

## THE TIP JAR

A few cards in this set give you a draw from the Tip Jar as you succeed on the Mission.

Make up the Tip Jar at the beginning of the game by putting eight money counters in a cup: four \$50, two \$100, one \$200, and one \$500. When a successful delivery lets you draw from the Tip Jar, choose one money counter without looking.

You must show everyone what you drew. The Tip Jar is never refilled, so if several counters have been drawn and the \$500 is still in there, your chances of getting it continue to improve. If the jar empties, all further "Tip Jar" results are worth a flat \$100 each.

## NEW CARDS

There are three new card types in *Sumo-Size Me!* . . . *New Menu Items*, *Goals*, and *Enhancers*. All are found in the Fortune deck.

### New Menu Items

These cards can be played either on yourself or on a rival immediately after a successful delivery. A New Menu Item requires one extra roll before the delivery is *really* successful . . . but it improves the rewards. Only one New Menu Item card can be played on any one delivery. If through some trick of fate two players try to play a New Menu Item at the exact same time, the one with the higher Honor prevails. If both have the same Honor . . . well, in that case, both cards count after all!

There is no cost to add an Enhancer once you get the card . . . you may put it with the chosen item at any time. Once an item has been Enhanced, the enhancement never leaves it.

There is no limit to the number of Enhancers you can put on a single item. If you can get the cards, you are welcome to have the Cursed Wasabi-Coated Combat Spatula with Secret Compartment. Or whatever.

You may sell or trade an Enhancer from your hand, but once you play an Enhancer on an item, you cannot sell or trade it except as part of the item.

## Goals

A Goal card represents a personal goal that you have set yourself. You win extra Honor by meeting a Goal. You may play a Goal card at any time by putting it face-up in front of you. Then follow the instructions on the card.

The "Mastery" Goals require three successive uses of a particular skill. This must be an *actual* use of the skill. If you use a card or special ability to (for instance) substitute Climbing for Combat, this would count as a Climbing roll for Goal purposes. If you were working on Combat Mastery, substituting Climbing would not count as either a success or failure for Combat.

You may discard a Goal at any time. There is no penalty for doing so. Exception: the "Rivalry" goal is permanent until one of the two characters returns to his ancestors.

You may have only one Goal in play at a time, unless you are Mrs. Johnson.

You may sell or trade a Goal from your hand, but once you play a Goal in front of you, you cannot sell or trade it.

## Enhancers

An Enhancer is a card that improves an item of Ninja Stuff. You must already own the item that you play it on. Most can be used on either regular or one-shot items, but it's generally a waste to enhance a one-shot item.

## EXTRA HONOR

This rule was added to the second printing of *Ninja Burger*:

If *no* ninja failed a Mission this round, the entire franchise gains merit! Each player gets one more Honor token at the end of the round.



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