

Setup

Required Items

BurgerFuck requires multiple items to play properly. These items are as follows:

- 2x Standard deck of cards¹
- 4x Joker cards²
- 2x D20 (The Contention Dice)
- 30x Orbs per player
- A sufficient number of colored pawns per player
- A sufficient number of both Small and Large Tokens
- An Object of Handleable Size (The Turn Marker)
- A Pencil and Sheet of Paper, or other way of taking notes (The Red List)
- (Optional) 1x Orb Cup per player (For easier Orb Storage)
- (Optional) 1x Orb Disposal Cup (For easier Orb Disposal)

Play Field

BurgerFuck has four main fields of play:

- The Card Facility
- The Stage
- The Strategy Grid
- The Landfill

Begin your game by delineating these four zones as follows.

The Card Facility

The Card Facility is where cards are played. The Card Facility consists of two piles:

- The Play Pile
- The Deck

These piles may be placed anywhere; however, it is recommended they are placed in the middle of the play zone.

1. More decks may be added if desired
2. Add 2 Jokers per deck in play

Shuffle both Standard decks of cards and all Jokers together and place them face down on The Deck. Draw one card from the top of The Deck and place it face up on The Play Pile.

The Stage

The Stage is a box that will show up to four face-up cards.

It is recommended to draw a box large enough for four cards next to each other to represent The Stage. The Stage is ideally placed above The Card Facility.

The Strategy Grid

The Strategy Grid is a secondary playing field, consisting of a 7x7 grid. This grid must have a clearly indicated "bottom" side.

It is recommended to draw The Strategy Grid below or next to The Card Facility and the Stage.

