



Burger Bonanza

v2.17



2



6+



Helper-
cards

Getting started

- ✖ Divide the players into pairs of two.
- ✖ Give each pair three Picoo controllers.
- ✖ When the game starts, one of the Picoo controllers will turn white. During the game, this controller shows which ingredients to put on the burger. This controller is called “the Chef’s Assistant”.
- ✖ Place the white Picoo controller at least three feet away from the two players.
- ✖ The other two Picoo controllers show which ingredients each player is responsible for. One player is responsible for the red tomato and the green lettuce, the other for the blue Picoo burger and the yellow bun.

- ✖ Both players click on the button on their own Picoo controller to indicate that they are ready to start the game.

Rules of the game

- ✖ The object of the game is to make four or more correct burgers.
- ✖ The Chef's Assistant uses colors to indicate which ingredients should go on the burger and in what order.
 - The number of ingredients per burger may vary. Also, a burger can have more than one of the same ingredients!
- ✖ Players must bring the correct ingredients in the correct order to the Chef's Assistant. To do this, they first scan the helper card of the correct ingredient. Next, they hold their Picoo controller close to the Chef's Assistant.
 - Note that a controller can only hold one ingredient at a time.
- ✖ If the burger is made in the correct order with the correct ingredients, the burger is finished and a new order comes in.
- ✖ If an incorrect ingredient is added to the burger, all controllers will show that it was wrong. A new order will automatically start on the Chef's Assistant.

End of the game

- ✕ If at least four burgers have been correctly made before the end of the game, the players have won the game and the restaurant will stay open for business. Otherwise, unfortunately, the restaurant will have to close.

Colors and interaction



Red/green or blue/yellow alternate: these are the ingredients of this player



Purple + beep + vibrate: the player has pressed the button and is ready to start



Red, green, blue or yellow blinking + beep: ingredient is picked up



Purple + beep + vibrate: ingredient has been handed to the Chef's Assistant



Red + incorrect + vibrate: that was the wrong ingredient, start a new burger



Flashing green + correct + vibrate: the burger is correct

