

FRIED EGG
COOKABLE



RAW: SWAP A CARD WITH ANOTHER PLAYER
OR
COOKED: STEAL A RANDOM CARD FROM ANOTHER

FRIED EGG
COOKABLE



RAW: SWAP A CARD WITH ANOTHER PLAYER
OR
COOKED: STEAL A RANDOM CARD FROM ANOTHER

FRIED EGG
COOKABLE



RAW: SWAP A CARD WITH ANOTHER PLAYER
OR
COOKED: STEAL A RANDOM CARD FROM ANOTHER

BBQ BEEF
COOKABLE



RAW: LOOK AT THE TOP 2 CARDS AND DRAW 1
OR
COOKED: DRAW 2

BBQ BEEF
COOKABLE




RAW: LOOK AT THE TOP 2 CARDS AND DRAW 1
OR
COOKED: DRAW 2

BBQ BEEF
COOKABLE




RAW: LOOK AT THE TOP 2 CARDS AND DRAW 1
OR
COOKED: DRAW 2

BBQ PORK
COOKABLE




RAW: DRAW 1
OR
COOKED: DRAW 1 OF ANY NON-COOKABLE CARD FROM THE DISCARD PILE

BBQ PORK
COOKABLE



RAW: DRAW 1
OR
COOKED: DRAW 1 OF ANY NON-COOKABLE CARD FROM THE DISCARD PILE

BBQ PORK
COOKABLE



RAW: DRAW 1
OR
COOKED: DRAW 1 OF ANY NON-COOKABLE CARD FROM THE DISCARD PILE






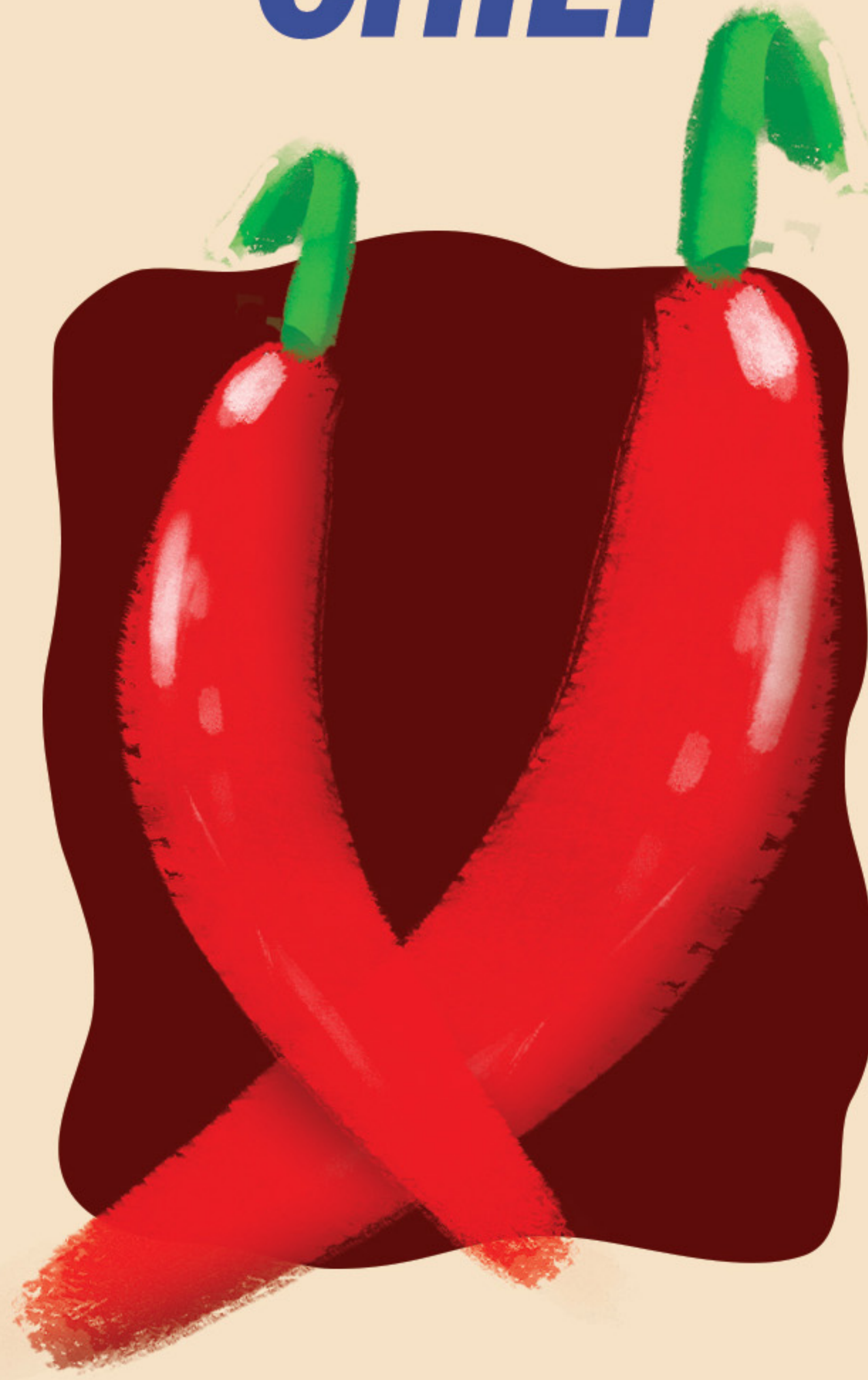
CHILI




DISCARD ANOTHER CARD TO
DRAW 2




CHILI



DISCARD ANOTHER CARD TO
DRAW 2



CHILI



DISCARD ANOTHER CARD TO
DRAW 2



BUTTER



PAIR WITH ANOTHER CARD TO
DOUBLE ITS EFFECT
(COUNT AS 2 ACTIONS)



BUTTER




PAIR WITH ANOTHER CARD TO
DOUBLE ITS EFFECT
(COUNT AS 2 ACTIONS)



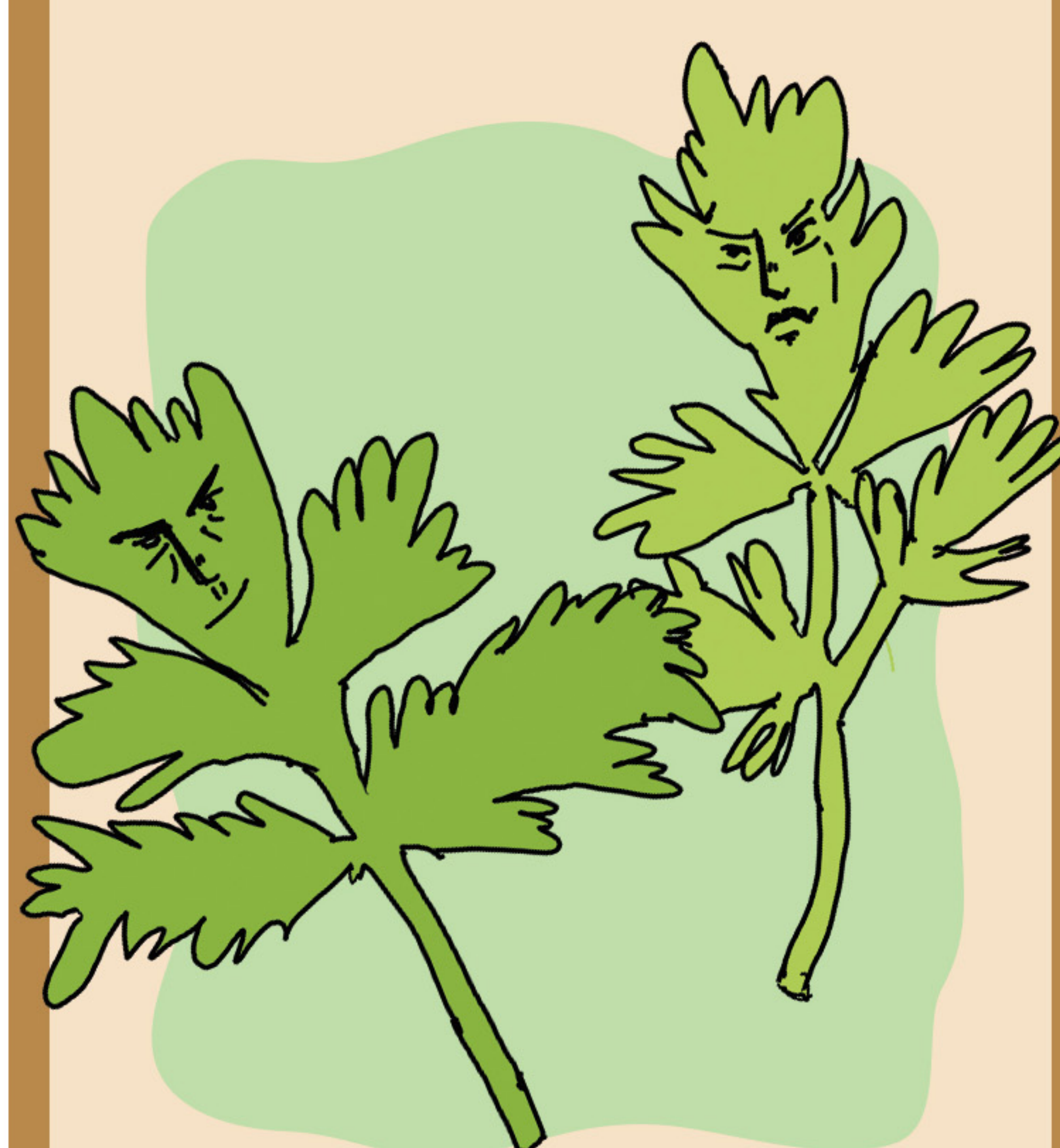
BUTTER




PAIR WITH ANOTHER CARD TO
DOUBLE ITS EFFECT
(COUNT AS 2 ACTIONS)



