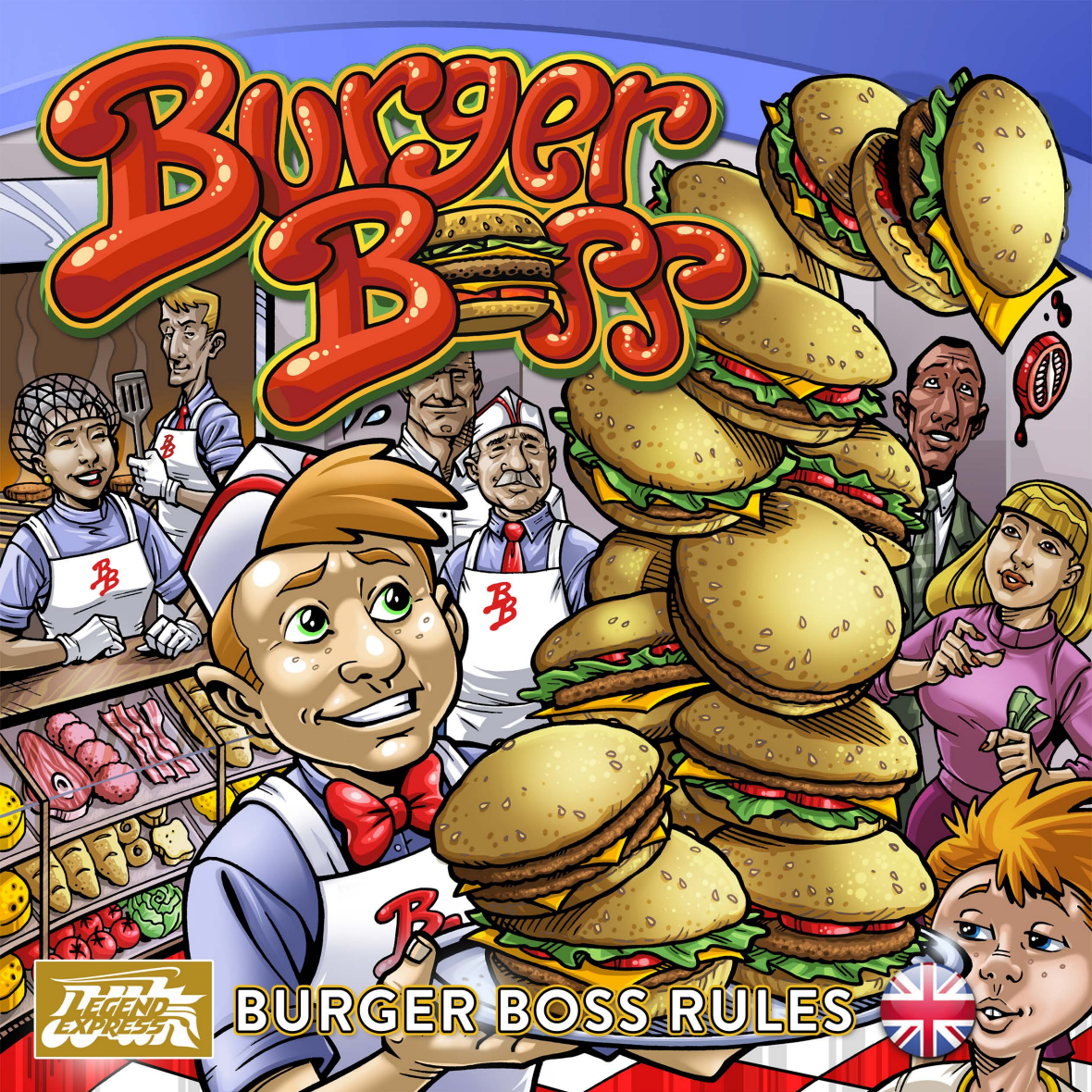

Burger Boss
LEGEND EXPRESS
BURGER BOSS RULES

INTRODUCTION

Welcome to Burger Boss, the action-packed, fun-filled world of fast food. You play the role of a promising restauranteur hoping to turn a small burger shack into the next big thing. Do you invest in workers or buy more ingredients? Do you expand your kitchens or go for the quick sale? Do you play it safe or risk it all? Ultimately, do you have what it takes to become the Burger Boss?

