Christophe Raimbault

SANDWICH

Rules book



age 7+



3 to 10



10 minutes

Content

63 Ingredient cards.

Each card simply represents one ingredient which can be included in a sandwich. All ingredients in the game are different.

The Game

In Sandwich, you'll have to make the best (or, in many cases, the least bad) sandwiches with the ingredients you gather. Being the best cook also means being able to discover the tastes of each player.

Purpose of the Game

To have the most points. You can, of course, total up the score from multiple games.





Game Overview

First, the Ingredient cards are shuffled and nine are dealt to each player. The players take their deck of nine cards and the remaining cards are set aside.

The Market

On go, all the players flip the top card of their deck face-up in the middle of the table. Each player then grabs the ingredient they're most interested in and places it next to them, face down. Players can only take a single ingredient; also, it's forbidden for a player to take their own card unless it's the last card remaining. This procedure is repeated nine times in a row until each player has chosen nine ingredients.
Fair play rule: it's better to flip your card towards the other players!

The Preparation

The players then create three sandwiches of three ingredients each using their nine ingredients – a sandwich thus being a stack of three cards. Once the sandwiches are made, the players give, one after another, a face-down sandwich to each of the three players to their left.

Once this is done, each player
ends up with three sandwiches in front of
them from each of the three players on their right.