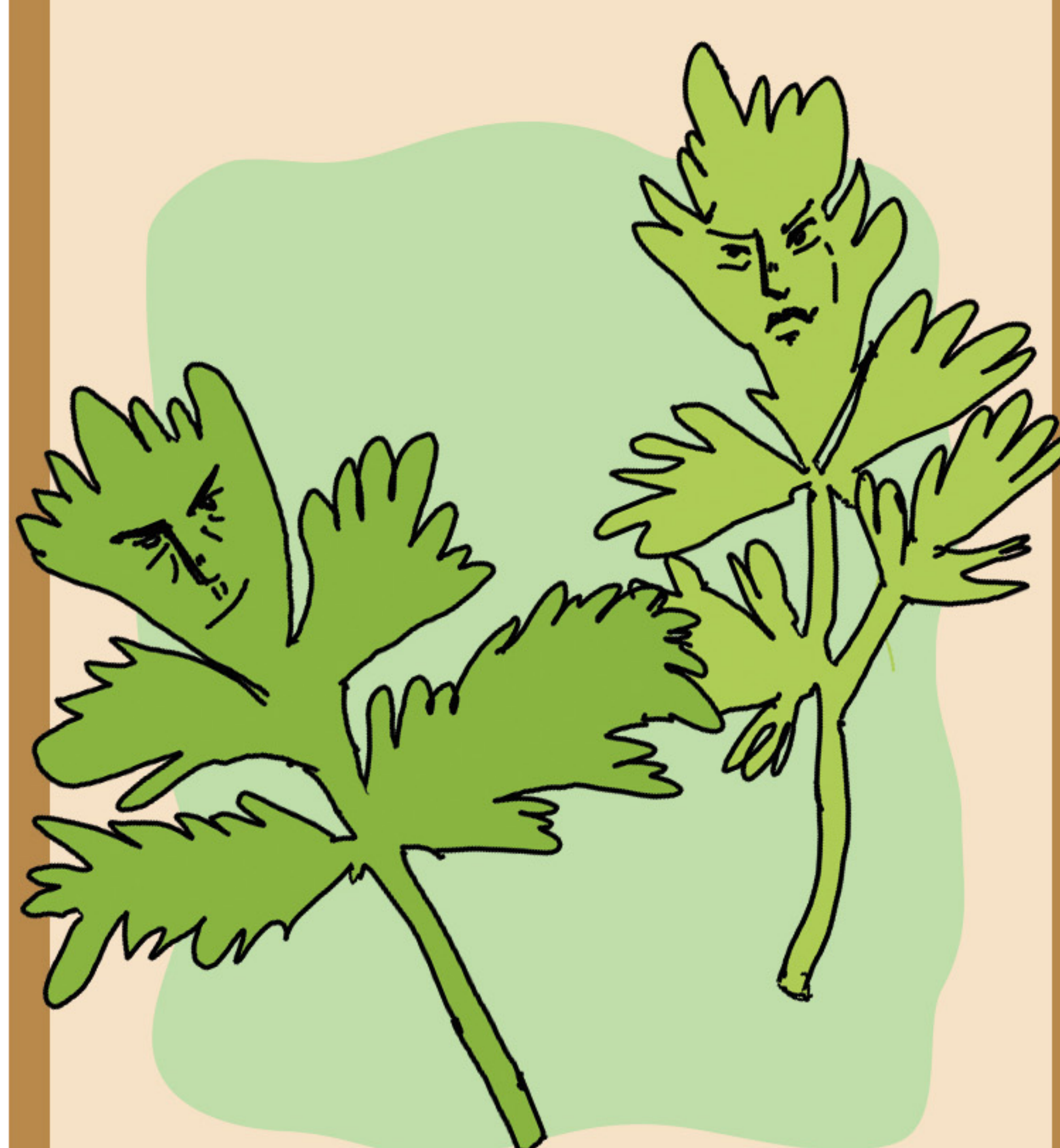
CILANTRO




PLAY AT ANY TIME
STOP AN EFFECT AFFECTING
YOU (INCLUDING EVENT)



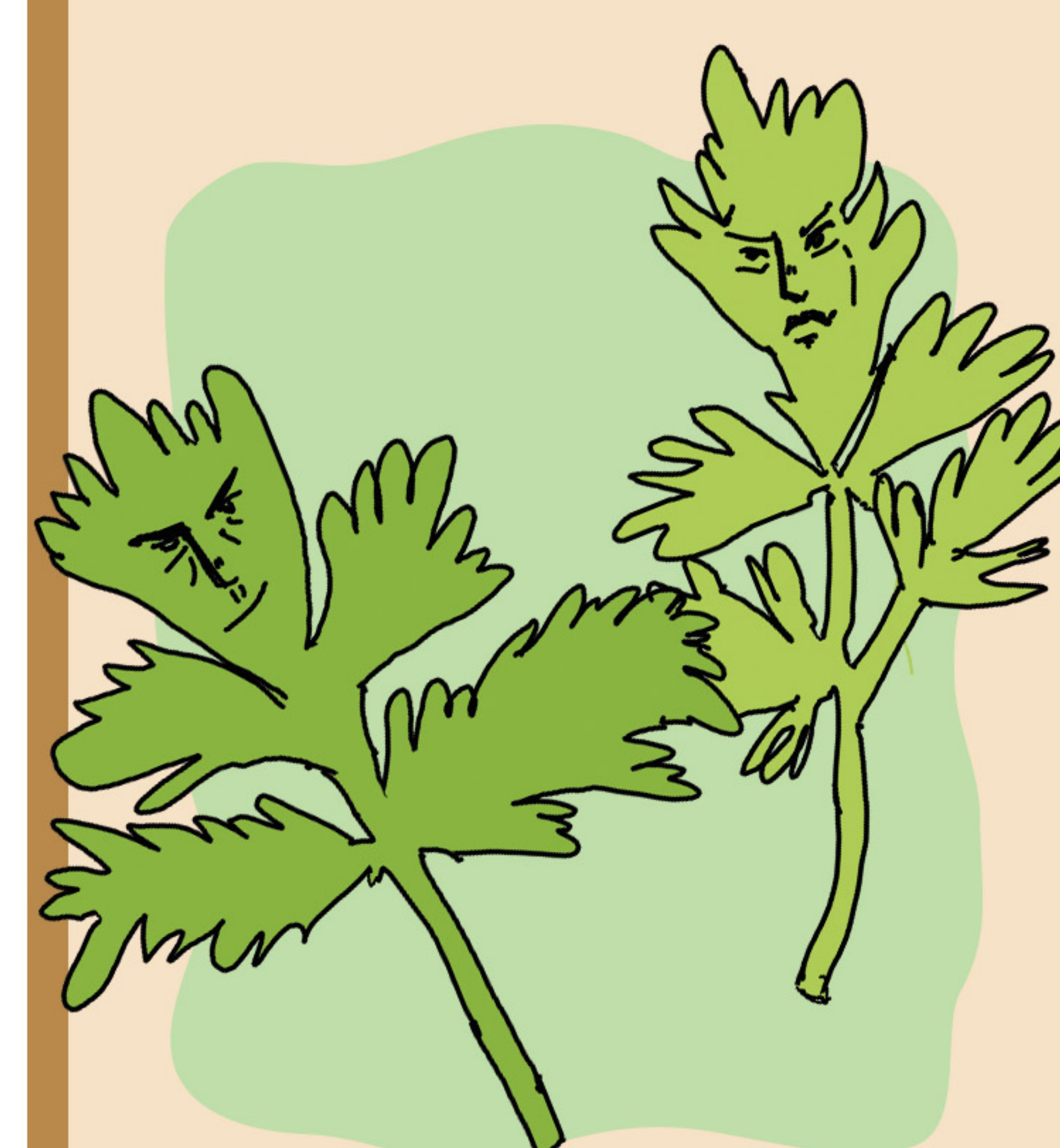
CILANTRO



PLAY AT ANY TIME
STOP AN EFFECT AFFECTING
YOU (INCLUDING EVENT)



CILANTRO



PLAY AT ANY TIME
STOP AN EFFECT AFFECTING
YOU (INCLUDING EVENT)