GAME COMPONENTS

1 x Rule Book

20 x Workers (Dice) – 4x Red, 4x Yellow, 4x Green, 4x Blue, 4x Black

65 x Ingredients (Wooden tokens) – 20 Burger Buns (Yellow), 15 Burger Patties (Brown), 10 Cheese Slices (Orange), 10 Tomatoes (Red), 10 Lettuce (Green)

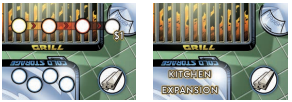
30 x Customer Cards

5 x Restaurant Sign Cards (Hipster Hamburgers, McDowel's, Big Tasties, Great Burger Co., Burger Prince)

5 x Restaurant Colour Cubes (Hipster Hamburgers - Blue, McDowel's - Yellow, Big Tasties - Green, Great Burger Co. - Black, Burger Prince - Red)

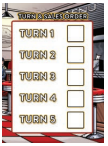
5 x Restaurant Kitchen Cards

10 x Kitchen Expansion Cards



3 x Meal Size Cards – Regular +$1, Large +$2 and Super-size +$3

1 x Turn and Sales Order Card



14 x Manager's Special Cards

8 x Secret Mission Cards

8 x Game Cards – Manager's Special, Supermarket, Fruit & Vegetables, Cheese Shop, Butchers, Bakery, Kitchen Expansion and Workers card.

70 x Money Tokens - $1, $5 and $10 denominations.

HOW TO WIN

The player at the end of the game with the most money wins.

SETUP

At the start of the game each player chooses a restaurant to play - McDowel's (Yellow), Big Tasties (Green), Hipster Hamburgers (Blue), Burger Prince (Red) or Great Burger Co. (Black)

All players then collect the following;

- 1 Restaurant Sign Card
- 2 Workers (Dice) of the corresponding colour
- 1 Restaurant Kitchen Card of the corresponding colour
- $3

Next, shuffle the **Secret Mission Cards** and deal one to each player face down. Players can look at their own secret mission but must keep it hidden until the end of the game. These may score you bonuses if completed. Place any remaining secret mission cards to one side, they will not be needed for the rest of the game.

Example - Initial Player Setup

Restaurant Sign

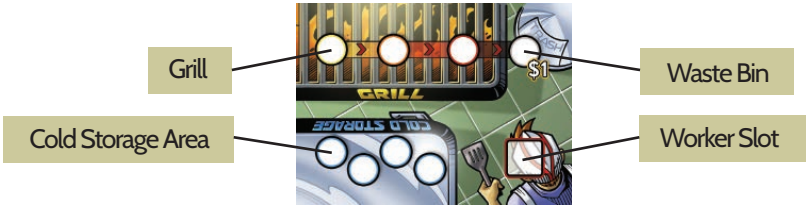
Secret Mission Card

Restaurant Kitchen Card

Money

Workers

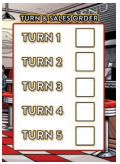
Your **Restaurant Kitchen Card** is where you can store **Ingredients** and also where you can start cooking food for sale.
Ingredients are stored in the **Cold Storage Area**, food is cooked on the **Grill Area**.



Next take the **Game Cards, Meal Size Cards** and **Turn and Sales Order Card**, arrange them on the table as below:

Manager's Special Cards

Turn & Sales Order Card



Meal Size Cards

Customer Card Deck and Customer Queue Area

Shuffle the **Customer Cards** and place these face up on the table next to the **Meal Size Cards**. This is where Customers will queue to purchase food.

Important: the Meal Size Cards must be arranged in order Regular +$1, Large +$2 and Super-size +$3 from left to right.

Next shuffle the **Manager's Special Cards** and place these face down on the table near the Manager's Special game card.

Finally place all remaining Kitchen Expansion Cards, extra Workers (dice), Money Tokens and Ingredients to one side.

You are now ready to start your journey on becoming the Burger Boss.

HOW TO PLAY

Each Round in Burger Boss is played in four phases:

1) New Customers
2) Turn Order
3) Worker Placement And Cooking
4) Sales Phase

When all phases are complete, the **Round** is over.

This is repeated until all the Customers run out from the Customer Card deck. Players have one more round of play and the game ends. The player at the end of the game with the most money is the winner.

1) NEW CUSTOMERS

At the start of the game, deal **Two (2) Customers** from the Customer Card deck to the first two available spaces underneath the Meal Size Cards, starting at the Regular +$1 area.

These are the hungry Customers looking to buy food for this Round.

As Customers wait for their orders to be fulfilled they will get hungrier and move further up the queue. As they get hungrier, they will order bigger sides to accompany their meal item.

