



Burger Blitz Print and Play Version 1

Hello and thank you for your interest in Burger Blitz Print and Play. This file includes all printable components you will need to make your own Burger Blitz. You will also need 7 sixed sided dice, a token substitute (coins are a good choice), and tape or gluestick (for applying dice faces) to complete the game. I have tried my best to keep the amount of ink needed as low as possible without having to oversimplify the artwork. **Please make sure that when you print, you choose black and white in your print settings so as not to use any color ink.**

I originally created this game for The Game Crafter's Arcade Challenge contest. It is based off the popular arcade game, BurgerTime. You can find additional information at: <http://www.thegamecrafter.com/games/burger-blitz>

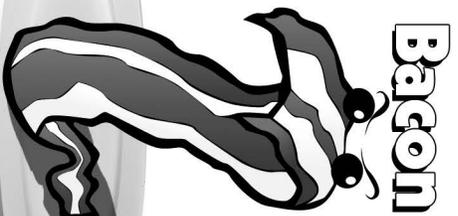
Direct link to the rulebook:

https://www.dropbox.com/s/1d7hiqpmuo1snld/BB_Rulebook_V1.pdf

I have also made a discussion thread at BGG. Please come over and post your comments after you have played the game. Any feedback would be greatly appreciated and will ultimately help to make the game better.

<http://boardgamegeek.com/thread/1037639/pnp-burger-blitz-seeking-playtesters>

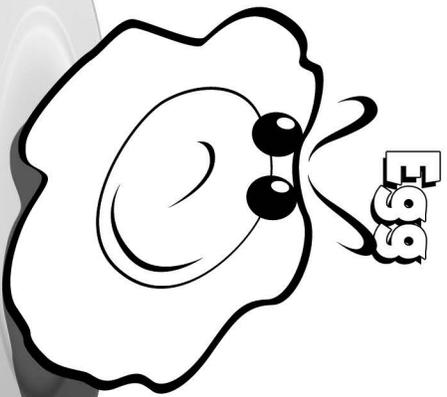
And if you have any additional questions, you can email me directly at billpaterno@comcast.net



Bacon

For every  or  you score on dice rolls, gain +1

3



Eggs

When you resolve 3 or more  dice, gain +1

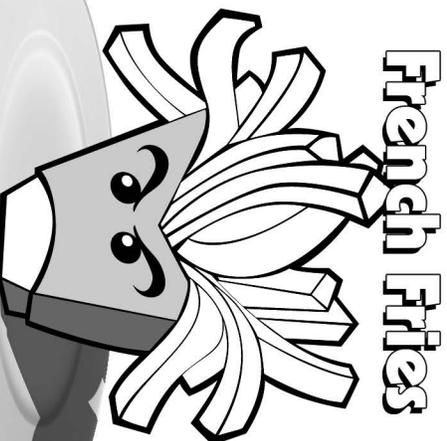
2



Baked Potato

You may score  rolls as  rolls.

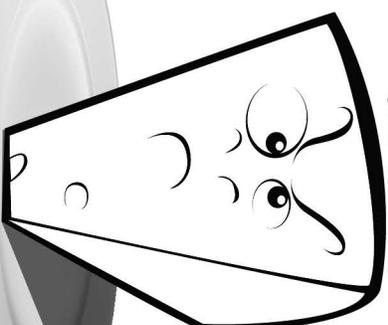
6



French Fries

You may score  rolls as  rolls.

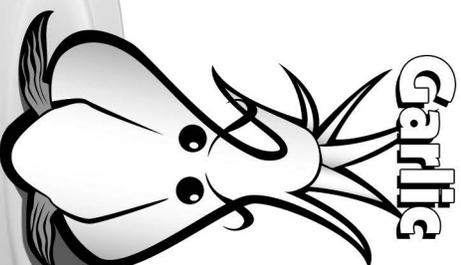
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Cheese

If you roll one of each die, you gain one of each item.

3



Garlic

When you resolve 3 or more  dice, gain +1

2



Corn on the Cob

+1  and +1  each turn.

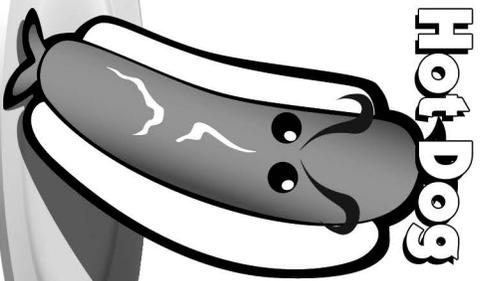
7



Horseradish

+1  each turn.