FRIED EGG
COOKABLE



RAW: SWAP A CARD WITH ANOTHER PLAYER
OR
COOKED: STEAL A RANDOM CARD FROM ANOTHER

FRIED EGG
COOKABLE



RAW: SWAP A CARD WITH ANOTHER PLAYER
OR
COOKED: STEAL A RANDOM CARD FROM ANOTHER

FRIED EGG
COOKABLE



RAW: SWAP A CARD WITH ANOTHER PLAYER
OR
COOKED: STEAL A RANDOM CARD FROM ANOTHER

BBQ BEEF
COOKABLE



RAW: LOOK AT THE TOP 2 CARDS AND DRAW 1
OR
COOKED: DRAW 2

BBQ BEEF
COOKABLE




RAW: LOOK AT THE TOP 2 CARDS AND DRAW 1
OR
COOKED: DRAW 2

BBQ BEEF
COOKABLE




RAW: LOOK AT THE TOP 2 CARDS AND DRAW 1
OR
COOKED: DRAW 2

BBQ PORK
COOKABLE




RAW: DRAW 1
OR
COOKED: DRAW 1 OF ANY NON-COOKABLE CARD FROM THE DISCARD PILE

BBQ PORK
COOKABLE



RAW: DRAW 1
OR
COOKED: DRAW 1 OF ANY NON-COOKABLE CARD FROM THE DISCARD PILE

BBQ PORK
COOKABLE



RAW: DRAW 1
OR
COOKED: DRAW 1 OF ANY NON-COOKABLE CARD FROM THE DISCARD PILE






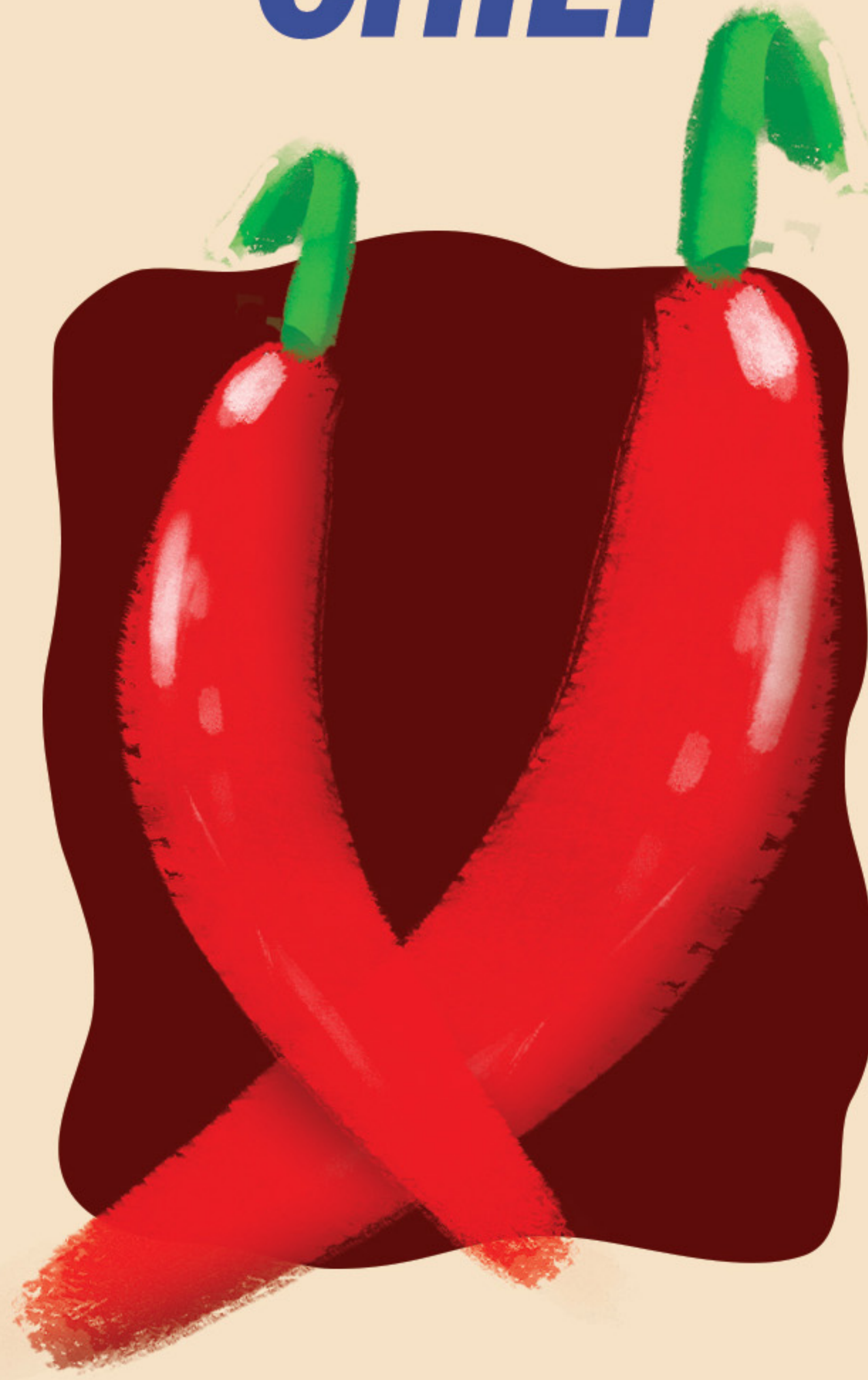
CHILI




DISCARD ANOTHER CARD TO
DRAW 2




CHILI



DISCARD ANOTHER CARD TO
DRAW 2



CHILI



DISCARD ANOTHER CARD TO
DRAW 2



BUTTER



PAIR WITH ANOTHER CARD TO
DOUBLE ITS EFFECT
(COUNT AS 2 ACTIONS)



BUTTER




PAIR WITH ANOTHER CARD TO
DOUBLE ITS EFFECT
(COUNT AS 2 ACTIONS)



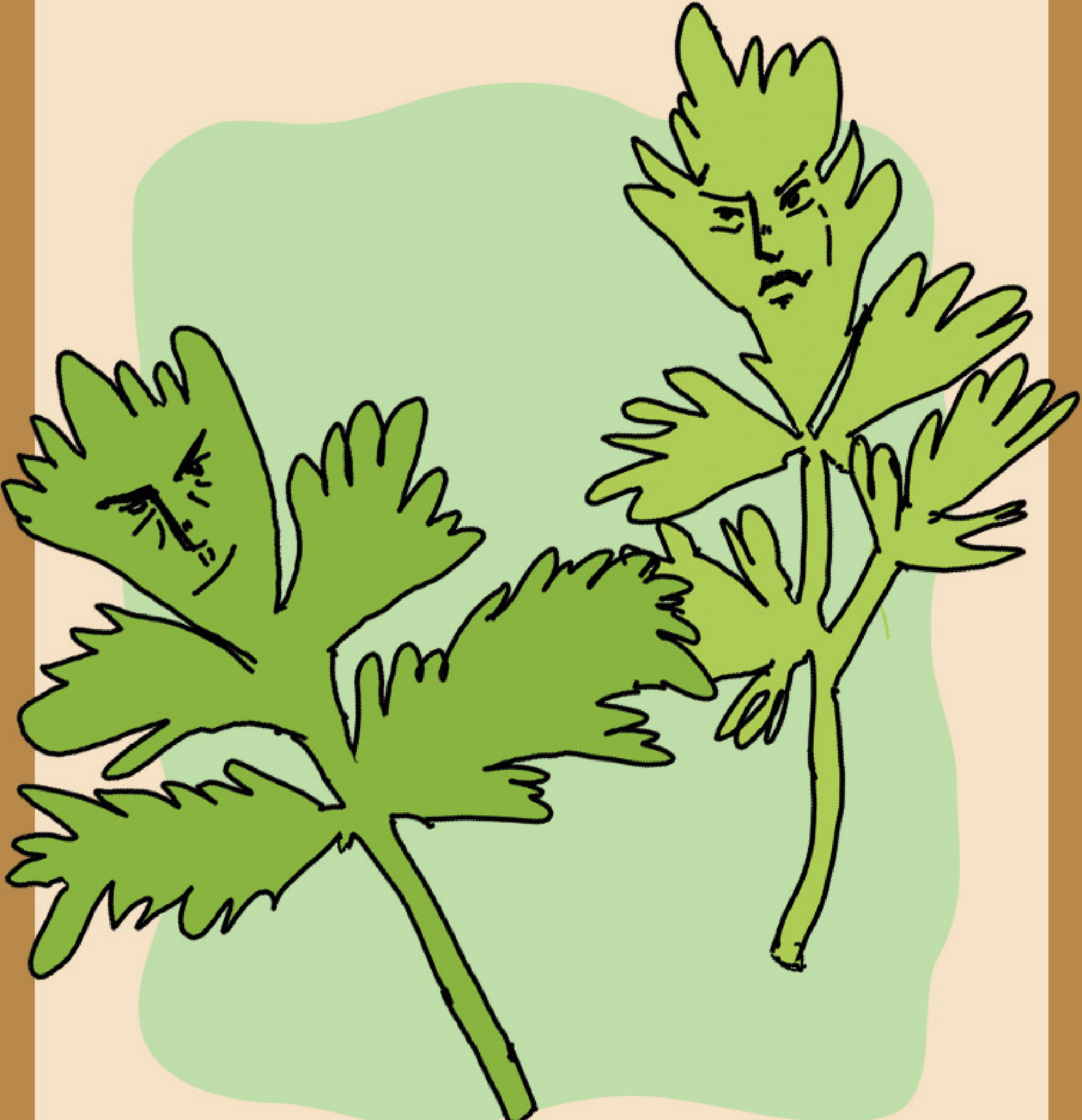
BUTTER




PAIR WITH ANOTHER CARD TO
DOUBLE ITS EFFECT
(COUNT AS 2 ACTIONS)



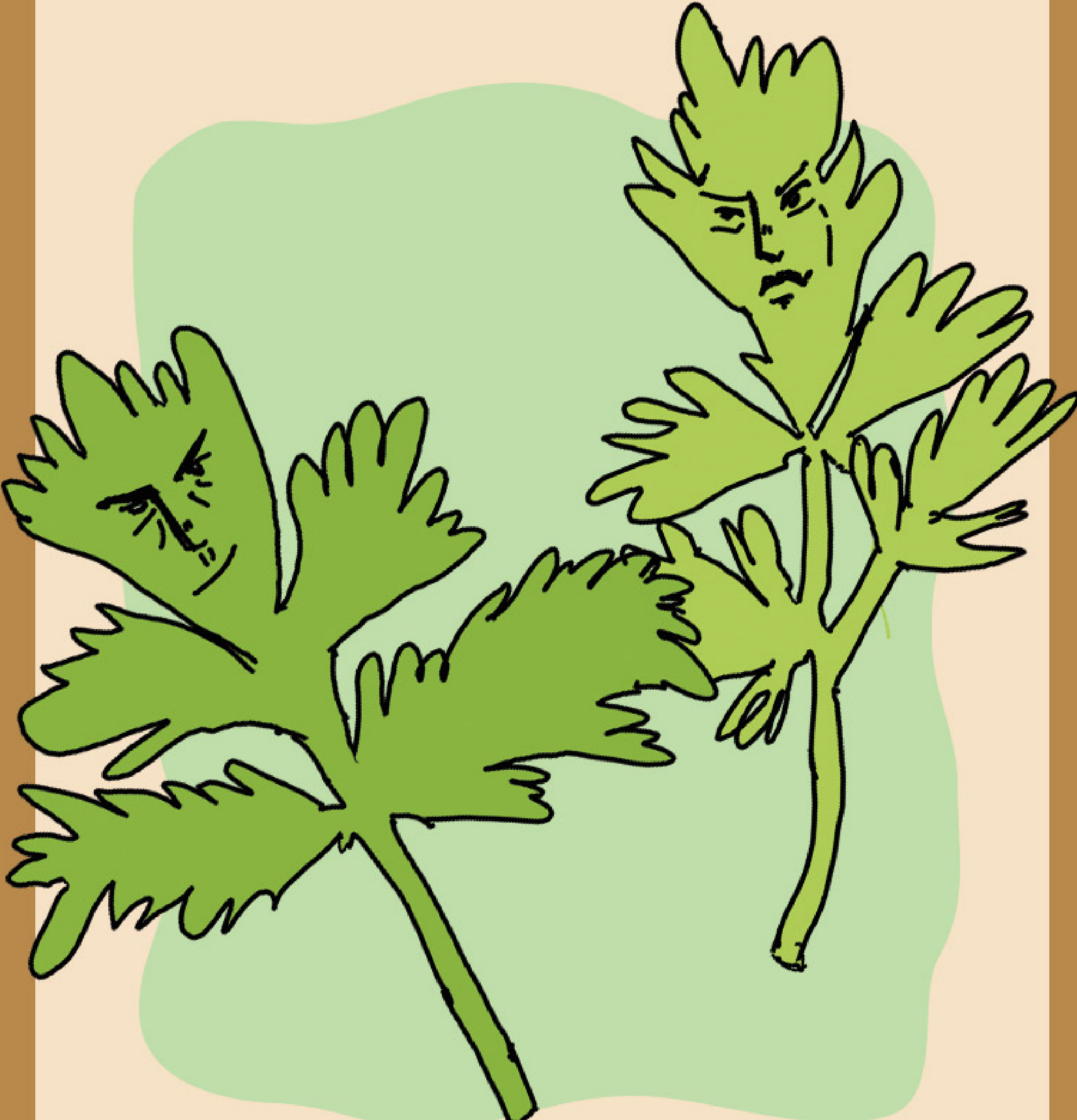
CILANTRO




PLAY AT ANY TIME
STOP AN EFFECT AFFECTING
YOU (INCLUDING EVENT)