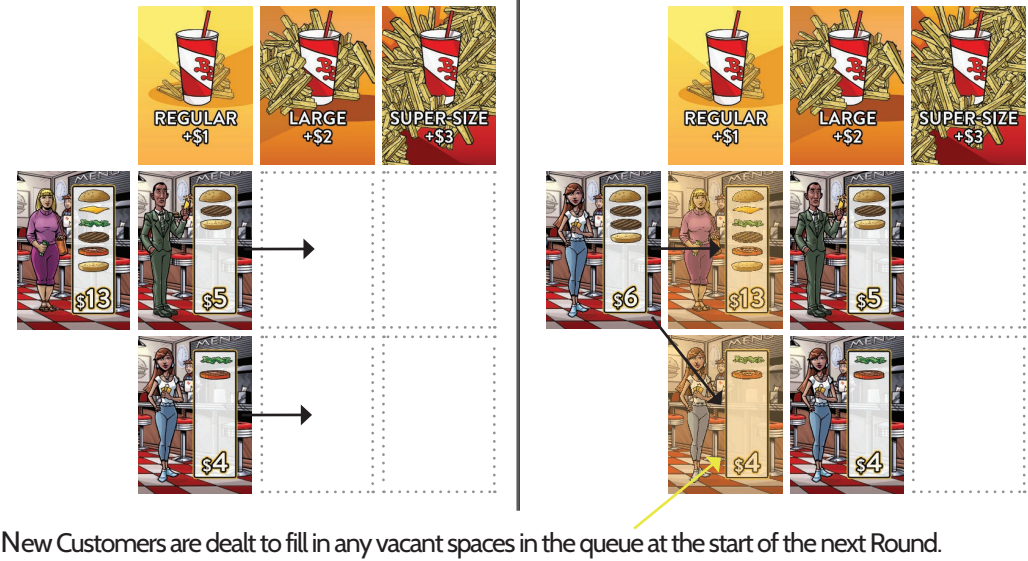
The Meal Size Cards are:

- **Regular** - adds + $1 to any Customer Meal sold;
- **Large** - adds +$2 to any Customer Meal sold; and
- **Super-Size** - adds +$3 to any Customer Meal sold.

Customers will get hungrier at the **END of every Round** and move at least one space forward from the Regular to Large; then from the Large to Super-Size position. New Customers are dealt to fill in any vacant spaces in the queue at the start of the next Round.

Example – Basic Customer Movement

Each Customer gets hungrier and moves up at the **END** of the Round if they have not had been sold to.



New Customers are dealt to fill in any vacant spaces in the queue at the start of the next Round.

If a Customer is at the Super-Size position and does not have their order fulfilled at the **END** of the Round, they get so fed up of waiting that they leave the queue and are placed into a discard pile.

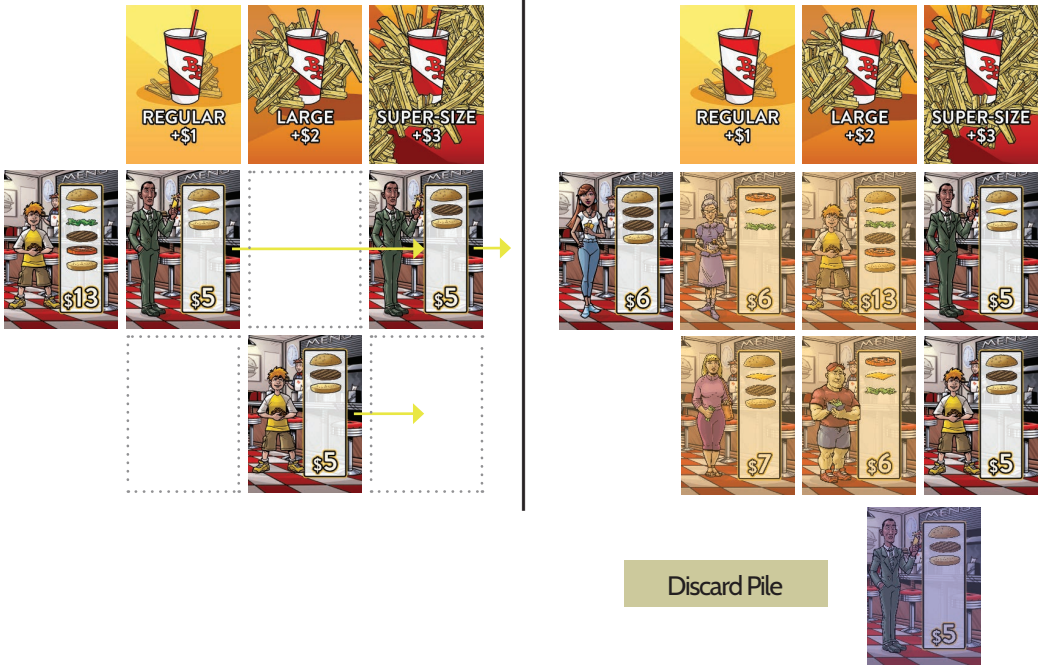
Example 2 – Customers Moving From The Super-Size Position To the Discard Pile

In the first three (3) Rounds, Customers move forward one space: Regular to Large; Large to Super-Size; then Super-Size to discard pile.

Once a Customer has reached the Super-Size position (i.e. from Round 3 onwards) then from this point onward Customers move as far up the queue as possible to fill any gaps. Sometimes multiple gaps in the queue can appear if many Customers have received their orders at the same time. Again, Customers move as far up the queue as possible.

This can sometimes mean a Customer moves more than one space at a time and even straight from the Regular to the Super-Size position.

Example 3 – Customers Moving As Far Up The Queue As Possible (from Round 3 onward)



2) TURN ORDER

Turn order is an important part of Burger Boss.