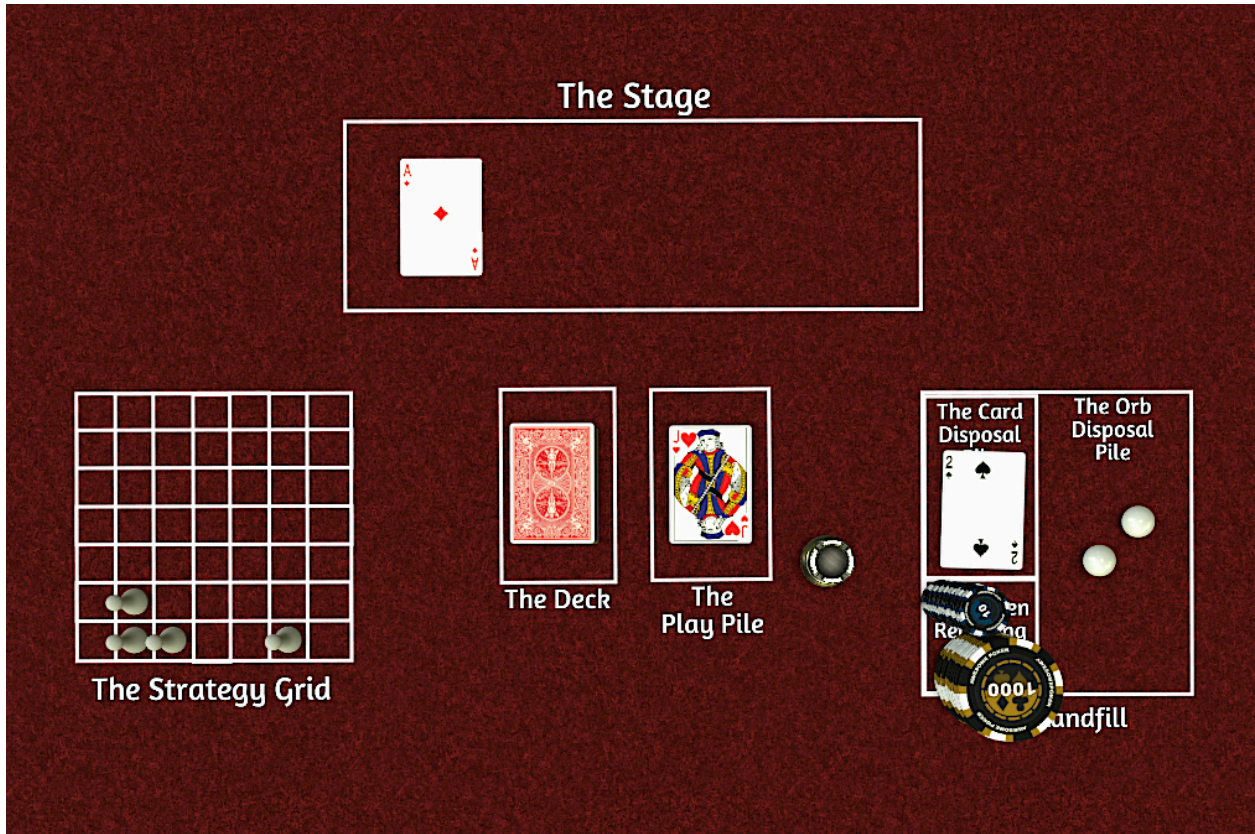
The Landfill

The Landfill is where things go to die. It consists of three piles:

- The Card Disposal Pile
- The Orb Disposal Pile
- The Token Recycling Stack

It is recommended to place The Landfill near The Card Facility. Be careful to keep The Card Disposal Pile distinct from The Play Pile.

Place all of the Small and Large Tokens in the Token Recycling Stack.



Example BurgerFuck playing field

The Red List

If a card is on the Red List, it is a Red card.

Cards are added to the list by rank and suit (e.g. Ace of Spades).

The Jokers start the game as Red cards. Put them on the Red List.

Beginning a game

After setting up a play area, each player is dealt 7 cards from The Deck. Each player will also collect all of their Orbs and Pawns, which are kept near themselves.

To begin the game, the players must decide who is given the first turn. For your safety, the Burgerror R&D team recommends that each player take turns rolling one of the Contention Dice, and whoever rolls the highest is passed the Turn Marker. In the event of a tie, the Burgerror R&D team cannot save you.

Turns

Each Player's turn begins when The Turn Marker is passed to them.

BurgerFuck turns consist of two phases:

- Strategy Time
- Cards Time

Strategy Time

Strategy time is the first action you will take during your turn.

Strategy Move

Place one of your colored pawns on the Strategy grid, in any column. The pawn must go as close to the marked "bottom" of the board as it can within the chosen column.

Strategic Victory

If using your Strategy Move causes four of your pawns to align on any axis or diagonal, you have achieved Strategic Victory. If this occurs, remove all pawns from the Strategy Grid and return them to the players who played them. The player who achieved Strategic Victory is awarded a Large Token from the Token Recycling Stack.

Once Strategic Victory is obtained, the Strategic Battle begins once more, with any future pawns being played on the newly emptied board. Any number of Strategic Victories can be obtained in a game.

Cards Time

After performing your initial Strategy Move, you will begin Cards Time.

During Cards Time, you may do one of the following:

- Play a card
- Draw a card
- Burn a card

For each Large Token you own, you may take the “Play a card” action again.

Playing Cards

You may play one card from your hand onto the Play Pile. The played card must match the current top card on the Play Pile in either Suit or Rank.

If you wish to play a card that does not match the current top card, you may pay a Bribe. Bribes cost a number of Small Tokens equal to the difference in value between the top card and your card (e.g. to play a 9 of Spades on a 5 of Hearts, you must pay 4 Small Tokens). Tokens used as part of a bribe are placed in The Token Recycling Stack.

Jokers are exempt from this rule, and may be played upon any card. They may also have any card played upon them.

Depending on the current card played and the card it was played upon, any of the following cases may occur:

- Resplendent Contention
- The Grand Concert
- Red

Resplendent Contention

Resplendent Contention begins when a face card is played on top of another face card. The entities who played each face card must participate in The Contention. The entities each roll a Contention Die. Whoever rolls lower suffers defeat, and must draw a card from The Deck.

Resplendent Contention is an esoteric struggle, with many edge cases. Here are some clarifications that may aid in your warring:

- If any of the entities involved are unable or unwilling to roll the die themselves, any player may roll the die for them. Similarly, the card drawn from the deck may be handed to the entity by any player.
- Should the entities roll the same number, their battle destroys them both, and each must draw a card.
- The starting card in each game of BurgerFuck is played by the table.
- An entity can be both of the sides of a Resplendent Contention. In this case, they suffer all of the losses that each side would normally suffer.