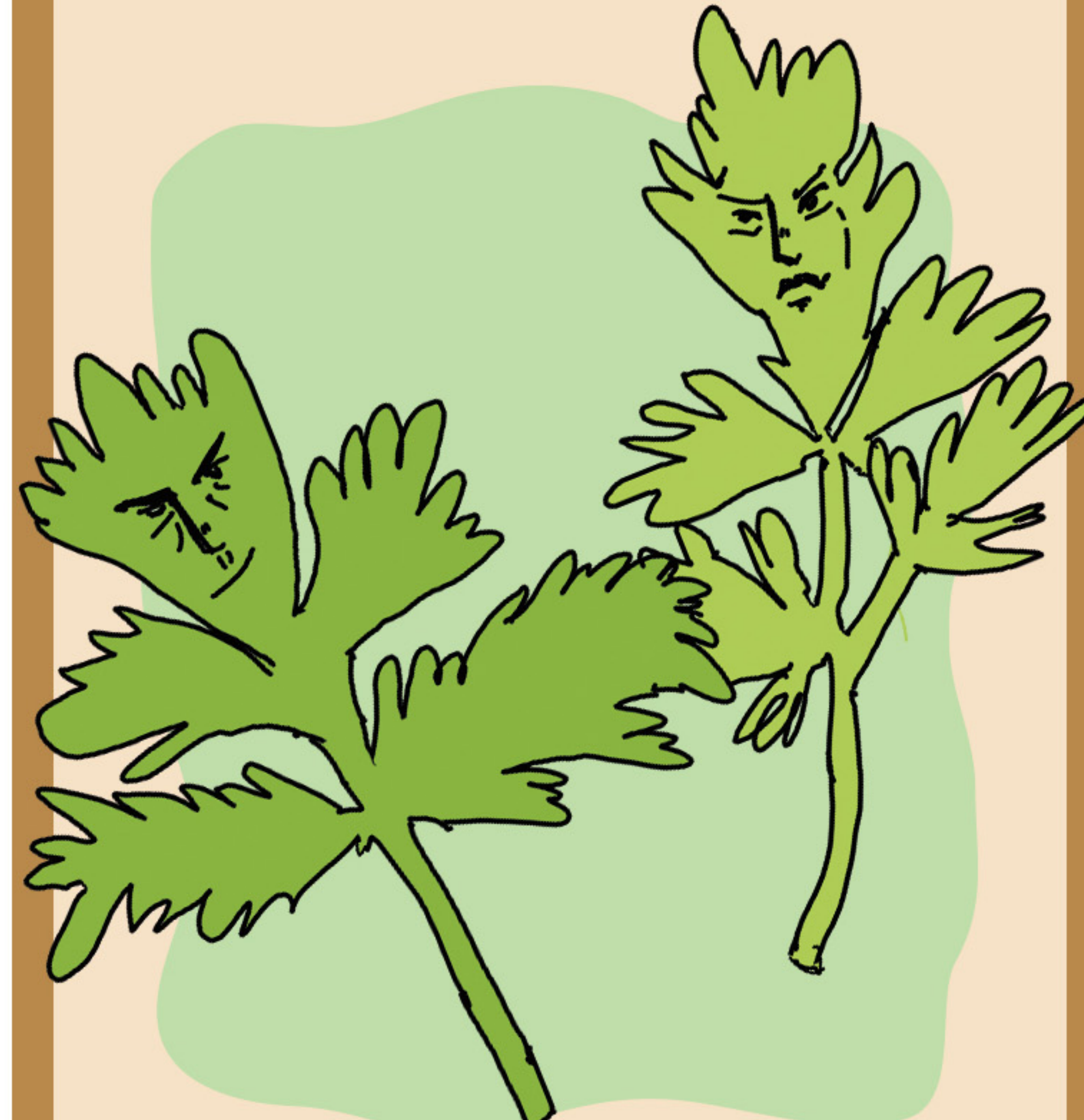
CILANTRO



PLAY AT ANY TIME
STOP AN EFFECT AFFECTING
YOU (INCLUDING EVENT)



CILANTRO



PLAY AT ANY TIME
STOP AN EFFECT AFFECTING
YOU (INCLUDING EVENT)



 **BÁNH MÌ**




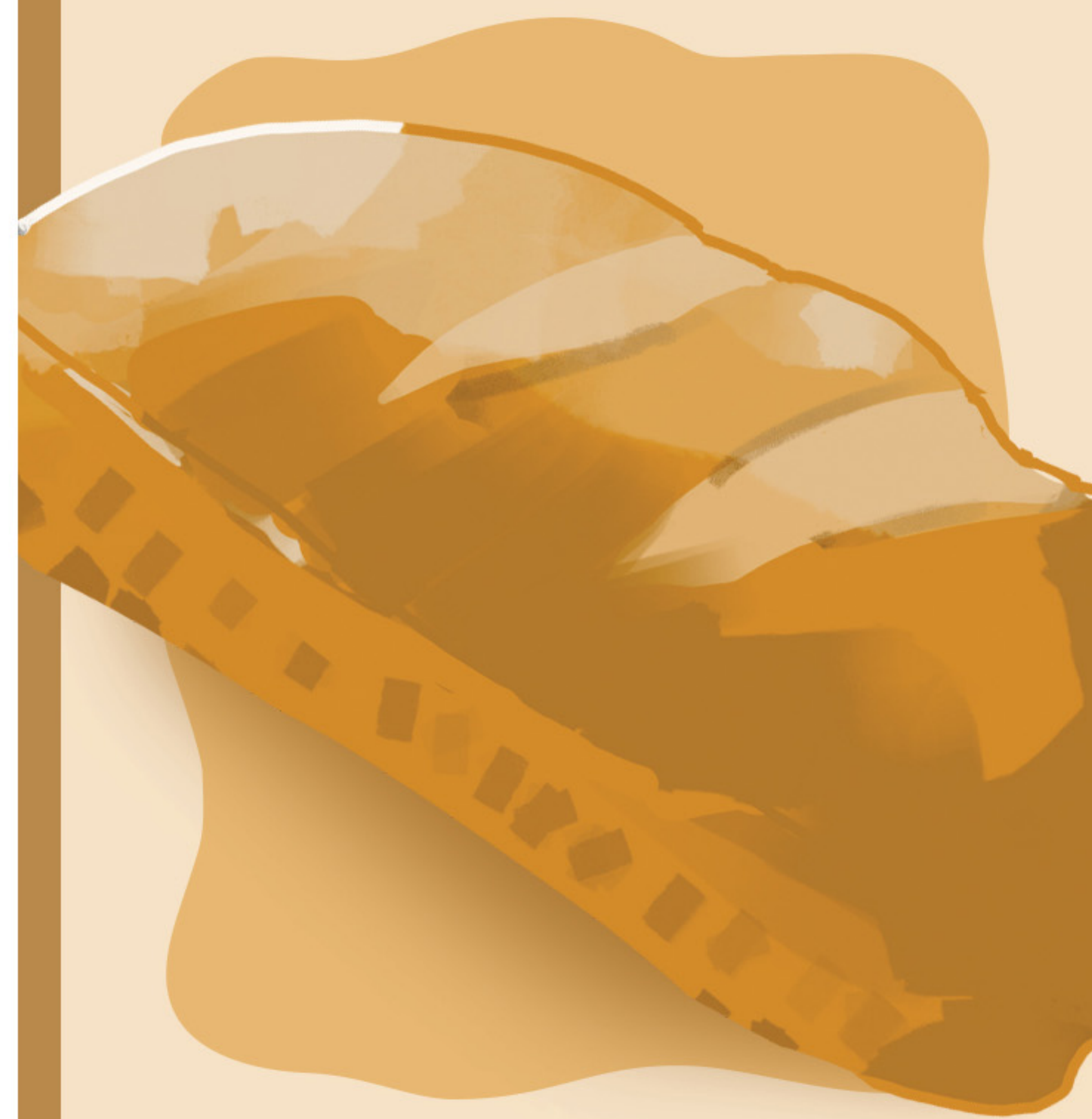
NEED 2 TO WIN

 **BÁNH MÌ**



NEED 2 TO WIN

 **BÁNH MÌ**



NEED 2 TO WIN

 **PICKLE**



CHOOSE A PLAYER, THEY DISCARD 1
COMBO: YOU MAY PLAY 3 PICKLE AT THE SAME TIME AS 1 ACTION: EVERYONE ELSE DISCARDS 3 CARDS.

 **PICKLE**



CHOOSE A PLAYER, THEY DISCARD 1
COMBO: YOU MAY PLAY 3 PICKLE AT THE SAME TIME AS 1 ACTION: EVERYONE ELSE DISCARDS 3 CARDS.