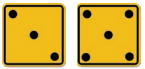
At the start of the game, all players roll their Workers simultaneously. The person with the **LOWEST combined value** of their Workers goes first with other players then going in ascending order.

Place the corresponding **Restaurant Colour Cube** on the Turn and Sales Order card to show the turn order for this Round.

If there is a tie at the beginning of the game then the person who most recently ate a hamburger goes first in the tie.

Example – Arranging Turn Order At The Start Of The Game

Claire (Great Burger Co.) rolls 1 and 6 Total = 7

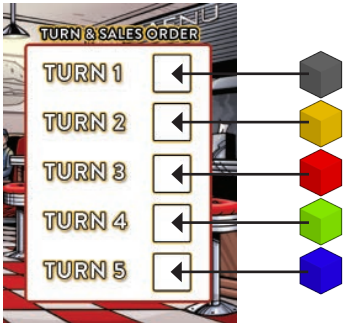
Maria (Mc Dowel's) rolls 3 and 5  Total = 8

David (Burger Prince) rolls 3 and 6 Total = 9

Shane (Hipster Hamburgers) rolls 5 and 6 Total = 11

Peter (Big Tasties) rolls 5 and 6 Total = 11

There is a tie between Shane and Peter. Peter last ate a hamburger yesterday, Shane had one last week – so Peter goes before Shane



The Turn and Sales Order Card is arranged as Claire (Great Burger Co. = 7), Maria (Mc Dowel's = 8), David (Burger Prince = 9), Peter (Big Tasties = 11) and Shane (Hipster Hamburgers = 11) for Round 1.

For future rounds the turn order is arranged slightly differently.

All players roll their Workers in **secret** and cover the values with their hands.

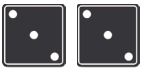
In **previous turn order** e.g. Claire, Maria, David, Peter and Shane, players decide how many Workers they want to turn up to work this Round.

If they decide that **Workers are not turning up to work** this Round these dice are put to one side, they are available for use in future Rounds.

In previous turn order players reveal their Worker totals and the Turn and Sales Order Card is adjusted for the Round. If there is a tie then the player who was lower down in the previous turn order goes higher in the Turn and Sales Order for this Round.

Example – Arranging Turn Order From Round 2 Onwards

The previous turn order was Claire (Great Burger Co.), Maria (Mc Dowel's), David (Burger Prince), Peter (Big Tasties) and Shane (Hipster Hamburgers). Players have to decide how many Workers are turning up to work and reveal their dice in this order.

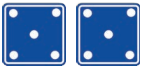


Claire (Great Burger Co.) rolls 3 and 3
She decides for this Round both Workers are turning up to work. She reveals her dice first, her total = 6.

Maria (Mc Dowel's) rolls 2 and 5
Because she knows Claire has a total of 6, she decides for this Round only the value 2 Worker is turning up to work, so she will only play with one dice. She announces this to the group and reveals her dice, her total = 2

David (Burger Prince) rolls 1 and 4
He would like both Workers to turn up to work and announces this to the group, he reveals his dice and will play with both, his total = 5

Peter (Big Tasties) rolls 1 and 5
He would like both Workers to turn up to work and announces this to the group, he reveals his dice and will play with both, his total = 6

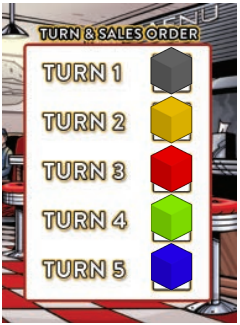


Shane (Hipster Hamburgers) rolls 5 and 5
He would like both Workers to turn up to work and announces this to the group, he reveals his dice and will play with both, his total = 10

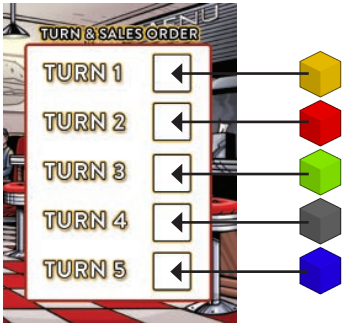
Now the Turn and Sales Order Card is arranged in order of lowest to highest. This would be: Maria (Mc Dowel's = 2), David (Burger Prince = 5), Claire (Great Burger Co. = 6) and Peter (Big Tasties = 6) and Shane (Hipster Hamburgers = 10)

There is a tie between Claire and Peter for this Round, because Peter was **lower** in the turn order last Round, he goes **above** Claire this time.

Round 1 Turn & Sales Order



Round 2 Turn & Sales Order



As the game progresses, players can hire new Workers for use in future Rounds. The maximum number of Workers a player can have is 4.

Important: You must always have **at least ONE Worker** turning up to work to take part in the Round.

3) WORKER PLACEMENT AND COOKING

Players must now choose how to direct their Workers.

You can collect Ingredients, cook food, expand your kitchen, hire new workers or collect a Manager's Special Card.

