

# Kitchen Rush

The world of gastronomy awaits! You've bought a restaurant and now you're responsible for its success. Use only the finest ingredients, season with the freshest herbs and don't keep your patrons waiting - then your restaurant will prosper.

Kitchen Rush is a cooperative real-time game. Seat your patrons, take their orders, and prepare delicious meals. Together, you will learn the rules step by step in 8 consecutive scenarios. Slowly but steadily, your restaurant will develop and you will face more demanding requests. Do you have the potential to become master chefs?

## Components

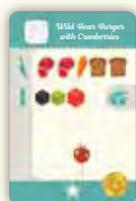
**Quick Start**  
Read to page 5 and start playing



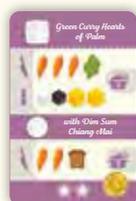
**8 Friends Patrons**  
for scenario 1+



**22 Regular Patrons**  
for scenario 2+



**18 Challenging Patrons**  
for scenario 4+



**12 VIP Patrons**  
for scenario 7+



**8 Awards**  
for scenario 7+



**4 Player Boards**  
for scenario 1+



**4 Overview cards Plate Sizes**  
for scenario 2+



**4 Overview cards Shopping**  
for scenario 4+



**4 Office cards**  
for scenario 8+



**2 Reserved Table cards**  
for games with 2 or 3 players



**5 Mission cards**  
for Master Chefs only



**24 Events**  
for Master Chefs only



**1 Spice bag**  
for scenario 2+



**8 Game Board tiles**  
as puzzle pieces  
for scenario 1+



**1 Reputation Board**  
for scenario 6+



**22 Plates in 4 sizes**  
6x small, 6x medium, 6x large, 4x extra large  
Front: clean Plates, Back: dirty Plates  
for scenario 1+



**108 wooden Ingredients**  
24 meat, 24 vegetable, 15 salad,  
15 bread, 15 pasta, 15 cheese  
for scenario 1+



**56 wooden Spices**  
12 salt (white), 12 pepper (black),  
12 herbs (green), 10 curry (yellow),  
10 saffron (red) - for scenario 2+



**10 Sand Timers**  
2 per player color: red, yellow, blue,  
green (for scenario 1+), and 2 white  
(for scenario 8+)



**35 Coins**  
20x value 1, 10x value 5,  
5x value 10 as of scenario 3



**1 Shift marker**  
for scenario 6+



**1 Reputation marker**  
for scenario 6+

You will take your Actions in the restaurant using these Sand Timers. They run for about 25–30 seconds. Minor deviations are not a problem: In a real restaurant, everyone works at their own pace – and anyway, you are playing as a team.



**5 Locked markers**  
for scenario 8+



**5 Malfunction markers**  
for scenario 8+



**5 Unavailable markers**  
for games with 2 or 3 players

# Scenario 1: Your First Restaurant

Right after finishing your apprenticeship, you decide to open a restaurant together. Since savings are sparse, you decide to purchase an old building that was once used as a restaurant in the past. You fill two empty storage rooms with a meagre amount of groceries and add your newly purchased tableware to the empty old cupboards. The old stoves and a large dining room should suffice for the moment. Barely anyone knows you, which is why you invited good friends for the opening. If this evening is a success and you're lucky, you can look forward to a golden future.

## Setup



### 1. Prepare the Game Board

Assemble the Game Board from the 8 puzzle tiles. Each puzzle tile is marked with a letter (A for front, B for back) and a number (1-8) either in the upper left corner (top row) or the lower left corner (bottom row). Using the front (A) sides for all 8 tiles, assemble the Game Board as shown above. Over the course of the scenarios, the pieces will be turned over to illustrate the development of your restaurant.

Your new restaurant is made up of the following areas:

-  a reception area,
-  the dining room,
-  2 storage rooms,
-  the stoves,
-  and cupboards for clean Plates.

Other parts of the Game Board will be introduced in subsequent scenarios. Each area shows 1-6 circles that are called **Action spaces**.

### 2. Setup for 2 or 3 Players

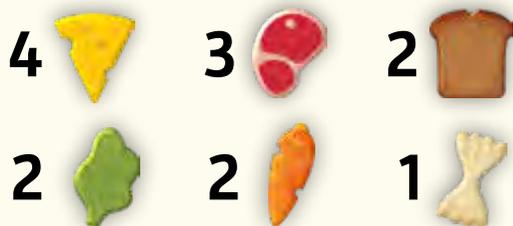
**2-player game:** Place Unavailable markers on all Action spaces with the symbols  and . Place 1 Reserved Table card on each of the 2 lowest seats in the dining room .