 **PICKLE**



CHOOSE A PLAYER, THEY DISCARD 1
COMBO: YOU MAY PLAY 3 PICKLE AT THE SAME TIME AS 1 ACTION: EVERYONE ELSE DISCARDS 3 CARDS.

 **PATE**





DISCARD ANOTHER CARD TO CHOOSE A PLAYER TO STEAL 1 BANH MI FROM (DOES NOTHING IF THEY DON'T HAVE ANY)

 **PATE**



DISCARD ANOTHER CARD TO CHOOSE A PLAYER TO STEAL 1 BANH MI FROM (DOES NOTHING IF THEY DON'T HAVE ANY)

 **PATE**



DISCARD ANOTHER CARD TO CHOOSE A PLAYER TO STEAL 1 BANH MI FROM (DOES NOTHING IF THEY DON'T HAVE ANY)



NEWS

BREAKING NEWS

immediately show this to everyone



DRAW AN EVENT CARD, TRIGGERING THE EFFECT, THEN REMOVE THAT EVENT COMPLETELY FROM THE CURRENT GAME

NEWS

BREAKING NEWS

immediately show this to everyone



DRAW AN EVENT CARD, TRIGGERING THE EFFECT, THEN REMOVE THAT EVENT COMPLETELY FROM THE CURRENT GAME

NEWS

BREAKING NEWS

immediately show this to everyone



DRAW AN EVENT CARD, TRIGGERING THE EFFECT, THEN REMOVE THAT EVENT COMPLETELY FROM THE CURRENT GAME

NEWS

BREAKING NEWS

immediately show this to everyone



DRAW AN EVENT CARD, TRIGGERING THE EFFECT, THEN REMOVE THAT EVENT COMPLETELY FROM THE CURRENT GAME

NEWS

BREAKING NEWS

immediately show this to everyone



DRAW AN EVENT CARD, TRIGGERING THE EFFECT, THEN REMOVE THAT EVENT COMPLETELY FROM THE CURRENT GAME

NEWS

BREAKING NEWS

immediately show this to everyone



DRAW AN EVENT CARD, TRIGGERING THE EFFECT, THEN REMOVE THAT EVENT COMPLETELY FROM THE CURRENT GAME

NEWS

BREAKING NEWS

immediately show this to everyone



DRAW AN EVENT CARD, TRIGGERING THE EFFECT, THEN REMOVE THAT EVENT COMPLETELY FROM THE CURRENT GAME

NEWS

BREAKING NEWS

immediately show this to everyone



DRAW AN EVENT CARD, TRIGGERING THE EFFECT, THEN REMOVE THAT EVENT COMPLETELY FROM THE CURRENT GAME

NEWS

BREAKING NEWS

immediately show this to everyone



DRAW AN EVENT CARD, TRIGGERING THE EFFECT, THEN REMOVE THAT EVENT COMPLETELY FROM THE CURRENT GAME



 **BÁNH MÌ**



NEED 2 TO WIN

 **BÁNH MÌ**



NEED 2 TO WIN

 **BÁNH MÌ**



NEED 2 TO WIN

 **PICKLE**



CHOOSE A PLAYER, THEY DISCARD 1
COMBO: YOU MAY PLAY 3 PICKLE
AT THE SAME TIME AS 1 ACTION:
EVERYONE ELSE DISCARDS 3
CARDS.

 **PICKLE**



CHOOSE A PLAYER, THEY DISCARD 1
COMBO: YOU MAY PLAY 3 PICKLE
AT THE SAME TIME AS 1 ACTION:
EVERYONE ELSE DISCARDS 3
CARDS.

 **PICKLE**



CHOOSE A PLAYER, THEY DISCARD 1
COMBO: YOU MAY PLAY 3 PICKLE
AT THE SAME TIME AS 1 ACTION:
EVERYONE ELSE DISCARDS 3
CARDS.

 **PATE**



DISCARD ANOTHER CARD TO CHOOSE A
PLAYER TO STEAL 1 BANH MI FROM
(DOES NOTHING IF THEY DON'T HAVE ANY)

 **PATE**



DISCARD ANOTHER CARD TO CHOOSE A
PLAYER TO STEAL 1 BANH MI FROM
(DOES NOTHING IF THEY DON'T HAVE ANY)

 **PATE**



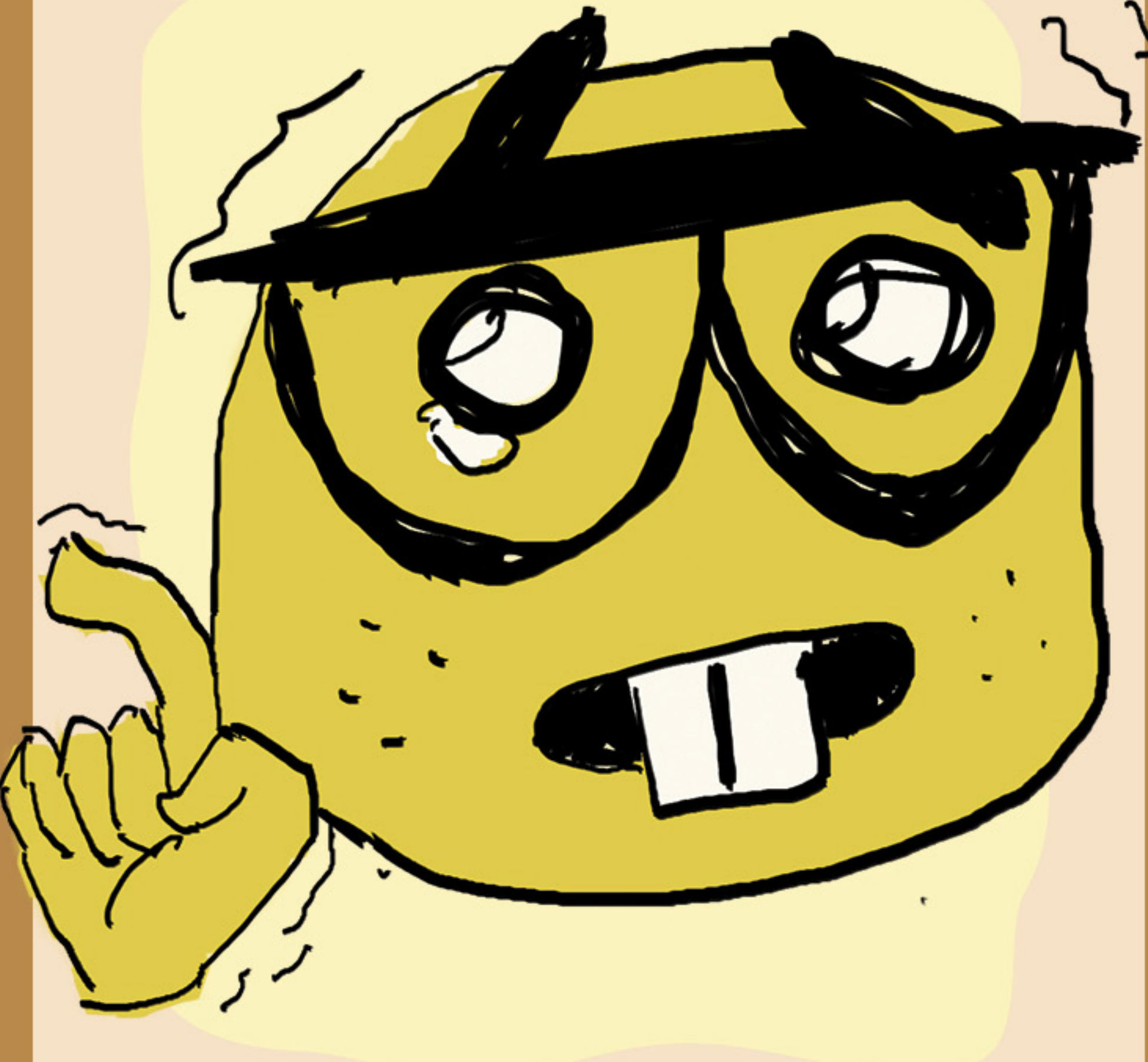
DISCARD ANOTHER CARD TO CHOOSE A
PLAYER TO STEAL 1 BANH MI FROM
(DOES NOTHING IF THEY DON'T HAVE ANY)



BANH MI WAR 2024

EVENT CARD

ACTUALLY... I ORDER...