Starting with the player first on the Turn and Sales Order Card and working down, each player places **ONE Worker at a time** onto the game cards or into their own restaurant kitchen to cook food. The value of the Worker (dice number) will dictate where you can place them.

The action of the cards are **resolved immediately** on placement.

E.g. for the order: Claire, Maria, David, Peter and Shane. Claire would place one Worker down first, then it would be Maria's turn, then David's, then Peter's then Shane's, then it would be back to Claire's turn again to put a second Worker down and so on.

The Worker Placement and Cooking phase ends when there are no more available Workers to be placed.

Some cards only have a limited amount of space to put a Worker onto so once those options are taken, they are gone for this Round.

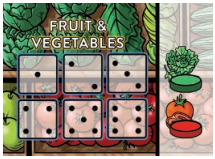
Any Ingredients obtained are placed directly into your restaurant's Cold Storage Area. If you run out of space, then you can only store new Ingredients by discarding old ones (place them back into the Ingredient pile on the table).

Each game card has a different effect as described below:

Bakery
Place a 1,2 or 3 value Worker and receive ONE Burger Bun Ingredient. Place a 4 or 5 and receive TWO Burger Bun Ingredients.

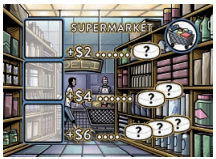
Butchers
Place a 2 or 3 value Worker and receive TWO Burger Patty Ingredients. Place a 4, 5 or 6 and receive ONE Burger Patty Ingredient.

Cheese Shop
The first player can put any number down on this slot to receive ONE Cheese Slice Ingredient. Subsequent dice must be greater than or equal to the exisiting dice to recieve ONE Cheese Slice Ingredient.

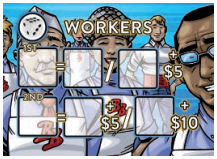


Fruit & Vegetables
Place a 1,2 or 3 and receive ONE Lettuce Ingredient.
Place a 4, 5 or 6 and receive ONE Tomato Ingredient.

Manager's Specials
Place any value Worker here to obtain ONE Manager's Special Card. These can be played at any time.



Supermarket
Place any value Worker here and pay to receive Ingredients of your choice in any combination. Pay $2 to receive ONE Ingredient, $4 to receive TWO and $6 to receive THREE.



Workers
For your **First Extra Worker**, place two identical value Workers here (same dice values) to receive an extra Worker to be used from the **NEXT Round onwards**.

You can also place one Worker here of any value and pay $5 to receive an extra Worker, again available from the **NEXT Round onwards**.

For your **Second Extra Worker**, the same rules apply except rolling a double requires you to also pay $5, just using a single Worker this time requires you to pay $10.

No player is allowed to have more than 4 Workers.

Kitchen Expansion
For your **First Kitchen Expansion**, place two identical value Workers here (same dice values) to receive a Kitchen Expansion Card. This is available straight away.

You can also place one Worker here and pay $5 to receive a Kitchen Expansion Card.

For your **Second Kitchen Expansion**, the same rules apply except rolling a double requires you to also pay $5, just using a single Worker this time requires you to pay $10.

No player is allowed to have more than 3 restaurant kitchen areas.

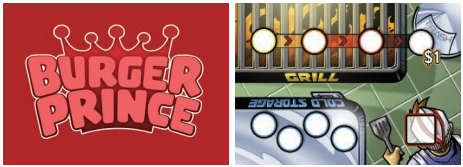
KITCHEN EXPANSION CARDS

Kitchen Expansion Cards allow you to increase the amount of Ingredients your restaurant kitchen can store at any one time. It also increases the number of grills available at any one time to cook with.

Example – Expanding Your Kitchen

Initially David (Burger Prince) only has 4 Cold Storage slots and one Grill Area.
They obtain a **Kitchen Expansion Card** and add this to their restaurant kitchen. They now have 8 Cold Storage slots and two available Grills to cook with. All 8 Ingredients can be used on any available Grill.

Important: You only need to place **ONE Worker** in your restaurant kitchen area to use all the available Ingredients and available Grill Areas.



MANAGER'S SPECIAL CARDS

Manager's Special Cards can benefit yourself or hinder your opponents. These can be used at any time in the game and do not have to be played straight away on obtaining them. Once played they are immediately discarded.

Their actions are detailed on the cards but also summarised below:

When this card is played it allows you to obtain double the Ingredients when placing a Worker on the Bakery, Butchers and Fruit & Vegetables game card. It does not apply at the Supermarket.

When this card is played it gives you a $2 discount at the Supermarket, Workers or Kitchen Expansion game card.

When this card is played it allows you to steal **ONE** Ingredient from **ONE** opponent's Cold Storage area. Ingredients **CANNOT** be stolen from an opponent's Grill area.

When this card is played it gives you an additional $2 tip on ALL sales for the round

When this card is played it makes the player first on the Turn and Sales Order Card. E.g. Claire rolls a total value of 2 and Maria rolls a total of 12. Normally Claire would be 1st on the Turn and Sales Order. Maria however plays this card and immediately becomes 1st on the turn and sales order chart despite her total dice values. This effect lasts for the whole round.