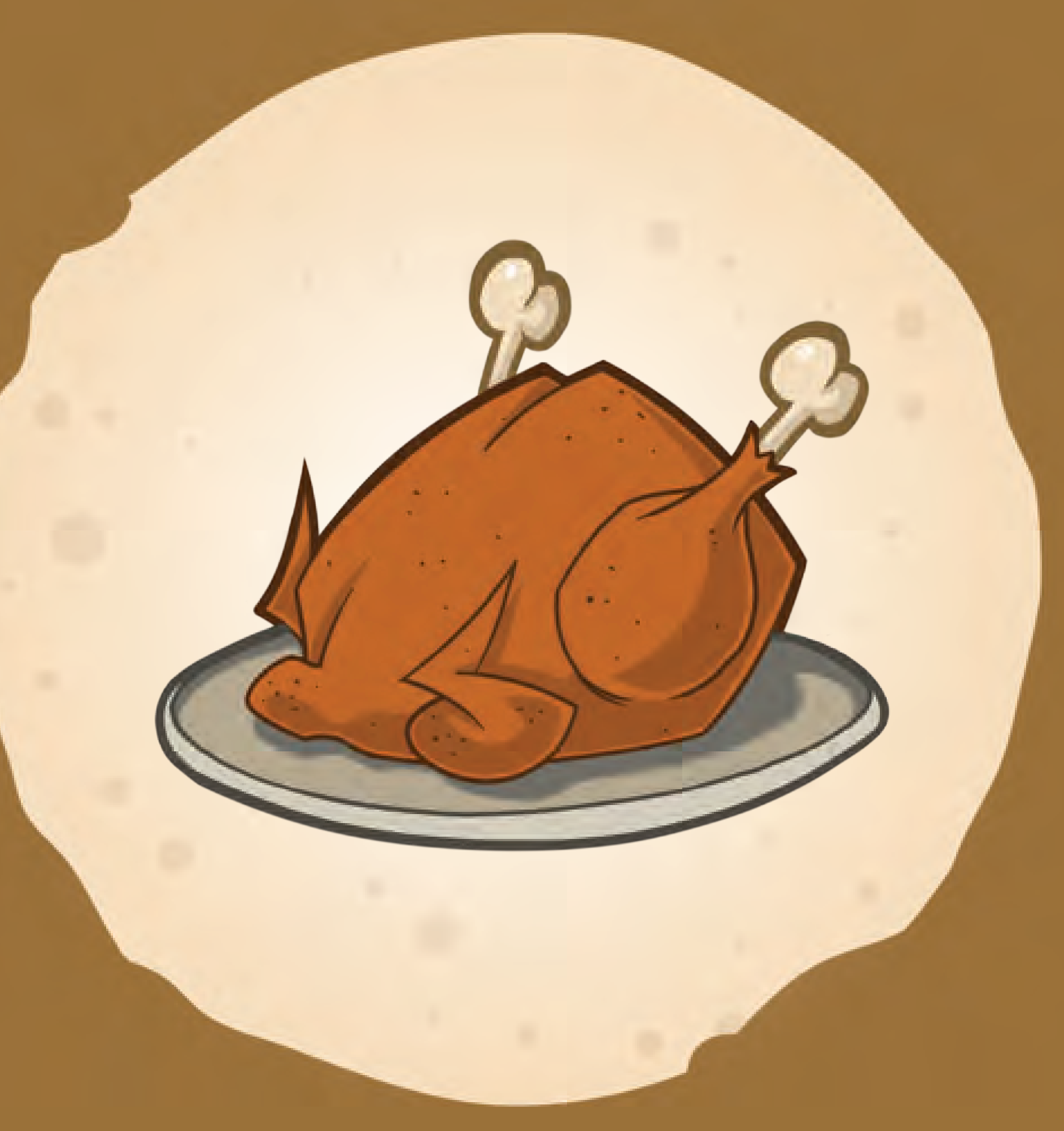
The Taste Test

In turn, the sandwiches thus received will be "tasted". The oldest player flips, without shuffling them, the stack of cards making up the three sandwiches they've received. The player then sorts the sandwiches in order of preference, with the player who has prepared the best sandwich getting 3 points, and the second getting 2 points – the last sandwich does not earn any points for its cook. To count the points, give as many Ingredient cards from the winning sandwich as the number of points it earned its cook. Each player then proceeds the same way clockwise.

End of the Game

The winner is the player with the most points. In case of a tie, the tied cooks will be able to see which one is the best during another game of Sandwich!

For more tasty fun, don't hesitate to use
new variants each game!



Rules for 3 players

The rules remain the same, with
the exception of the following points:

- Each player gets 12 cards
instead of 9 at the beginning of the game.
- Each player makes up 4 sandwiches of 3
ingredients and gives two to each of the two players next to them.
- The scoring values are therefore changed to:



First sandwich: 3 points
Second sandwich: 2 points
Third sandwich: 1 point
Fourth sandwich: 0 points



Rules for 8 to 10 players

An Ingredient card is randomly drawn at the beginning of the round and announced out loud for the whole table. Each player only gets 6 Ingredient cards instead of 9, as each sandwich they'll make will only contain two ingredients – the announced ingredient will be included automatically in all sandwiches.

Variants

Here are many other variants, don't hesitate to adapt them and combine them according to your own tastes.

The Bleah

In this variant, the goal is to make (and then judge) the most disgusting, gross, inedible sandwiches. The votes should take that into account.

The Basic Theory

No more sandwiches – the basic support's no longer bread. Choose your ingredients and combine them according to the chosen support: a pizza crust and tomato sauce, a crepe, a cold salad, pita bread (kebab), a dish cooked in a wok...



The Themed Special

In addition to sorting the sandwiches in order of preference as usual, each player attributes a bonus point to the sandwich which best respects the theme (it can, of course, be the most disgusting one). Players thus need to strive to make the most balanced, naval, countryside, sticky, diet, for goblins ...

The Express

The sandwiches are made when the ingredients are gained. With each new ingredient comes the choice of starting a new line (a new sandwich), or continuing (or completing) an already-existing sandwich. The end result must still be 3 sandwiches of 3 ingredients each. Make the sandwiches on the table, but separate from the market area in order to avoid mixing up the cards.

Refrigerator Failure

Make sandwiches as though the refrigerator had been on the fritz for over a week. Be careful, when choosing your ingredients, you might get some surprises.

The Pitch

During the taste test, each player can quickly introduce and sell the merits of their sandwich.

Direction Twister

For games of 5 players and up, one round out of two, give your sandwiches to the players on your right (instead of on your left).



Playing with Multiple Copies

It's possible to combine many copies of the game
to increase the maximum number of players.
Players are allowed to put the same ingredient in a given sandwich twice.

For Younger Players

When you play with children aged 4 or 5, limit the number of cards dealt out during the first round to 6 and only make two sandwiches of 3 ingredients each.





Credits

AUTHOR: Christophe Raimbault
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