

Order Up!

An 18-card game for 2 - 6 players. One game should take 10 minutes.

6 players seems like it might be a very short game, but I need to test it.

Players are line cooks working on a burger grille! Stack the burger as high as you dare, but beware: in order to serve it, you'll have to remember all its ingredients!

SETUP

The deck contains:

- 5 BEEF cards
- 6 VEGGIE cards
 - 2 LETTUCE
 - 2 TOMATO
 - 1 ONION
 - 1 PICKLES
- 3 SAUCE cards
 - 1 KETCHUP
 - 1 MAYO
 - 1 MUSTARD
- 2 CHEESE cards
- 2 BACON cards

The goal is to 'clear your station' by getting rid of all your ingredient cards. The first player to end a round with no cards wins. Play can continue to declare a second- and third- placed player, if desired.

At the beginning of the game, the deck is shuffled and dealt evenly between the players. Players may look at their cards freely. If there are leftover cards, they go facedown in the wildcard stack.

The youngest player begins, and play proceeds around the table in an order of their choosing.

HOW TO PLAY

Chefs take turns to add toppings to the 'stack' in the middle of the table, announcing which ingredient they are placing as they do so.

[? If there is a wild card in the wild card deck, one card must be placed on the stack first?]

On their turn, the chef must place a topping card from their hand onto the stack, face up.

RULES FOR PLACING (this needs work)

BEEF cannot go on top of BEEF

CHEESE cannot go on top of CHEESE

VEGGIES cannot go on top of VEGGIES
SAUCES cannot go on top of SAUCES
BACON can, of course, go on top of BACON

If a chef is unable to place a topping card, then ??EITHER:

- They pass, no consequence (except not getting rid of a card)
- Another player gives them a card
- They draw from another pile (could set up deal so there's always a draw pile)
- They draw a card from *inside* the stack?
- They pick up the top card from the stack (this would provide them with another card of the same type though...)

A stack is 'unfinished' until it contains at least 1 BEEF card and 1 SAUCE card.

CLAIMING A STACK

At any point during play (even during other chefs' turns), a chef may claim the current stack by slamming their hand on top of it and saying 'ORDER UP!'

They must then turn the stack face down onto the table (without looking at the toppings or disturbing the stack).

REPEATING THE ORDER

With a stack claimed, it is now down to the chef to 'repeat the order' back to the waiter. They must declare each topping in turn, from first to last, flipping over the top face-down card of the stack after each declaration.

If they get any wrong, they have messed up the order, and add the entire stack to their own hand.

If they repeat the order successfully, they add the entire stack to any other chef's hand. The stack can be split among as many chefs as they like.

Regardless of whether they succeeded or failed to repeat the order, the next chef around the circle begins a new stack.

CLAIMING AN UNCLAIMABLE STACK

If a chef is revealed to have claimed an unfinished stack (missing a BEEF or a SAUCE card), they must add the entire stack to their hand, *even if they repeat the order correctly*. Other chefs are encouraged to berate and insult them, a la Gordon Ramsay. YOU DONKEY!

****this could be a bluffing mechanic like bullshit, where you can claim unfinished stacks and flip and repeat them quickly enough to avoid being rumbled**

ENDING THE GAME

When a chef places their final topping on a claimable stack, they automatically claim that stack, saying 'ORDER UP!', flipping the stack, and 'repeating the order' as usual. If they repeat successfully, they win the game. If they fail, they add the current stack to their hand and play continues.

If a chef places their final topping on an unclaimable stack (no beef or no sauce), then they must add the current stack to their hand. The next chef around the circle starts a new stack.