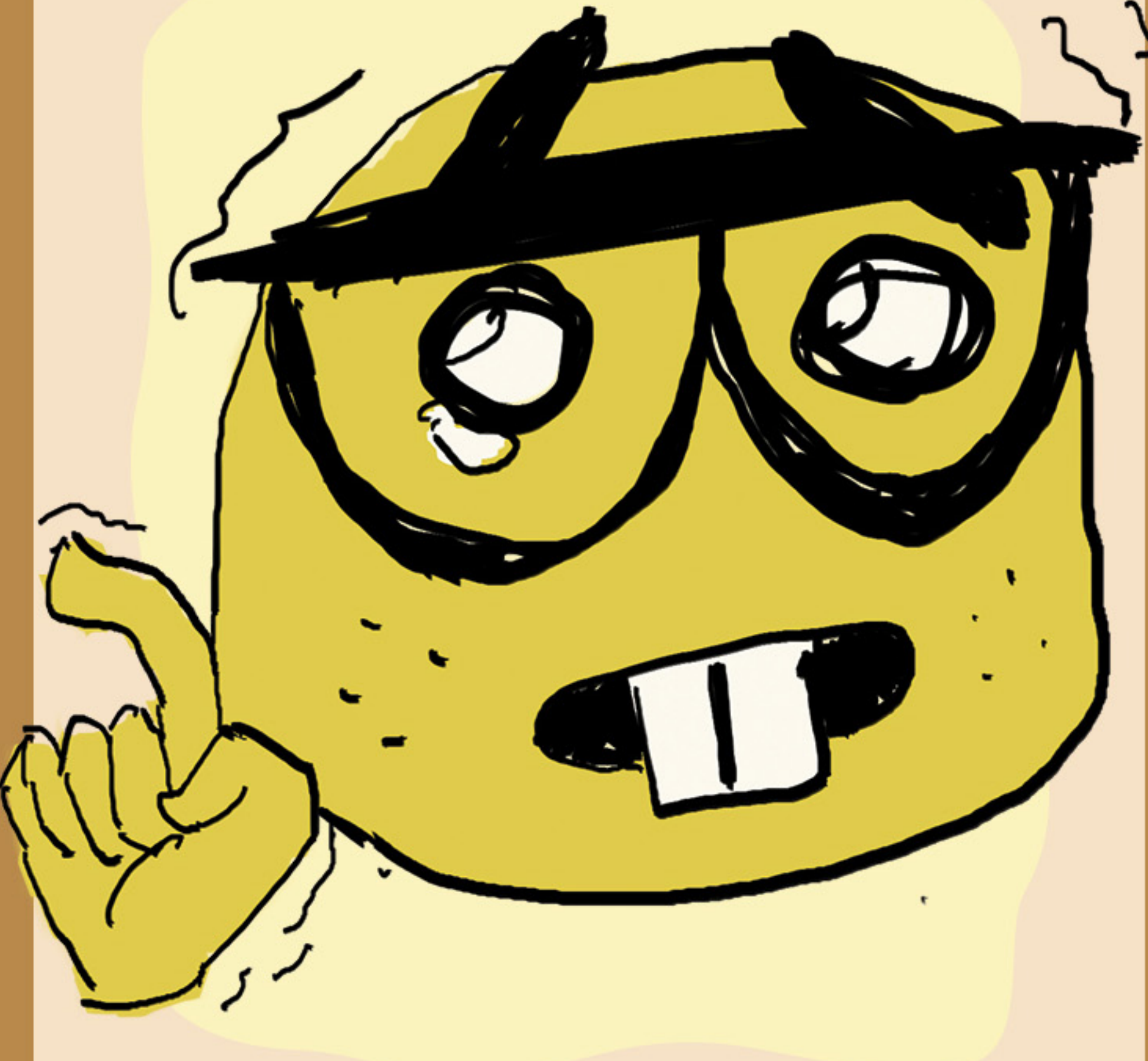


DRAW 1 CARD, SWAP THIS WITH THE LEFT CARD OF THE ORDER. THE BASIC RULE TO CREATE ORDER STILL APPLIES. IN CASE OF A TIE, THE PLAYER CLOSEST IN THE TURN ORDER WINS

BANH MI WAR 2024

EVENT CARD

ACTUALLY... I ORDER...



DRAW 1 CARD, SWAP THIS WITH THE LEFT CARD OF THE ORDER. THE BASIC RULE TO CREATE ORDER STILL APPLIES. IN CASE OF A TIE, THE PLAYER CLOSEST IN THE TURN ORDER WINS