**3-player game:** Place Unavailable markers on all Action spaces with the symbol . Place 1 Reserved Table card on the lowest place in the dining room .



### 3. Fill the Storage Rooms

Fill both **storage rooms** (III). Place the following Ingredients in each of them:

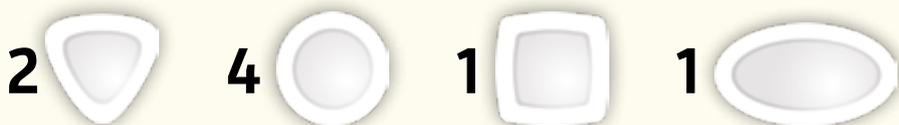


Put aside the remaining Ingredients. You won't need them for this scenario.

**Note:** Take care not to cover any Action spaces.

### 4. Fill the Cupboards with Clean Plates

Fill the cupboards (V) with clean Plates:

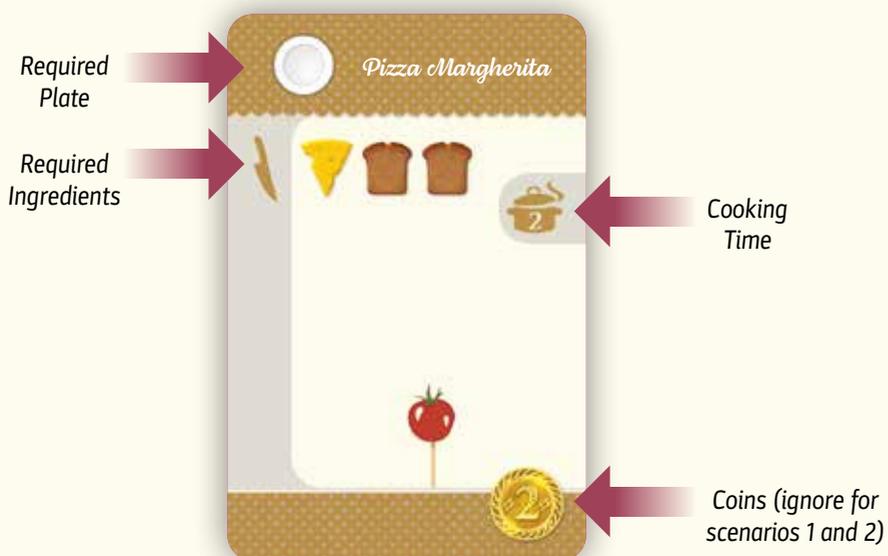


Put aside the remaining Plates. You won't need them for this scenario.

**Note:** Use only the clean side for now. The back side, showing dirty Plates, will be used in later scenarios.

### 5. Create the Patrons Deck

Create the Patrons deck: Shuffle the 8 Friends cards and place them face down next to the Game Board near the reception area (I). Reveal 2 cards and place them on any 2 empty spaces in the dining room (II).



Put aside the Regular, Challenging, and VIP Patrons. You won't need them for this scenario.

### 6. Take Player Boards and Sand Timers

Take **1 Player Board** each. Then, take **1 Sand Timer** in the color of your Player Board.

The white Sand Timers will only be needed in scenario 8. Put them and the remaining Player Boards and Sand Timers back into the box.



Player Board



Sand Timer

### 7. Set the Scenario Time Limit

Each scenario gives you a **Time Limit** in order to achieve the defined goal. Use any timer of your choice, for example your phone.

Usually, the Time Limit is 4 minutes. (For the 1st scenario, it is 4:30). Families with children may choose to use a Time Limit of 5 minutes instead.

At the beginning of each scenario, you may always decide which Time Limit you want to use.

In *Kitchen Rush*, you all play simultaneously. This can become quite hectic. Choosing a Time Limit of 5 minutes will give you the opportunity to keep an eye on your fellow players to notice and prevent mistakes.

Pick your Time Limit:

Normal	Family
04:30	05:00



# Overview

In the 1<sup>st</sup> scenario, **each of you** will have to cook for **2 Patrons** within the Time Limit. Make sure that you cook the Meals they've ordered. Don't overcook the Ingredients, nobody likes sludgy pasta or dry meat.

You all play **simultaneously**. If you want to take an **Action**, place your **Sand Timer** (with all the sand in the upper half) on 1 of the round **Action spaces** on the Game Board. Then, **immediately** take the corresponding Action.

As long as your Sand Timer occupies an Action space, that space is blocked and cannot be used by anybody else. You may only take the Sand Timer back to free the Action space for another player or to place it on a different Action space once the sand has completely run out. You may immediately place the Sand Timer on the same Action space after it has run out if you want to repeat that Action.

