

SALAD BAR

NUMBER OF PLAYERS

Four. Determine player types - The number of each type is up to the players, or all special rules associated with types can be ignored and all players be considered equally generic.

PLAYER TYPES

WASP = no "exotic" items allowed on tray

YUPPIE = only "exotic" items allowed tray

VEGETARIAN = no meat allowed (opt: allow seafood and egg - players should agree before game)

DIETER = may ignore Cover Rule when building pyramid on tray

must place one extra of each *Item* type (except drink) on tray

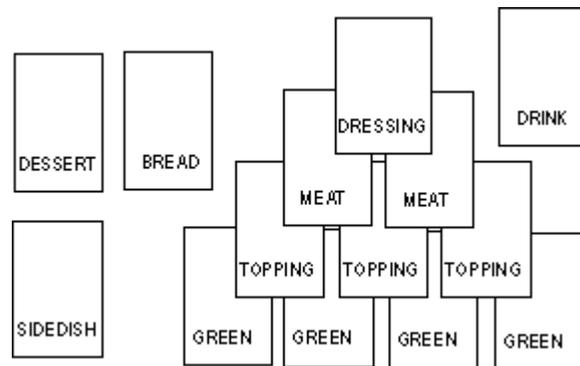
must have one green *Item* placed for each red *Item* (indicated by color of name) on tray

PIECES-PARTS

Item deck (99 cards) and *Action* deck (54 cards).

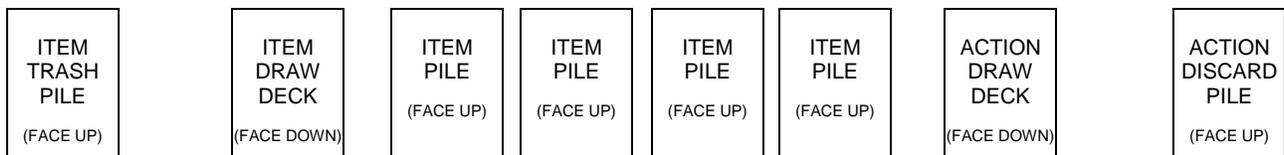
OBJECTIVE

Be the first player to lay down a full tray of *Items* = pyramid of greens, toppings, meats, and dressing; plus drink, bread, sidedish, and dessert. Area (tray) in front of each player will look like diagram below:



NOTE: As detailed in "Player types", Dieter's pyramid will contain 14 cards (5 greens, 4 toppings, 3 meats, and 2 dressings) and full tray will contain two each of sidedish, bread, and dessert cards.

SET-UP



Set out row of four *Item* piles (one card each) and two draw decks (*Action* and *Item*).

Used *Action* cards are placed in a discard pile. Reshuffle into *Action* draw deck as needed.

Coughed, sneezed, bumped, jostled, or spilled *Item* cards are placed in *Trash* discard pile. Reshuffle into *Item* draw deck as needed.

PLAY

Determine first player randomly (or by arm-wrestling or auction or...). Play proceeds to the left around the table. (NOTE: Direction may change during course of game.)

At the start of their turn a player may take cards from the *Action* or *Item* draw decks and/or from the four *Item* piles (up to a maximum hand of three cards).

Player should declare sources for the cards to be taken before seeing the results of the draws.

Examples: "I'll take one *Action* card, this *Item* pile card, and one card from the *Item* draw deck" or "I'll take two cards from the *Item* draw deck and one *Action* card".

Only the top *Item* card may be taken from each *Item* pile - lower *Item* cards are inaccessible.

After drawing is completed a player may then play cards (*Item* and/or *Action*) in whatever order desired. (Exception: two of the *Action* cards are played at specific times - see below.)

- *Item* cards may be placed onto table(tray) in front of player (as per tray diagram).

Cover Rule = *Item* cards may not be placed on pyramid unless *Item* cards beneath are in place. (eg: Two 'greens' must be on the tray before a 'topping' may be placed.)

- Unwanted *Item* cards may be placed in *Item* piles (NOT *Trash* pile). Any number of *Item* cards may be placed in any number of *Item* piles.

- Unwanted *Action* cards may be placed in the *Action* discard pile.

- **No extra cards** (beyond those *Items* required/allowed) may be placed in tray area.

- **No removal of cards** from trays is allowed except through the use of *Action* cards (see below).

ACTION CARD EFFECTS

STEAL = Take one *Item* card from another player's tray and immediately place on own tray

BUMP = Another player must choose/discard one *Item* card from their tray (place in *Trash* pile)

JOSTLE = Another player must choose/discard two *Item* cards from their tray (place in *Trash* pile)

SPILL = Discard one *Item* card from own tray (place in *Trash* pile)

→ NOTE: Covered *Item* cards on tray may not be stolen, bumped, jostled, or spilled ←

COUGH = *Trash* all cards of one *Item* pile (deal new card in space from *Item* draw deck)

SNEEZE = *Trash* all cards of two *Item* piles (deal new cards in spaces from *Item* draw deck)

These two *Action* cards may be played at the appropriate time:

RUDE REACH = At the start of another player's turn take the top *Item* card from one *Item* pile and place it on your own tray - current player then continues with their turn

CUT IN LINE = At the end of any player's turn (including your own) take a turn out of sequence. Direction of play (left or right) then reverses