BANH MI WAR 2024

EVENT CARD

HANOI RAINY AFTERNOON



ALL PLAYERS RETURN CARDS ON THEIR STOVE TO THEIR HANDS

BANH MI WAR 2024

EVENT CARD

I REALLY GOTTA RUN



REMOVE THE MIDDLE CARD OF THE ORDER. IN CASE OF A TIE, THE PLAYER CLOSEST IN THE TURN ORDER WINS

BANH MI WAR 2024

EVENT CARD

I REALLY GOTTA RUN



REMOVE THE MIDDLE CARD OF THE ORDER. IN CASE OF A TIE, THE PLAYER CLOSEST IN THE TURN ORDER WINS

BANH MI WAR 2024

EVENT CARD

HANOI RAINY AFTERNOON

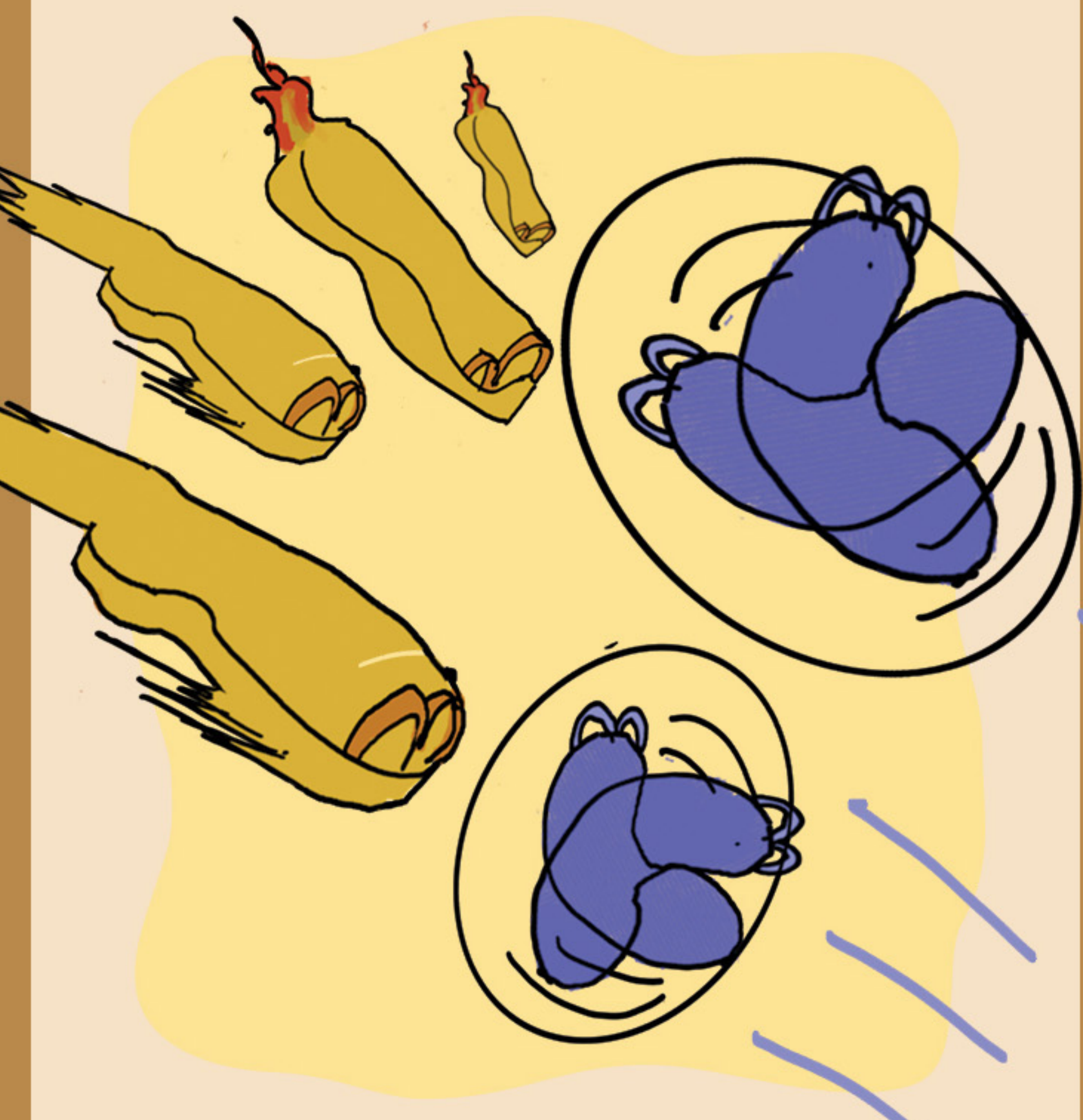


ALL PLAYERS RETURN CARDS ON THEIR STOVE TO THEIR HANDS

BANH MI WAR 2024

EVENT CARD

FLIP-FLOP BATTLE ROYALE

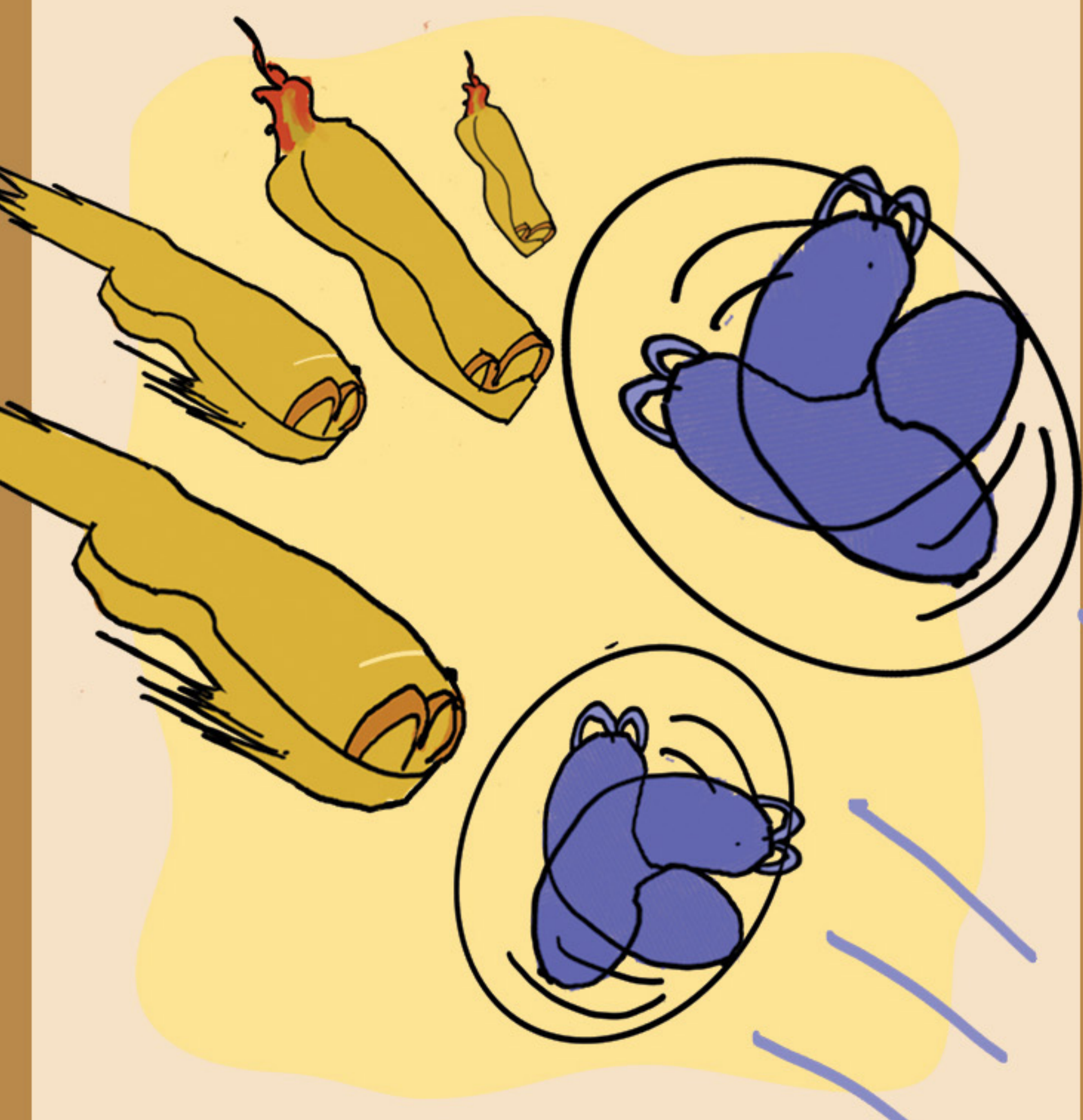


PLAYERS ENGAGE IN ROCK-PAPER-SCISSOR, WINNER DRAWS A CARD

BANH MI WAR 2024

EVENT CARD

FLIP-FLOP BATTLE ROYALE



PLAYERS ENGAGE IN ROCK-PAPER-SCISSOR, WINNER DRAWS A CARD

BANH MI WAR 2024

EVENT CARD

THE FAT CAT RETURNS



PLAYERS CAN GIVE THE FAT CAT ONE OR MORE BANH MI TO DRAW 2 FOR EACH BANH MI GIVEN. OTHERWISE, LOSE A TURN.