COOKING

Cooking is a vital part of Burger Boss. As well as placing Workers onto game cards to obtain Ingredients or other items, players can also place a Worker **OF ANY VALUE** into their Restaurant Kitchen Card to start cooking.

Cooking allows you to start creating the tasty food that customers want to eat and allows you to start selling items during the sales phase of the game.
When cooking **new items**, Ingredients are moved from the Cold Storage area onto the **first Grill Area.**

Once an Ingredient is added to the Grill Area, it **cannot be removed** back to the Cold Storage area or discarded.

Important: once a Worker is placed into a player's Restaurant, they must cook **immediately with the available Ingredients** in their Cold Storage. They **cannot cook with additional Ingredients obtained in this round**, these must go into their Cold Storage for future rounds.

You may have multiple orders cooking on the same grill track.

Example – Basic Cooking

David (Burger Prince) has TWO Bun Ingredients and ONE Burger Patty Ingredient in their Cold Storage. They wish to start cooking a burger.

They place a Worker **(of any value)** onto their Restaurant Kitchen Card this round to start cooking.

Ingredients are moved onto the first Grill Area to make a classic hamburger.

Once items are added to the Grill Area they **CANNOT** be removed. **Extra Ingredients can be added in the next round.**

Also during this round, David has been able to obtain TWO additional Burger Patty Ingredients by using their other Worker. These Ingredients must go into the Cold Storage and can be used to cook with in future rounds.

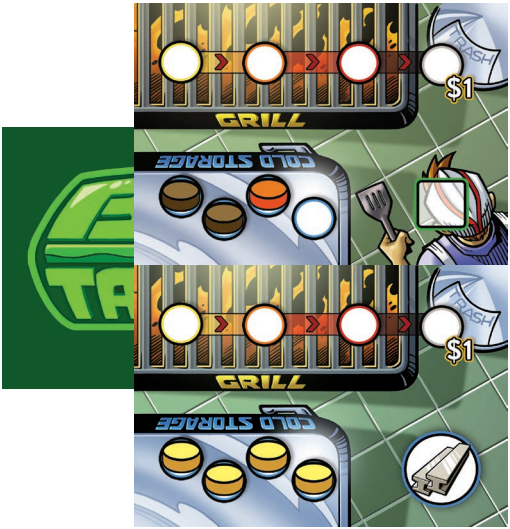
Example – Adding To An Order

Claire (Great Burger Co.) has a classic hamburger on the grill from a previous round.

During this round they obtain a Cheese Slice Ingredient. This goes into their Cold Storage as usual.

They wish to add the Cheese to the classic hamburger so must place a Worker onto their Restaurant Kitchen Card to continue cooking.

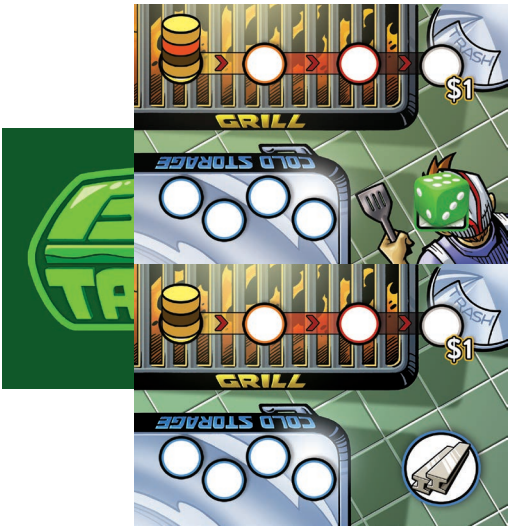
With a Worker placed, the Cheese Slice is added to the classic hamburger and a cheeseburger is made.
Again, once items are added to the grill they **CANNOT** be removed.



Example – Cooking with Two Grills

Peter (Big Tasties) has expanded their Restaurant Kitchen Card by obtaining a Kitchen Expansion Card. They have also obtained a lot of Ingredients.

They wish to cook two items at the same time.



They only need to place **ONE Worker** onto their Restaurant Kitchen Card to operate both Grill Areas and use all Ingredients as needed.

They create a cheeseburger on the top grill and a classic hamburger on the bottom grill.

4) SALES PHASE

Once everyone has placed all their Workers and resolved their actions, the Sales Phase happens.

The order of selling is in the **order of the Turn and Sales Order Card**.