5



Hot Dog

Before your first roll, take **one extra die** and set it to the side of your choice.

7



Hot Pepper

When you resolve 3 or more **\$** dice, gain +1 

2



Hot Sauce

For every  you score on dice rolls, gain +1 

4



Ketchup

You may always reroll any **M** rolls.

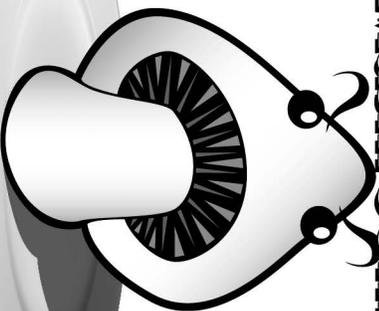
4



Lettuce

+1  any time you purchase or gain a card.

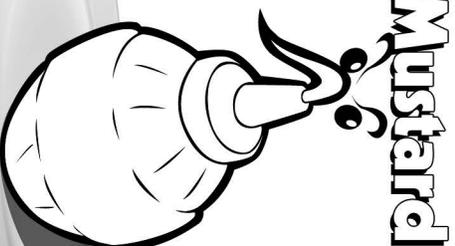
3



Mushroom

You may, *before any chef's turn*, look at the top card of the minion deck, and purchase it.

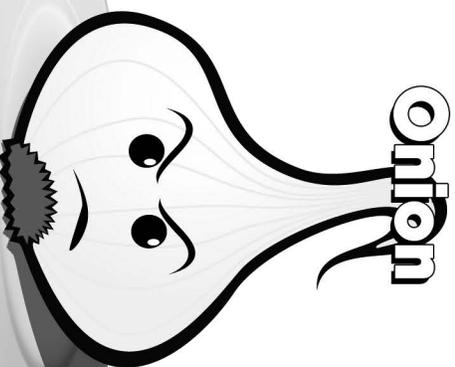
3



Mustard

Gain +2  for every card you own that has the same cost as this one.

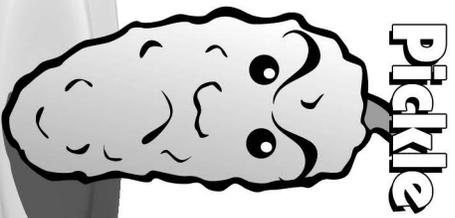
4



Onion

Before your first roll, take one die and set it to the side of your choice.

3



Pickle

When you resolve 3 or more  dice, gain +1 

2



Potato Chips

+1  for every pair of dice you resolve.

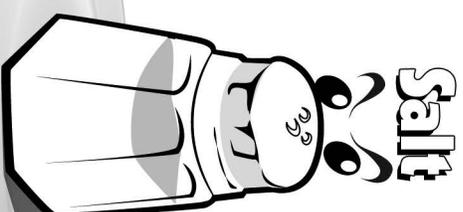
6



Relish

Whenever you discard a magic card, score +2 

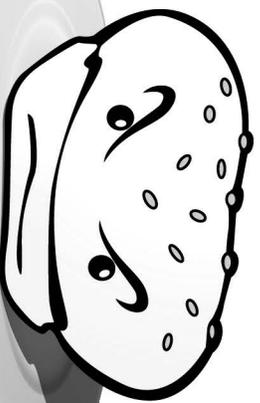
5



Salt

When you resolve 3 or more  dice, gain +1 

2



Sesame Bun

Flip over one of any chef's cards. They cannot use that card next turn. The following turn you may block another chef's card in the same manner.

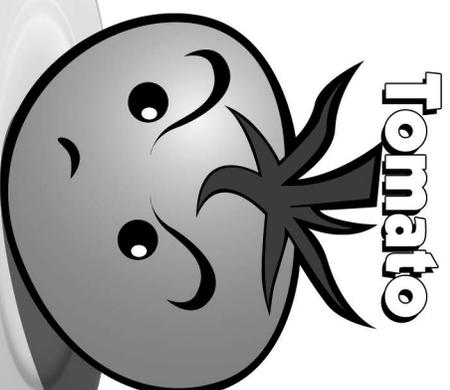
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Soy Sauce

Score +1  any turn you purchase cards.

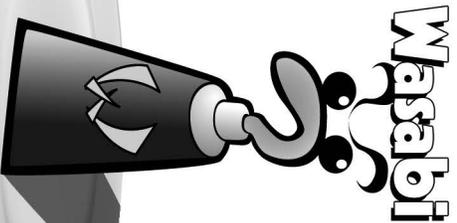
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Tomato

When you resolve 3 or more  dice, gain +1 

2



Wasabi

Gain one extra reroll per turn.