In this first scenario, the following 4 Actions are available to you:

- Seat Patrons
- Take an Order
- Take Ingredients from 1 Storage Room
- Cook 1 Meal

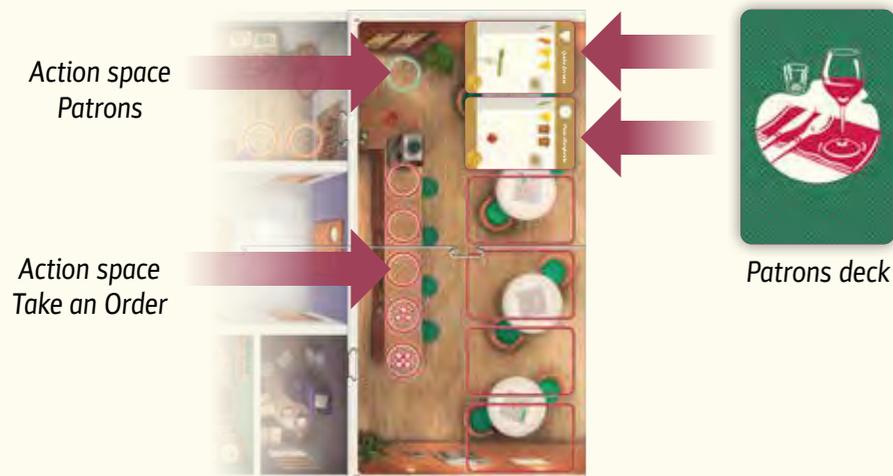
## Action: Seat Patrons

At the start of the evening, the restaurant is nearly empty. Only 2 of your friends couldn't wait for the official opening. Make sure that more patrons are invited into your restaurant and are seated at an available table.

If you place your Sand Timer on the Action space in the reception area, you may seat new Patrons from the Patrons deck. As long as there are **empty** seats available in the dining room, you may **reveal** up to **2 new Patrons** and seat them.

**Note:** When playing with 2 or 3 players you only have 4 or 5 seats available, respectively.

**Example:** Lisa wants to seat new Patrons in the restaurant. She places her Sand Timer on the Action space Seat Patrons and turns over 2 cards from the Patrons deck. She then immediately places them on 2 free seats in the dining room.



## Action: Take an Order

Your patrons are hungry.

If you place your Sand Timer on an Action space in the dining room to use the Take an Order Action, you may take 1 Patron's order.

There are 3-5 Action spaces in the dining room (depending on the number of players)

To take an order, **take** the card of **1 Patron** in the dining room and place it next to your player board. From now on, you are responsible for this Patron and must prepare the Meal they've ordered.

## Plates

Each Meal must be served on the appropriate type of Plate.



In the upper left corner of the Patron card you will see which Plate is the appropriate size for serving this Meal. Once you take a Patron's order, immediately take 1 clean Plate from the cupboard of the appropriate size and place it in the top row of your Player Board. Be sure you have chosen the correct size.

If you forget to take a Plate when taking an order, you may still take one later at any time.

**Example:** Lisa wants to take a Patron's order after seating them in the restaurant. First, she has to wait until the sand in her Sand Timer has completely run out. Then, she turns her Sand Timer over and places it on the Action space Take an Order. She takes 1 Patron card from the dining room and places the card next to her player board. This Patron orders a Pizza Margherita. Lisa takes 1  from the cupboard and places it in the top row of her Player Board.



## Action: Take Ingredients from 1 Storage Room

There is no meal without the right ingredients. Luckily, the storage rooms are full.

Before you can start cooking a Meal, you need to take the necessary Ingredients from the Storage Rooms.

If you place your Sand Timer on an Action space in one of the two storage rooms, you may take **any amount** of **available Ingredients** from **that storage room**. Both storage rooms have 2 Action spaces. Thus, there can be no more than 2 Sand Timers in each storage room at the same time.

However, you may only take Ingredients that you need for your orders (that is, the orders you have previously taken). You may take Ingredients for more than 1 order you have, but you are **not allowed to take Ingredients for future orders** you plan on taking (that is, an order for another Patron in the dining room that you have not yet taken). You also may not take Ingredients for other players.

Place the Ingredients you have taken onto the corresponding Plates in the top row of your Player Board. If you have **multiple Patrons** you may take Ingredients for **multiple Plates**.

You are not allowed to add Ingredients to any Meal you have already begun to cook (that is, any Plate that is no longer in your top row - see below). Once you have placed Ingredients on a Plate, you are not allowed to move them to a different Plate or back to the storage room.

