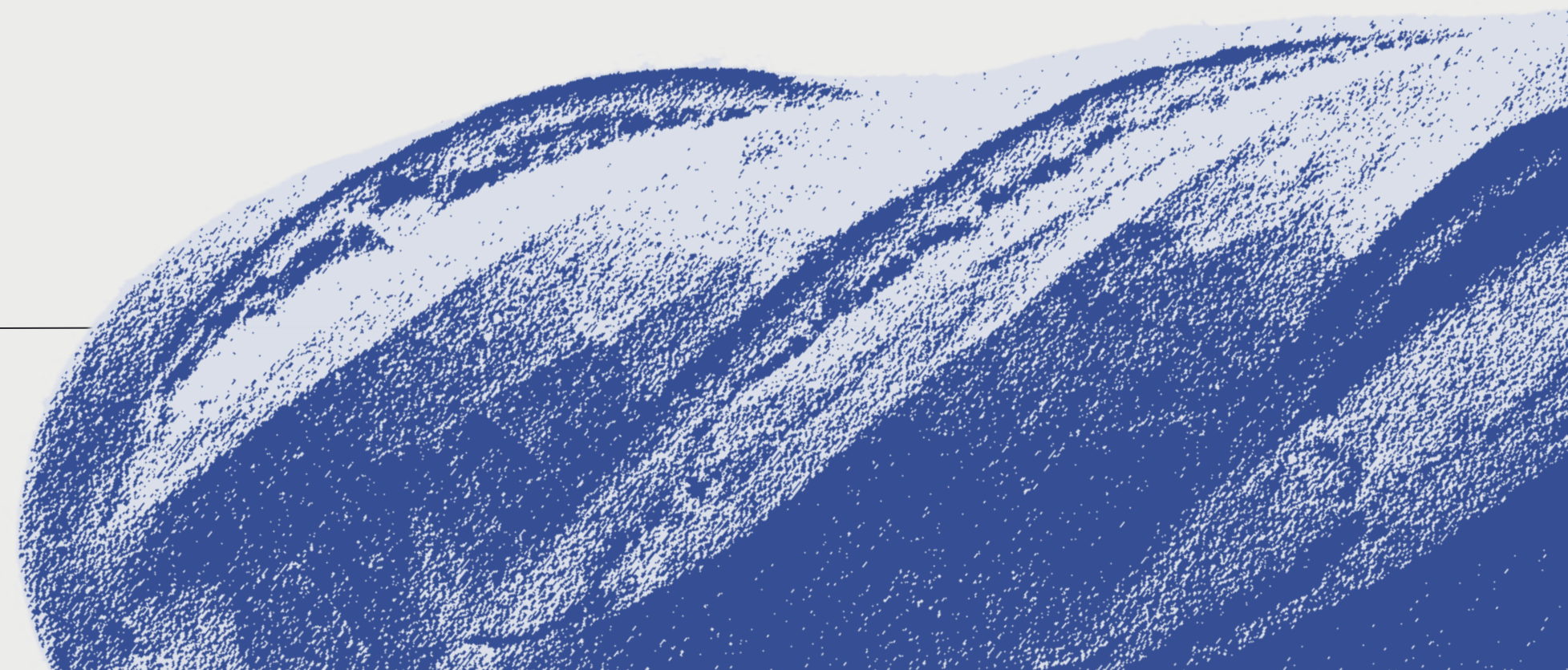


BANH MI WARS

A PARTY CARD GAME ABOUT
ASSEMBLING A DELICIOUS BANH MI

HOW TO PLAY

PRESENTED BY MINH NGUYEN



BREADING NEWS

Special

BANH MI WAR BREAKS OUT AT THE LOCAL HIGHSCHOOL



2- 4 PLAYERS

Schools out, hordes of hungry students spill out of the gates! You are a Banh Mi vendor, competing with other vendors. Grab the right ingredients for the Banh Mi order or sabotage other vendors' Banh Mi to win! Will you be the first to fill their bellies?



SET UP

1. Separate the ingredient cards into one **draw pile** and the event cards into another **event pile**.
2. Set out a space for a **discard pile**, every card that is played or discard goes here, **face up**.

START THE GAME

1. Give every player a pan and a Banh Mi card.
2. Whoever shouts "Banh Mi" first goes first!
3. Choose a direction of play. The last player is the dealer.

ORDERS UP

1. The dealer draws **3 ingredient cards**, skips any **Banh Mi** card. If there are more than 2 duplicate ingredients, skip the 3rd duplicate (there can only be 2 duplicate cards in the order).
2. **Set these cards aside**, these 3 ingredients (with 2 Banh Mi cards) will be your **Banh Mi ORDER!**
All "cookable" ingredient must be "cooked" in the final order.
3. Deal every player 3 cards

Every vendors' **starting hand** should now have **1 Banh Mi card + 3 Ingredient cards**

OUT OF CARDS IN THE DRAW PILE

Shuffle the discard pile back into a new draw pile

WINNING

The goal of the game is to be **the first** vendor to assemble the **Banh Mi order** in your hand and pan.

Anytime a vendor has the required card in the **order**, they **instantly win**.

Includes: 2x Banh Mi + 3x Ingredient



VENDOR SHEET

BANH MI WAR

EACH TURN

In this order

1. Draw a card at the beginning of your turn.
2. Have **up to 2** action:
 - A. Play a card to gain its effect.
 - B. **Cook** a **cookable** card on your stove.

"CAN'T HOLD ALL THESE"

1. At the end of your turn. If you have more than 5 cards in hand, discard any excess.
- 2. Cards on your stove do not count towards the hand limit.

COOKABLE CARDS

All **cookable card** have 2 different effects: one when played **raw** and one when played **cooked**. Cookable cards start out **raw**, you may play it directly from your hand for its normal effect. Alternatively, you can **cook** it first, then play it **cooked** for an even more powerful effect. You may first play it on a **stove**, face up to cook it. Next turn, that card is now **cooked!** You now may play this **Cooked** card from the stove for its **cooked** effect. Cooking a card effectively means playing it **twice!**
You may leave this cooked card on the stove as long as you want.

VENDOR'S GRIT

If a player ever starts a turn without any card, they draw 3 cards instead of 1.