5

Hot Potato

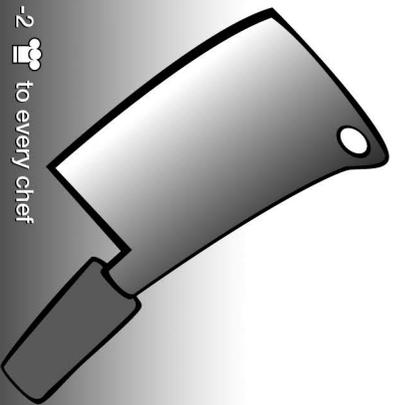


Hand hot potato card to another chef. -3  to chef. On their turn, chef passes it to another chef, -3  to that chef.

Hot potato card cannot be passed back to you.



Slice and Dice



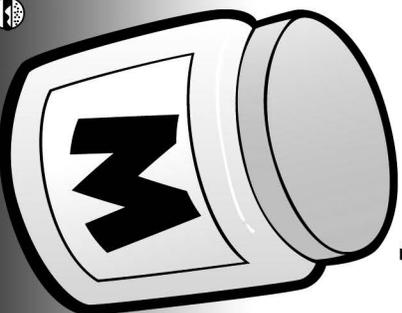
-2  to every chef

-1  to every chef.

If chef does not have an active ingredient, -1 



Extra Mayo

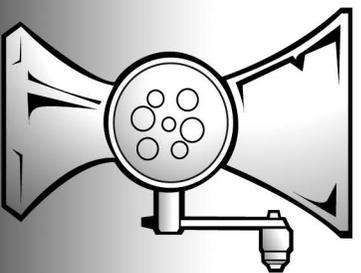


+2 

+2  (maximum temporarily increased to 3)



Meat Grinder



-2  to every chef

All chefs lose 1 whole burger



Trash Picker

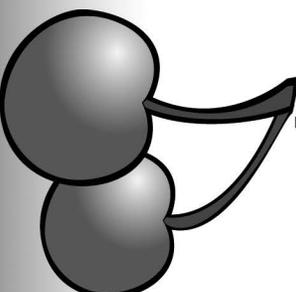


You may look through the magic discard pile and purchase one card for 4 \$

The card you choose is free.



Cherry Picker

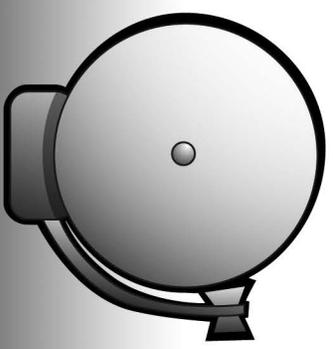


Look through and handpick 3 new minion cards. Reshuffle deck. You may purchase any of those 3 cards.

You may use this card before any chef turn.



Knockout!



KO another chef's card that costs 4 or less.

You gain the KO'ed card.



Food Poisoning



Hand card to another chef with 2 spare tokens. Every turn chef loses 2 rep and removes one token. Discard card when all tokens are gone.

Take card back when finished.



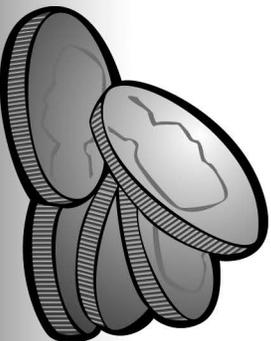
Fistful of Burgers



+2  (maximum temporarily increased to 3)



Big Tipper

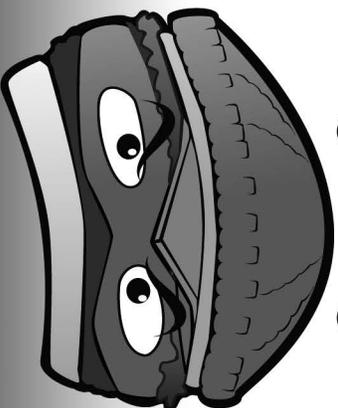


KO a minion card from the offering that cost 4 tips or less. Gain tip tokens equal to it's cost.

Gain KO'ed card.



Burger Burglar

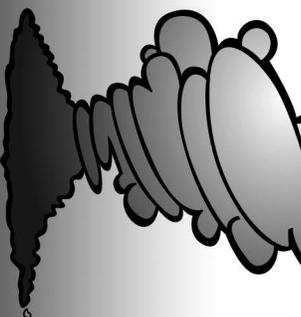


Steal up to 2 active burger ingredients from every chef.

-1  to every chef.



Rise from the Ashes



If you are fired, return to the game with 5 reputation and no penalties.

Reputation increases to 10.