Important: Customers will **only want to buy the food that is EXACTLY listed on their cards.**

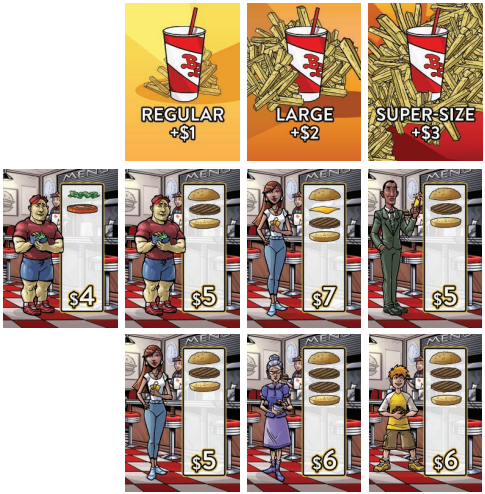
When selling to a Customer, players are paid the amount for their order and also any extra money depending on whether the Customer has gone for a Regular +$1, Large +$2 or Super-size +$3 meal.

Once a Customer is sold to, the player **takes the corresponding Customer Card** and places this in front of them.

If you have **multiple orders** available on your grill track, you can sell to **multiple Customers** on your turn. You do **not** need to have a Worker in your restaurant to sell to Customers during the Sales Phase.

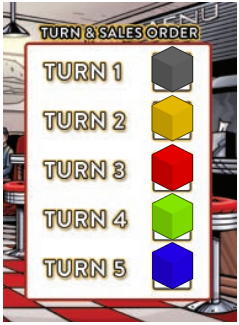
Example – Selling To Customers

At the beginning of the game there are only two available Customers to sell to. Both want Regular sized meals. For this example we will fast-forward to a point later in the game where there are more Customers available and all restaurants have assembled food on the grill ready to sell.



Selling each round is in the order of the Turn and Sales Order Card.

For this example this would be: Claire, Maria, David, Peter then Shane.



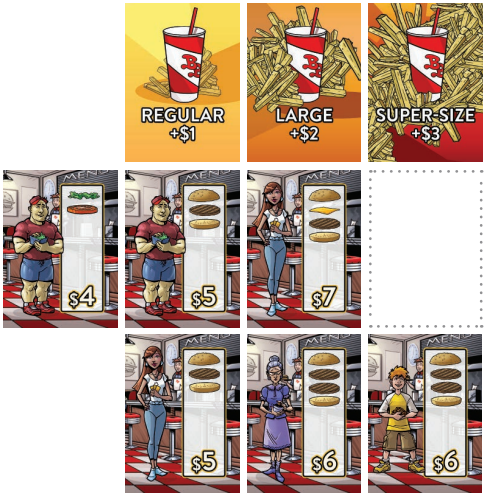
Let's assume that each player has assembled the following:

Claire (Great Burger Co.) is first. She has two Burger Patties and two Buns in her Cold Storage area but nothing on the Grill. There is nothing she is able to sell this round. Her turn to sell is over.

Next up is Maria (McDowel's) she has cooked a classic hamburger (two Buns, one Burger Patty) and it is on her Grill ready to sell.

She decides to sell the hamburger to the Customer at the Super-size meal position. She discards her Ingredients from the Grill Area, takes the Customer Card from the table and receives $5 for selling the hamburger and a further $3 for a Super-size meal.

This leaves the Customer Cards looking as follows:



Next up is David (Burger Prince), he has cooked a classic hamburger (two Buns, one Burger Patty) and it is on his Grill ready to sell. He also has some lettuce in his Cold Storage.

He decides that he doesn't want to sell the hamburger this round and will wait for a Customer to move further up the queue to order a larger sized meal.

Peter (Big Tasties) has started to cook an item with one Bun and two Burger Patties on his Grill. Unfortunately no available Customer wants this item to buy at the moment.

Finally it is Shane's (Hipster Hamburgers) turn to sell. He has cooked a double hamburger (two Buns, two Burger Patties) and it is on his Grill ready to sell.

He decides to sell the double hamburger to the Customer at the Super-size meal position. He discards his Ingredients from the Grill Area, takes the Customer Card from the table and receives $6 for selling the double hamburger and a further $3 for the order being a Super-size meal.

At the end of the sales phase, the Customer queue looks like so:

Once everyone has had a chance to sell, the round is over.

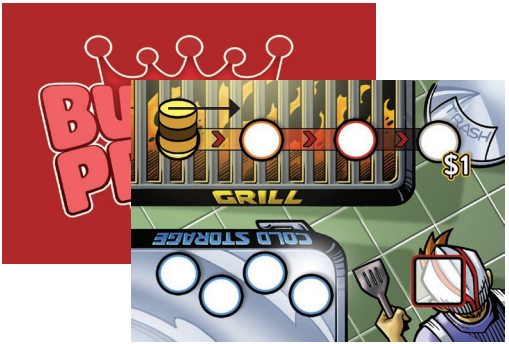
Customers who have not had their order become hungrier and move up at least one space below the Meal Size Cards. New Customers are dealt to fill any vacant spaces.

