

BACON



3-6



40'



10+

COMPONENTS

A crispy cure for your climbing cravings. Play breakfast food cards and wild bacon cards. Go out first. Hope your partner goes out next.



- A** 80 Breakfast Cards
(2 of each 1-10, in 4 suits)
- B** 12 Bacon Cards
- C** Bacon Tokens (1VP, 4VP)

- D** 6 Menu Boards
- E** 14 Score Tokens
- F** Start Player Token

SETUP

	Teams	Breakfast Cards	Goal
3 Players	Individuals	Use ranks 1-8 in any 3 suits	6 VP
4 Players	2 teams	Use ranks 1-10 in any 3 suits	8 VP or 8 Rounds
5 Players	Individuals	Use ranks 1-10 in any 3 suits	10 VP
6 Players	2 teams	Use ranks 1-9 in all 4 suits	24 VP or 6 Rounds

Teammates must sit in alternating seats. Place the **bacon tokens**, **bacon cards**, and **score tokens** for your player count near the play area. Give each player a **menu board** and give the **start player token** to the player who most recently ate bacon.



IMPORTANT RULES

Run of 3



Run of 3



You can beat a **combo** with a **higher-ranked combo** of the **same type**.

Run of 3



Special Quad



You can beat a **combo** with **any special**.

Special Quad



Special Quad



You can beat a **special** with a **higher-ranked special** of the **same type**.

Special Quad



Special Straight Flush



You can beat a **special** with any **special** of a **better type**.

DEAL

Start each round by shuffling the **breakfast cards** and dealing them evenly to each player. Also give each player **2 bacon cards**.

TURNS

The start player begins by playing any **combo** or **special**. The next player clockwise can either beat the previous combo or special with a better one, or they can **pass**.

Players continue taking turns until someone plays a combo or special and **no one beats it** (all other players pass consecutively). The player with the winning combo or special discards all previous cards played, then may play **any** combo or special to continue the round.

When playing in **teams**, the player with the winning combo or special may instead choose a **teammate** to play next. Teammates may not discuss this choice. When playing **individually**, if a player **plays all their cards** with a winning combo or special, the first player to their left who has cards plays next.

COMBOS AND SPECIALS

Your **menu board** lists all combos and specials. You can only play a combo or special if it **beats** the last combo or special that was played.

A matching combo or special is considered **higher-ranked** if it includes at least **1 card** of a higher rank. A special is better than another special if it is further down the menu.

If you can't beat the last combo or special that was played (or don't want to), you must **pass**. You can pass and still play again later.

BACON

Bacon cards are **wild**. They can be included in any combo or special, and can be treated as having **any suit** and **any rank** (up to +1 more than the highest rank in the deck). You must state the suit and rank of a bacon card when you play it.

ROUND END

If you play your **last card** at any time during a round, immediately claim the **score token** indicating the order you went out (If you went out second, take the 2). When the **last** score token is claimed (only 1 player has cards left), the round immediately ends, and players earn **VP** (bacon tokens).

- In **individual games**, each player with a score token earns the VP on it.
- In **team games**, only the team with the **1st-place player** earns VP. Their team earns VP for **each other score token** their teammates claim, as listed on the 1st-place token.

TURN EXAMPLE

Player 1
Pair



rank: 2
suit: blue

Player 2
Pass

Player 3
Pair



Player 4
Pair



Player 1
Special Quad



Player 2
Special
Straight Flush



Player 3
Pass

Player 4
Pass

Player 1
Pass

Player 2
Win

Round End Example:

In a 6 player game, if you go out 1st and your teammates go out 3rd and 5th, your team gets **4 VP + 1 VP = 5 VP** from the 1st rank tile.



CLARIFICATION EXAMPLES

Run of 6



No more than 6 cards for combos/specials.

Special Quad



Any combinations of suits.

Pair



Trip



Can't follow a pair with a trip.

Run of 3



Run of 4



Can't follow a 3-run with a 4-run.

Special Quad



Combo Stair



Can't follow a special with a combo.

If any player or team has met or exceeded the **VP goal** for your player count (see pg. 1), the game ends, and whoever has the most VP wins!

If not, play another round. Pass the **start player token** to the player on the team with the **fewest** total VP who is closest clockwise to the previous start player. If tied, pass to the next player clockwise.

TABLE TALK

During a round, you may not tell your teammates what's in your hand or discuss strategy with them.

CLARIFICATIONS

- There are no combos or specials with more than **6 cards**.
- Except for **Flushes**, combos and specials can include **any** combination of suits.
- You can never follow a **combo** with a **different combo**.
- You can never follow a **special** with a **combo**. This means that once someone plays a special (including if it is led), **only** specials can be played until someone wins and plays a new combo.

CREDITS

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