Grill Marks
A Smoke Box board game

Current prototype:
v0.6
Note: These rules were written as if you were playing the printed version of the game. Refer to the Prototype Tutorial video for specific instructions with the pcio version.

Feel free to leave feedback wherever you'd like: either the thread in the Game Jam Community page or the Prototype Tutorial video or even on the Robot Party Discord. However, if you need a little guidance on how to give feedback, refer to the Google Form below:
https://forms.gle/7XHAYZG2dJckmo2u6

Intro
[Story] Dr. Hogel

In this cooperative game for 1-4 players, you play as a team of employees running a new Smoke Box food truck called The Hot Box. Prep for service by quickly playing cards onto different stations to build up resources before time runs out. Use those resources to fulfill customer orders, and then spend some of that profit on upgrades. But watch out! The Boss has strict rules about how this establishment should be run; if you let them down, you're all fired!

Set Up
Set up the boards.
- Lay out the Grill and the three other Stations in the center of the table, within reach of all players.
- Off to the side, out of the way but still within view, lay out the Food Truck (resource track). Place the various resource tokens and the profit die on 0, with the profit die set to 1 (increase this die each time it loops around the track). Place the Round marker on Round 1.

Shuffle and set up the decks.
- Shuffle the Order deck and place it above the Food Truck. Shuffle the Event deck and the Upgrade deck and set them on opposite sides of the Food Truck.
- Select a Boss, either randomly or by group decision, and place their card below the Food Truck.
- Each player selects a character and collects their 8-card deck. Shuffle this deck and place it facedown in front of you. If there are less than four players, some players will have to shuffle together two character decks. In solo mode, shuffle all character decks together.

Determine the first player.

- The person who most recently spilled milk is the first player. Play will continue clockwise from this player. However, in a three-player game, the player controlling two characters cannot be the first player; they will be the second player.

Objective
Survive 5 rounds and fulfill the Boss's condition to win. Your final score will be the profit you make.

Gameplay
A game of Grill Marks lasts, at most, 5 Rounds. A Round consists of two phases: the Prep phase, and the Service phase.

5 Rounds.
2 Phases.
1. Prep
2. Service

Prep.

At the beginning of this phase, create the Order line. Draw and reveal 3 cards from the order deck, laying them out in a row. If this is the 2nd Round or later, reveal a new Event card. When you're ready to begin, start the 2-minute timer.

Players will have 2 minutes, taking turns, to play all their cards onto the different stations to generate resources to fulfill orders. On your turn, draw the top card of your deck and look at it. Then play it onto a station faceup, creating a pile of cards. There are no take backs allowed. You may not look at any cards beneath the top card of a pile. You may talk freely with the other players. Play continues until either all cards have been played or time has run out.

In a three-player game, the player who controls two characters will take their turn after every other player's turns. This means they will get twice as many turns as the others. For clarity, turn order in a three-player game will follow this pattern; P2 will always be the player controlling two characters: P1 -> P2 -> P3 -> P2 -> P1 -> P2… etc.

At the end of the Prep phase, flip over all piles and calculate how many resources each station has generated. Add the values of all cards and mark the number on the resource track. Piles may be calculated in any order.

About card effects: When counting the values of a pile, always count from the top of the pile (the first card played) to the bottom of the pile (the last card played). Movement effects will always trigger before scoring effects. If there are multiple movement effects in a pile, they will trigger in the order they were played.

Service.

In the Service phase, fulfill orders by selecting an order in the line, then reducing the exact resources on the track as required on the order card. Discard the selected order card when it is fulfilled, then slide any cards over to fill the gap and add a new card from the order deck. Mark your profit on the resource track. Fulfilling the first order in the line (the order furthest from the Order deck) will give you an additional $2 to profit. If you cannot fulfill at least 1 order in this phase, you lose the game.

At the end of the Service phase, you get an Upgrade opportunity. Draw 3 upgrade cards and buy exactly 1 upgrade using your earned profit, then discard the other two upgrades. If you cannot buy any upgrades due to insufficient profit, then all three are discarded.

Finally, clear all resources (while keeping profit and anything related to Boss conditions), shuffle all order cards together, discard the current event card, and advance the round marker.

About upgrades: There are 4 different types of effects on the Upgrades cards: Immediate, Consumable, Passive, and Once Per Round.

- Immediate effects will take effect upon buying the upgrade. Discard the upgrade after the effect is resolved.
- Consumable effects are one-time use effects that you may use in whichever round you would like (the effect should state when exactly during the round the effect can be used). Discard the upgrade after the effect is resolved.
- Passive effects are always active. They will stay on the table and persist for the rest of the game.
- Once per Round effects are similar to Consumable effects, except the upgrade is not discarded when used. Upon use, either rotate the card 90 degrees or flip it over to indicate that the effect cannot be used for the rest of the Round. Return it to its original state at the beginning of the next Round.

[The below sections may not be up to date with the current prototype, and will likely not be updated until after extensive playtesting]

The Employees
BJ Cotton
Mandi Tsukino
Vee Neelio
Bubby Burns

The Bosses
The Pitmaster
Taxxie
Jambon
Glerry Hoggins

Events

Upgrades

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Game End

The game ends with an immediate loss if:

- You fail to fulfill a single order in a round.
- You fail your Boss's criteria.
- You fail to meet the criteria of certain Events or Upgrades.
- You have less than $150 profit at the end of the 5th round.

Otherwise, if you survive 5 rounds and meet your Boss's criteria, then you win! Your score is how much profit you've made. Make note of your final profit and try to beat that score next time you play!

Variant

Once you and your friends get the hang of the game, to make the game more difficult, activate Hard mode! In this mode, you will simply play with all your cards facedown instead of faceup. The only difference is that the Rubbernecking event will be different: You will play cards without looking at what they are at all.

Glossary

FAQ

Credits

Zoql
MeBID

Kyle Bosman & Chat

Special Thanks

Hogel Mizoche and the Smoke House
Use discount code "WEDONTQUACKQUACK" for 30% off your next order!