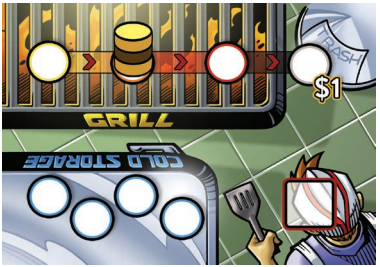
ORDERS ON THE GRILL

At the end of the Round any items on a player's Grill Area also get a little older and move up one space on the Grill freeing up the first slot for new orders to be cooked.

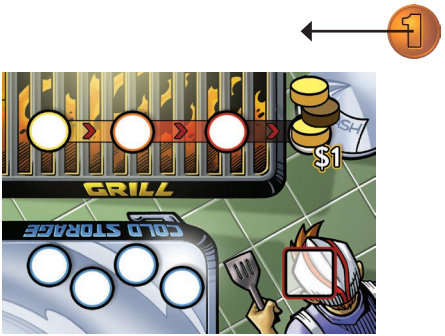
Example – Grill Items Getting Older

At the end of the round, David (Burger Prince) has a hamburger on the Grill. Unfortunately they have not been able to/not wanted to sell it this Round. The hamburger moves up one space on the Grill Track.





If any products reach the end of the Grill Track and have not been sold, they become too old to sell. The products are discarded and a player receives $1 for recycling.



END OF THE ROUND

At the end of the Round all players collect their assigned Workers. New Customer Cards are dealt to fill any space in the Customer queue and players are ready to roll their Workers once again in secret to start another Round of Burger Boss.

END OF THE GAME

When all the Customers run out from the Customer Card deck, players have **one more** round of play and the game ends.

Any items still cooking on a player's **Grill Area** are immediately sold for $1 each.

Any items still in the players' **Cold Storage** are discarded and no money is rewarded for this.

Now players total up the amount of money they have obtained through selling items.

Next, players turn over their **Secret Mission Cards** and resolve any bonuses they have managed to obtain during the game.

The person with the **most money at the end is the winner** and crowned the Burger Boss.

In the event of a tie, the person who has sold to the most Customers wins.

RULES REFERENCE

These instructions summarise the gameplay

SETUP

Arrange the Game Cards, Customer Cards, Meal Size Cards and Turn and Sales Order Card on the table.

Each player chooses a restaurant and takes the corresponding Restaurant Sign Card, 2 Workers (Dice), 1 Restaurant Kitchen Card and $3.

Each player is dealt a Secret Mission card.

HOW TO PLAY

Each Round in Burger Boss is played in four phases:

1) New Customers
2) Turn Order
3) Worker Placement And Cooking
4) Sales Phase

1) NEW CUSTOMERS

At the start of the Round deal new Customer cards to fill any spaces in the Customer queue area.

2) TURN ORDER

All players roll their Workers (dice) in secret and cover the values with their hands.
In previous turn order, players decide how many Workers they want to turn up to work this Round and reveal this to the rest of the group. The Turn and Sales Order Card is adjusted in ascending order - the player with the lowest total goes first.

3) WORKER PLACEMENT AND COOKING

Players must now choose how to direct their Workers.
Starting with the player first on the Turn and Sales Order Card and working down, each player places one Worker at a time onto the Game Cards or into their own Restaurant Kitchen Card.

Placing a Worker onto a Game Card allows you to collect Ingredients, hire new Workers, expand kitchen areas or collect Manager Special Cards. The value of the Worker (dice number) will dictate where you can place them.

Placing a Worker onto your Restaurant Kitchen Card allows you to cook food with any collected Ingredients in your Cold Storage Area. Ingredients are moved from the Cold Storage Area onto the first Grill Area to start cooking new items. Any value Worker can used to cook food.

4) SALES PHASE

Once all Workers have been placed, the Sales Phase occurs.
Players take turns, in the order of the Turn and Sales Order card, to sell any cooked items to Customers in the queue. If players are able to sell to a Customer, they take the Customer Card from the table and are paid the amount for their order and any extra money depending on whether the Customer has gone for a Regular +$1, Large +$2 or Super-size +$3 meal.
If you have the orders available, you can sell to multiple Customers on your turn.

END OF THE ROUND

Once everyone has had a chance to sell, the Round is over. Customers move further up the queue at the end of the Round. Any Customers at the Super-Size +$3 position are moved onto a discard pile. Other Customers move up to fill any vacant spaces.

Any items still cooking on a player's Grill Area at the end of the Round move up one space. If any products reach the end of the Grill track and have not been sold, they are discarded and players are paid $1 for recycling.

All players collect their assigned Workers and are ready to start a new Round of Burger Boss.

END OF THE GAME

When all the Customers run out from the Customer Card deck, players have one more round of play and the game ends.

Any items still cooking on a player's Grill Area are immediately sold for $1 each.

Players turn over their Secret Mission Cards and resolve any bonuses.

The person with the most money at the end is the winner and crowned the Burger Boss.

In the event of a tie, the person who has sold to the most Customers wins.

CREDITS AND THANKS

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Thank-you to our family and loved ones.

Finally thank-you to you, the players. We hope you enjoyed your meal at Burger Boss.