

SALAD BAR

NUMBER OF PLAYERS

Four: Deal out tray cards to determine player types.

PLAYER TYPES

WASP = no "exotic" items allowed.

YUPPIE = only "exotic" items allowed.

VEGETARIAN = no meat allowed (optional: allow seafood and egg).

DIETER = must place one extra of each item type (except drink).

may ignore "cover" rule when building pyramid.

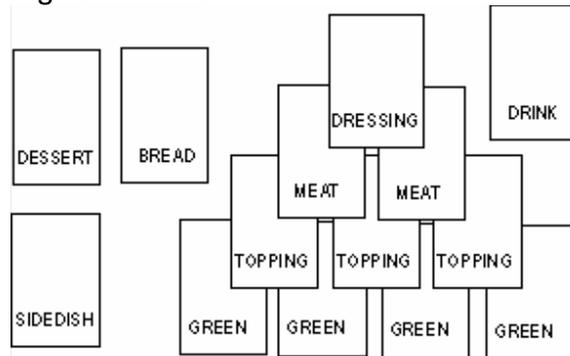
must have one green item placed for each red item.

PIECES-PARTS

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

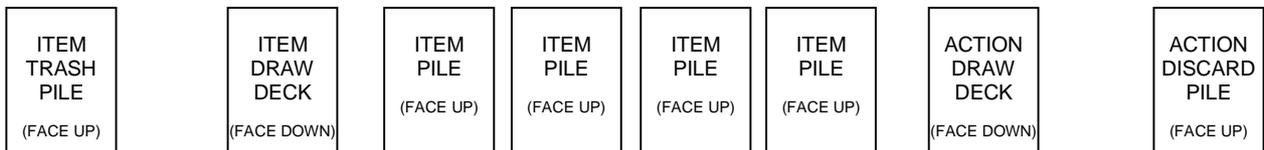
OBJECTIVE

Be first player to lay down a full tray of items (14 cards) = pyramid of four greens, three toppings, two meats, and one dressing; plus one each of 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 draw deck as needed.

Coughed, sneezed, bumped, jostled, or spilled Item cards are placed in a "trash" discard pile: reshuffle into draw deck as needed.

PLAY

First player decided randomly (or by arm-wrestling or auction or...), play then proceeds clockwise around table. (NOTE: Direction may change during course of game.)

At the start of a player's turn, a player may draw cards from either/both draw decks and/or Item piles.

A maximum of three cards may be held at any time. (So if, for example, a player already holds two cards, then only one may be drawn at the beginning of the turn.)

Player should declare draw sources for the cards to be taken before seeing the results of the draws. (Examples, if three cards may be drawn: "I'll take one Action card, this(named) 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".)

Player may draw from more than one Item pile, but only the top card may be taken from each pile. Any Items that are "buried" beneath the top card of a pile are inaccessible.

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

Item cards may be played onto table in front of player (as per tray diagram above).

Cover rule = Item cards may not be placed on pyramid unless Item cards beneath are in place. (eg: two "greens" must be on tray before a "topping" may be placed.)

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

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

No removal of cards from trays is allowed except from actions as detailed below.

Covered cards in pyramid may not be stolen, bumped, jostled, or spilled.

ACTION CARD EFFECTS

STEAL = Take one item from another player's tray and immediately place on own tray.

BUMP = Another player must discard one item from their tray (place in trash pile).

JOSTLE = Another player must discard two items from their tray (place in trash pile).

SPILL = Discard one item from own tray (place in trash pile).

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

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

These two Action cards may be played by any player at the appropriate time:

RUDE REACH = At start of another player's turn, player takes top card from one Item pile and places on own tray (current player then continues with his/her turn).

CUT IN LINE = At end of any player's turn (including own), player takes turn out of sequence --direction of play then reverses after player completes turn.