BANH MI WAR

2024

EVENT CARD

BANH MI WAR

2024

EVENT CARD

BANH MI WAR

2024

EVENT CARD

BANH MI WAR

2024

EVENT CARD

BANH MI WAR

2024

EVENT CARD

BANH MI WAR

2024

EVENT CARD

BANH MI WAR

2024

EVENT CARD

BANH MI WAR

2024

EVENT CARD

BANH MI WAR

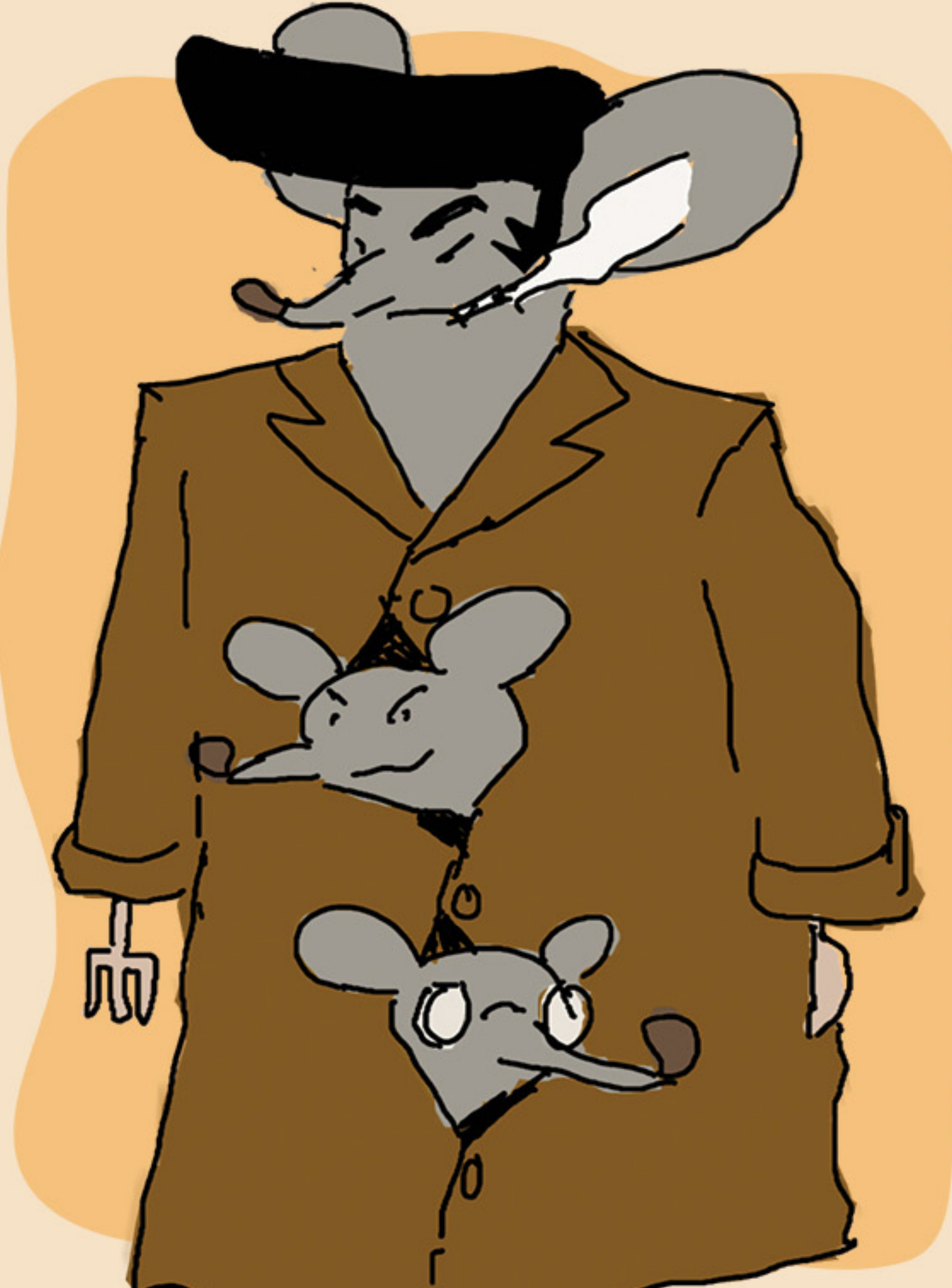
2024

EVENT CARD

BANH MI WAR 2024

EVENT CARD

TRIBUTE TO THE RAT KING

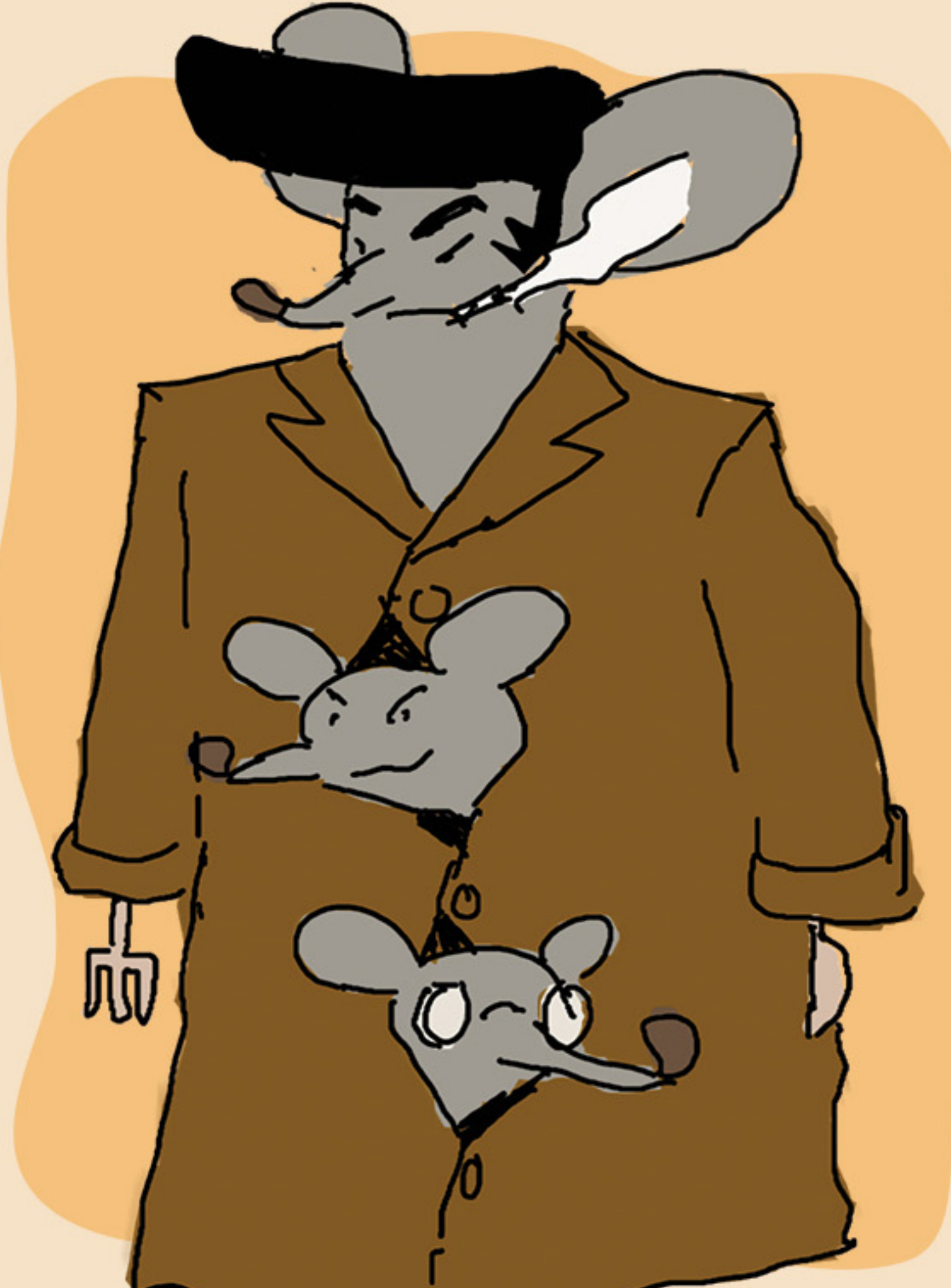


PLAYERS MUST OFFER THE RAT KING 1 COOKED CARDS FROM THEIR STOVE (DISCARDING IT). IF THEY DON'T, LOSE A TURN

BANH MI WAR 2024

EVENT CARD

TRIBUTE TO THE RAT KING

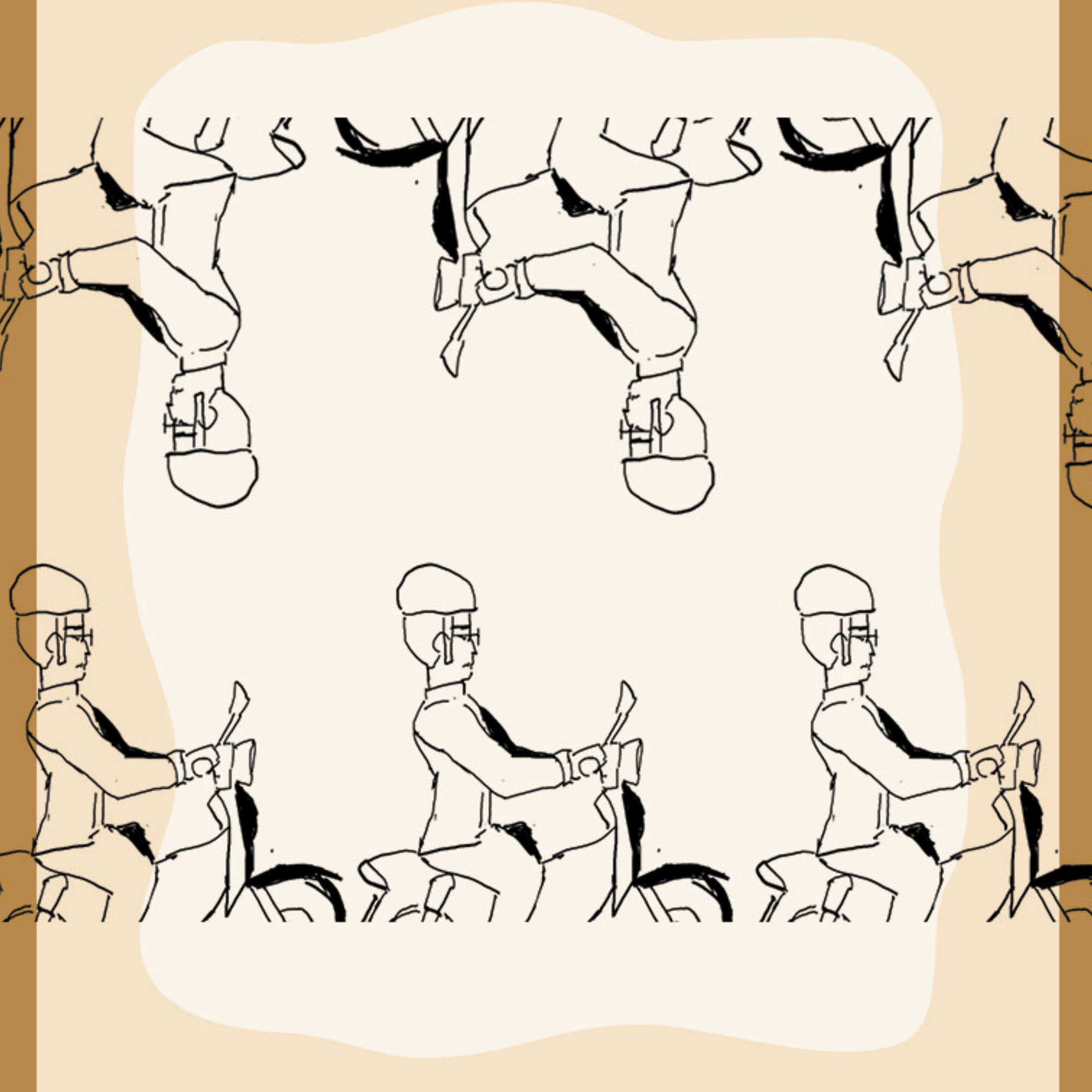


PLAYERS MUST OFFER THE RAT KING 1 COOKED CARDS FROM THEIR STOVE (DISCARDING IT). IF THEY DON'T, LOSE A TURN

BANH MI WAR 2024

EVENT CARD

THE RUSH HOUR



FOR THE REST OF THE GAME, AT THE START OF A PLAYER TURN, DRAW 1 ADDITIONAL CARD. SET THIS CARD UP NEXT TO THE ORDER TO ACT AS AN "ACTIVE EVENT"

BANH MI WAR 2024

EVENT CARD

THE HEALTH INSPECTOR



EVERYONE REVEALS THEIR HAND TO THIS TURN'S PLAYER

BANH MI WAR 2024

EVENT CARD

THE HEALTH INSPECTOR

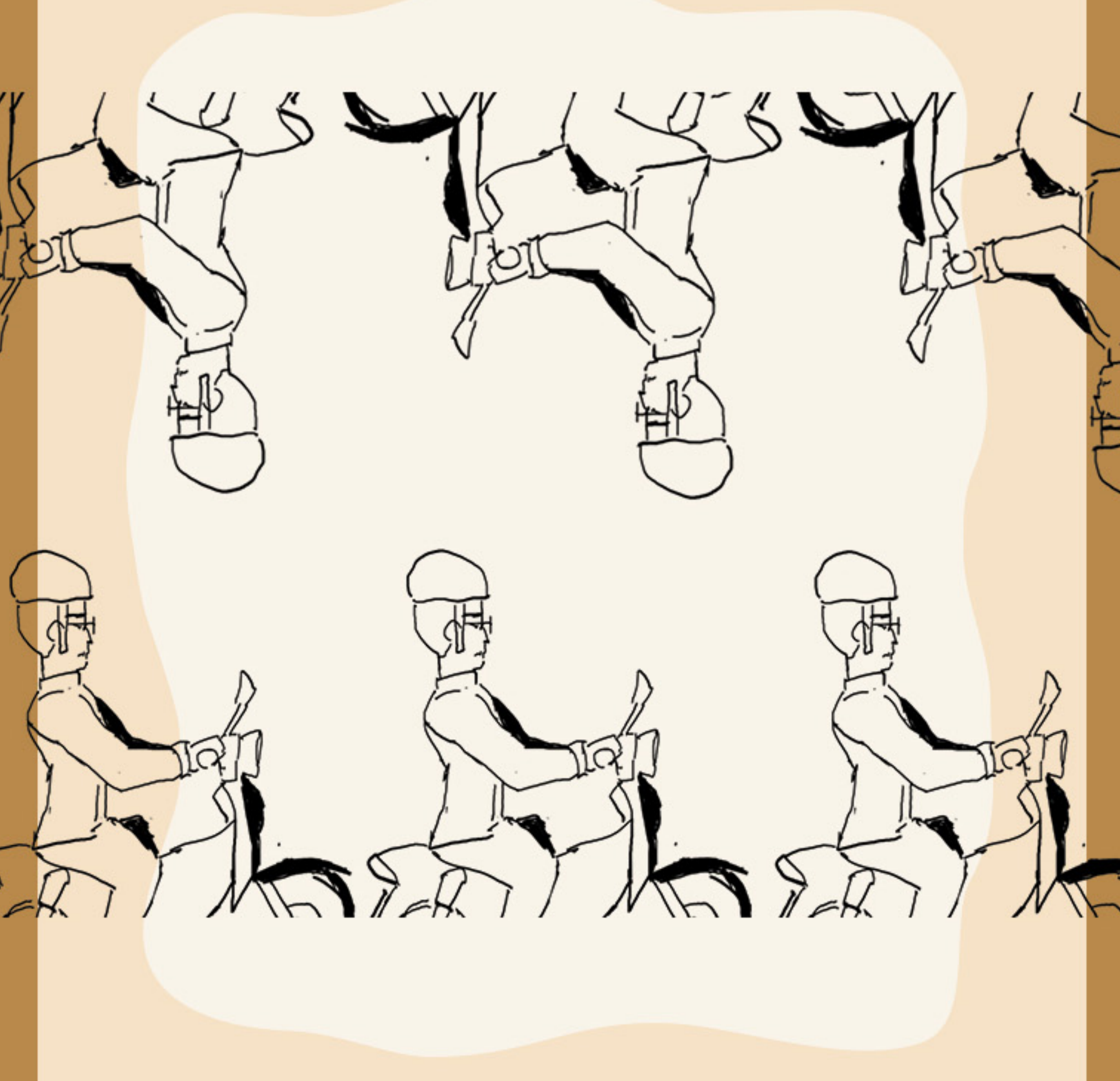


EVERYONE REVEALS THEIR HAND TO THIS TURN'S PLAYER

BANH MI WAR 2024

EVENT CARD

THE RUSH HOUR



FOR THE REST OF THE GAME, AT THE START OF A PLAYER TURN, DRAW 1 ADDITIONAL CARD. SET THIS CARD UP NEXT TO THE ORDER TO ACT AS AN "ACTIVE EVENT"

BANH MI WAR 2024

EVENT CARD

THE FOOD CRITIC



THIS TURN'S PLAYER MAY TAKE A CARD FROM A PLAYER'S STOVE

BANH MI WAR 2024

EVENT CARD

THE FOOD CRITIC



THIS TURN'S PLAYER MAY TAKE A CARD FROM A PLAYER'S STOVE

BANH MI WAR 2024

EVENT CARD

THE FAT CAT RETURNS



PLAYERS CAN GIVE THE FAT CAT ONE OR MORE BANH MI TO DRAW 2 FOR EACH BANH MI GIVEN. OTHERWISE, LOSE A TURN.

BANH MI WAR

2024

EVENT CARD

BANH MI WAR

2024

EVENT CARD

BANH MI WAR

2024

EVENT CARD

BANH MI WAR

2024

EVENT CARD

BANH MI WAR

2024

EVENT CARD

BANH MI WAR

2024

EVENT CARD

BANH MI WAR

2024

EVENT CARD

BANH MI WAR

2024

EVENT CARD

BANH MI WAR

2024

EVENT CARD