The Grand Concert

The Grand Concert begins when an Ace is played. The Ace is removed from The Play Pile and placed upon The Stage. The Grand Concert continues until the end of the next player's turn. Until that time, no cards of the same suit as the Ace can be played. The Grand Concert also extends the reach of Red. Pick one card from any OTHER player's hand. Reveal this card, then add it to the Red List.

Red

Red enacts when a Red card is played. The player who enacted Red must place another pawn onto the Strategy Grid.

Drawing Cards

Draw one card from The Deck and place it in your hand. If The Deck is empty, Deck Resurrection must be performed. See 'Non-Turn Rules' below.

Burning Cards

Cards may be “Burned”, a ritualistic act that unlocks the latent power hidden within your cards.

Payment

To Burn a card, you must incur a great cost. The value of the card you wish to burn must be paid in Orbs, which are sent to The Landfill. If you do not have enough Orbs to afford the Burning, you may not Burn the card.

After the required Orbs have been sent to The Landfill, you must draw two additional cards.

The Process of Burning

The Burned card is sent to The Landfill. This is distinct from Playing the card, and as such ignores all rules of Playing cards.

The Burning of the card will then unleash its power, causing one of the following effects to happen based on its suit and value. Face cards are considered a value of 10, and aces are considered a value of 1:

- Spades: The player with the least cards must draw cards equal to the value of the burned card. If there is a tie for the smallest hand, the cards drawn are divided among all tied players. Should this cause an uneven division, extra cards are dealt starting from the player who will play next and continue in turn order.
- Clubs: Each player besides the Burner must draw half of the value of the burned card, rounded down.
- Hearts: The Burner must draw the value of the Burned card, then send an equal amount of cards to The Landfill.
- Diamonds. The Burner gains half the value of the Burned card, rounded up, in Small Tokens.

Sacrifice

When Burning a Red card, you may choose to instead Sacrifice it.

This follows the same procedure and rules as Burning, with two differences:

- The Payment is always 6 Orbs.
- Instead of the normal effect, pick any two cards. Add those cards to the Red List.

Turn End

Once every available action has been taken, pass The Turn Marker to the player to your left.

Non-Turn Rules

There are some actions that can be taken at any time during play, not just when you possess the Turn Marker.

Extratrurnular Strike

The Extratrurnular Strike is identical to the 'Play Cards' action of Cards Time, with three exceptions:

- You may make an Extratrurnular Strike at any time, even on other player's turns.
- Extratrurnular Strike ignores the effects of The Grand Concert.
- Extratrurnular Strikes can only be used to play cards on top of cards of the same rank and color (e.g. 5 of spades may be played on a 5 of clubs, but not a 5 of hearts).

Deck Resurrection

Should a player attempt to draw from The Deck for any reason while The Deck has no cards, Deck Resurrection must be performed.

In Deck Resurrection, cards must be reclaimed from The Landfill and The Play Pile.

Take the top card off of The Play Pile - This card is The New Play Pile.

Shuffle together every other card from The Play Pile and the Landfill - These cards are The New Deck.

Continue play as normal, starting with the player who triggered Deck Resurrection drawing their card.

Health and Safety Warning

BurgerFuck may be reliably played in Tabletop Simulator with a 99.965% safety rating. If you cannot afford or do not wish to use Tabletop Simulator, or are simply a risk taker, Burgerror R&D department recommends the following precautions.

- Play in a room at least 10 x 10 feet across, with no windows and a lockable door.
- Remove all unnecessary furniture and decorations from the room.
- Place the table as close to the center of the room as possible.
- Do not eat or drink in the room while a game of BurgerFuck is active.
- Completely sterilize the room immediately before and after play.
- Do not allow any person into the room who is not an active member of the current BurgerFuck game.
- Completely power off all devices capable of connecting to the internet before play, and leave them outside the room (Rules may be manually copied onto index cards, but must be incinerated after play is completed).
- Do not play BurgerFuck if you are pregnant, or intend to become pregnant within the next 6 months.
- Do not consume any stimulants, potassium, or iodine at least 36 hours prior to playing BurgerFuck.