and yellow to a cheese layer. For example, if a player places his or her piece on any purple, green, and yellow multi-colored square, then that player has the chance to roll the dice for either an onion, lettuce, or cheese layer to add to their burger playing piece. If a player places his or her burger piece on the black square, the player gets to add any one ingredient layer to his or her burger piece.

Players sit opposite each other, with one player closest to the side of the board with a full row of either brown, red, and white squares, or

purple, green, and yellow squares. One player uses the pieces with light-colored bottom buns, and the other player uses the pieces with medium-dark-colored buns. Each player sets their bottom bun pieces (with no ingredient layers on them yet) on the two rows of the board closest to each player on the multi-colored squares.

HOW TO WIN:

Be the first player to make 3 complete burgers (or if playing with a time constraint, be the first player to be closest to making 3 complete burgers).

A burger is considered complete once it has at least one layer of each ingredient.

Once a player completes a burger, the player receives a bun to signify that his or her playing piece is complete.

RULES:

The burger pieces start out with a bottom bun and no ingredient layers. The purpose of the stick is to be able to stack ingredient layers (buttons) as the game progresses, and keep track of how close a player is to completing his or her burgers.

If a player moves to a square with yellow, green, and purple on it, the player rolls a 6-sided dice for a chance to receive either a cheese, lettuce, or onion layer. If a player moves to a square with white, red, and brown on it, the player rolls a 6-sided dice for a chance to receive either a mayo, tomato, or meat layer.

DICE ROLLS CORRESPONDING TO BURGER LAYER:

1 or 2 - ONION	1 or 2 - MEAT
3 or 4 - LETTUCE	3 or 4 - TOMATO
5 or 6 - CHEESE	5 or 6 - MAYO

A player can only gain the ability to move his or her burger backwards (toward him or herself) if it is a complete burger or if it has reached his or her opposite side of the board (the opponent's edge of the board).