



## Bread Basket Beta Rules V 2.1

Crab Fragment Labs 12/10/23

**Background:** *Bread Basket* is a sandwich-making game, based on a *Pairs* variant called *Lunch Rush*. This version is designed for its own 55-card deck, shown above.

**Players:** 2 to 6

**Components:** The *Bread Basket* deck and a way to keep score.

The *Bread Basket* deck contains sandwich ingredients of various values, five copies each of ranks 1 through 10, and five Onions (negative 5). You can build your own Bread Basket deck using cards from two poker decks, using Queens as Chefs and Jacks as Onions.

**Summary:** Players will take turns playing cards into a string in the middle of the table. If a player completes a trick (a *Sandwich* or *Soup*), they take those cards for points. The game is scored over a series of rounds, and the highest overall total is the winner.

**Setting up:** Shuffle the deck and deal a hand of cards to every player. For two players, deal 12 cards each; for 3 players, deal 10 cards each; for 4 or more, deal 8 cards each. Place the rest of the deck in the middle of the table, and deal one more card face up, to start the line. Whenever the line is empty, add another card from the deck, unless the deck is also empty.

**Sequence of Play:** Starting on the dealer's left, players must play one or two cards on each turn. These are placed at the end of the sequence, and a trick might be captured after each one.

Some players may run out of cards before others. Players with no cards skip their turn. The hand is over when all players are out of cards.

When a player finishes a trick (defined below), they immediately take and set aside the cards in that trick. A player may still play a second card, even if their first card picks up a trick. If you choose to play only one card, it's polite to let the next player know that you are finished.

**Definitions:** The two tricks are *Sandwiches* and *Soups*, specific arrangements of cards that may appear anywhere in the line (but are usually at the end). When you play the card that completes a trick, you pick up all the cards, and score points as follows:

- **Sandwich:** A *Sandwich* is a sequence of four or more cards in which the outside numbers *match*, and all the inside numbers are *lower*. For example, **5-4-3-5** is a Sandwich, with a 3 and 4 located between two 5s.
  - The “meat” of the sandwich is all the cards in the middle. These cards are worth their face value in points. Set them aside faceup.
  - The “bread” is the two outside cards. These cards are worth just one point each. Turn them facedown, to show that they are worth 1 point.
- **Soup:** A *Soup* is the opposite of a Sandwich: a sequence of four or more cards in which the outside numbers match, and all the inside numbers are *higher*. For example, **3-6-7-4-3** is a Soup, with three higher cards located between two 3s.
  - Every card in a Soup is worth 1 point, so turn the entire set facedown.
- **Nothing:** Any other sequence of cards that is neither a Sandwich nor a Soup remains on the table. Some examples are:
  - **2-4-5-1-2** is nothing, because the cards in the middle are both higher and lower than the 2s on the ends. This up-and-down middle means this can’t be picked up as anything. But, playing a 5 at the end of this sequence would make **5-1-2-5**, which is a Sandwich. Taking this trick would leave the 2-4 on the table.
  - **4-4-3-4** is nothing because the inside cards must be *strictly higher* or *strictly lower* than the outside cards, and **4-3-4** isn’t enough cards to be a Soup.
- **Note:** When you complete a trick, you take it immediately, even if it is worth negative points, and even if you are still planning to play another card.

Play continues until all players are out of cards. It is possible for one player to play several turns in a row, if everyone else is out of cards. When the round is over, tally the scores.

**Onions:** Onions are worth negative five, lower than any other card, so it’s rough to get one in a Sandwich. But they are fine for Soup, because all the cards in a Soup are worth 1 point.

**Chef:** The Chef is a special card that can be played either as value 10, or for its special ability. When you use a Chef for its ability, discard it beside the deck, and take any card from the line into your hand. If you choose to play your Chef this way, you *can’t play another card on the same turn*. But if you cause a Soup or Sandwich to appear anywhere in the line, you will take it.

**Ending the Game:** After each round, the role of dealer passes one seat to the left. A full game is one hand for each dealer. The highest total score is the winner.

**Playtesters:** Jocelyn Cordell, Alvin Crown, Debbie Guskin, Nate Heiss, Jeremy Holcomb, Hunter Johnson, Joe Kisenwether, Nora Miller, Carol Monahan, Jeff Morrow, Paul Peterson, Saul Pwanson, Sammy Salkind, Rennie Saunders, Martha Soukup, Mike Walsh, Jeff Wilcox, Alex Yeager, and many many others. Have playtest feedback? [Let us know!](#)