If you can't get all of the Ingredients you need in the first storage room, take what you need and then place your Sand Timer in the other storage room to take the remaining Ingredients from there.

**Example:** Lisa needs Ingredients. She places her Sand Timer on an Action space in the upper storage room (A3), as all the necessary Ingredients are there. Then she takes 1 🍌 and 2 🍞 and immediately places them on the Plate in the top row of her Player Board. If Lisa had taken more orders in advance she would be allowed to take the necessary Ingredients for these from the storage room as well.



**Example:** The Cooking Time for the Pizza is 2. Lisa places her Sand Timer on the Action space Cook 1 Meal and moves the Meal 1 row down on her Player Board. Now she has to wait until the sand in her Sand Timer has run out. Then, she turns the Sand Timer over and places it on the Action space Cook 1 Meal again. She moves the Meal down another row. The Meal is now finished. She does not check to see if she made any mistakes until the end of the Shift. Until then, Lisa just leaves the Meal in the second row.



## Rush in the kitchen

When business get's hetic, things break easily. If your Sand Timer falls over, just put it back on the Action space. If Ingredients slip from the Plate, just put them back on.

## Timekeeper

We recommend appointing a timekeeper. It is their responsibility to regularly inform the players about the remaining time. It's always helpful to know how much time remains.

## Action: Cook 1 Meal

Let's start cooking!

Once you have all necessary Ingredients on the correct Plate you may start cooking the Meal. Every Meal has a Cooking Time ranging from 0 to 3 as shown in the pot symbol on the right side of the Patron card.

If you place your Sand Timer on an Action space on the **stove** you may move **exactly 1 Meal** on your player board **1 row** down. The stove has 4-6 Action spaces (depending on the number of players).

If a Meal reaches the row on your Player Board corresponding to the Cooking Time, you have finished cooking this Meal. Just leave it in the respective row, for now. At the end of the Shift, you will check whether you can serve the Meal, depending on whether you have cooked the Meal correctly or not.

**Note:** You can have any number of Meals in each row of your player board.

**Be careful:** Once you have started cooking the Meal, you cannot undo it. If any Ingredients are missing or if you picked the wrong ones, you may not correct this.

However, in this **first scenario** we will happily overlook this mistake: If you place any wrong Ingredients on a Plate, you may correct your mistake at any time. Simply return the unnecessary or wrong Ingredient(s) to the storage room and take the correct Ingredient(s) and add them to the Plate. Starting with the **second scenario** your Patrons won't be this lenient, so you need to make sure you don't **make any mistakes**.

## End of Shift

If the scenario Time Limit has run out, you may finish all current ongoing Actions. You may not start any new Actions.

Now, **check** whether you have prepared all of the Meals according to their orders. One by one, verify whether each Meal has the correct **Plate size**, **Ingredients**, and **Cooking Time**. If the Meal is correct, it can now be served to the Patron who ordered it.

If each player has **served 2 Meals** correctly, you have passed this first scenario. Continue with the next scenario.

If each of you hasn't served 2 meals correctly, either because of mistakes or you ran out of time, you may decide whether you want to repeat the scenario or continue, regardless of the result.

## Let's go!

Discuss how you want to proceed and start the timer.

Remember, you each need to prepare and serve a Meal for **exactly 2** Friends.

# Scenario 2: The first Week

Your first evening was a huge success. You had a great time with your friends and became familiar with your new work environment. But in a quiet moment, one friend tells you that the food was bland. Shocked, you realize that in your eagerness you forgot all the spices. This mistake must never happen again!. You decide to set aside part of your garden as a greenhouse so that in the future, you can always have the best and freshest spices possible.

Since there were only a few patrons to serve on the first evening, you were able to take things easy. But in the long run, this won't suffice if you want to run a successful restaurant. You need to have all stations running at the same time. tonight is the grand opening and the restaurant should be packed due to the flyers you distributed all over town promising a free meal. The patrons are already lining up - and it seems your friends have joined them.

## Setup

We will repeat the complete setup in this and all future scenarios. This way, you won't have to check any instructions from previous scenarios. If a step in the setup differs from the previous scenario, we will mark it with a . If you need new components, we will mark the step with *New*. All unmarked steps are identical to the previous scenario.

### 1. Prepare the Game Board

Assemble the Game Board as shown in the image:



### 2. Setup for 2 or 3 Players

**2-player game:** Place Unavailable markers on all Action spaces with the symbols  and . Place 1 Reserved Table card on each of the 2 lowest seats in the dining room.

**3-player game:** Put Unavailable markers on all Action spaces with the symbol . Place 1 Reserved Table card on the lowest place in the dining room.

### 3. Fill the Storage Rooms

Depending on the number of players, fill **each of the 2 storage rooms** with the following Ingredients:

						
<b>2 players</b>	4 each	4 each	4 each	4 each	6 each	6 each
<b>3 players</b>	5 each	5 each	5 each	5 each	7 each	7 each
<b>4 players</b>	6 each	6 each	6 each	6 each	8 each	8 each

Put aside the remaining Ingredients. You won't need them for this scenario.

**Note:** The available Ingredients are limited. When taking an order, make sure that the necessary Ingredients are still available.

### 4. Fill the Spice Bag *New*

Fill the Spice bag with the following Spices depending on the number of players:

					
<b>2 players</b>	3 each				
<b>3 players</b>	4 each				
<b>4 players</b>	5 each				

Place the Spice bag next to the Game Board near the greenhouse .

Put aside the remaining Spices. You won't need them for this scenario.

### 5. Fill the Cupboards with Clean Plates

Give each player 1 Plate Size Overview card.

Fill the cupboards with clean Plates according to the number of players:

				
<b>2 players</b>	3 each	3 each	3 each	2
<b>3 players</b>	4 each	4 each	4 each	2
<b>4 players</b>	5 each	5 each	5 each	3

Put aside the remaining Plates. You won't need them for this scenario.

### 6. Create the Patrons Deck

Prepare the Patrons deck. To do so, shuffle all Friends (8 cards) with all Regular Patrons (22 cards) and place them face down next to the Game Board near the reception area. Turn 2 cards over and place them on 2 free seats in the dining room.

Put aside all Challenging and VIP Patrons. You won't need them for this scenario.

## 7. Take Player Boards and Sand Timers



Take 1 Player Board, each. Then, take **2 Sand Timers** in the color of your Board.  
Put any Boards and Sand Timers you don't need back into the box.

## 8. Set the Scenario Time Limit



Pick your Time Limit:

Normal	Family
04:00	05:00

## New Rules

**A reminder:** Starting with this scenario, Patrons will no longer overlook the mistakes you make. You are not allowed to correct them anymore. So, take special care to select the correct Ingredients and Spices when cooking the Meals.

### New Action: Spices

You have extended your menu. Many of the new recipes will need spices.

You have the following Spices:



Salt/Sugar



Select herbs



Pepper/Seeds



Saffron/Chili



Curry/Mustard seeds

To cook a Meal that needs Spices in addition to the other Ingredients, you need to fetch the Spices from your new greenhouse.

If you place your Sand Timer on an Action space in the greenhouse, you may **take** any amount of **Spices** from the white **Spice bag**. The greenhouse has 2 Actions spaces, so no more than 2 Sand Timers can be placed there at the same time.

You may only take the Spices that you need for your orders. You are not allowed to take Spices for future orders. You also may not take Spices for other players.

Place the Spices you've taken onto the corresponding Plate or Plates in the top row of your Player Board. If you have taken orders from **multiple Patrons**, you may take the Spices for **all of the Plates** for your orders.

You may take the Spices before or after the Ingredients. You may even take Spices and add them to a Plate once you've started cooking the Meal corresponding to that Plate - unlike Ingredients. However, when you place Spices on a Plate, you may never move them to a different Plate or return them to the Spice bag. Take care to season carefully!

**Note:** You can look through the Spice bag at any time to check which Spices are still available, even if you don't have a Sand Timer in the greenhouse. If you check the bag you may tell the other players which Spices it contains.

### New Game Element: Multitasking

Tonight, you expect even more patrons than yesterday. There is no time to waste!

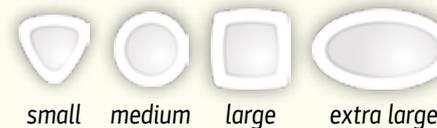
Each player now controls 2 Sand Timers. Always finish your current Action before you place the second Sand Timer on an Action space. However, you may place the second Sand Timer while the first one is still running if you have already finished the corresponding Action. You may use both Sand Timers for the same Action, but both Sand Timers will need their own Action space.

**Example:** Julian wants to use the Action Cook 1 Meal twice. He places 1 Sand Timer on an Action space at the stove and moves the Meal on his Player Board 1 row downward. He then places the second Sand Timer on another Action space at the stove and moves the Meal 1 row downward, again.

**Note:** You may continue an Action even after the sand in your Sand Timer has run out. This is especially relevant for the Actions **Take Ingredients from 1 storage room** and **Spices**. However, when you start your next Action with your second Sand Timer by placing it on an Action space, the preceding Action is terminated.

### New Game Element: Using Larger Plates

Starting with this scenario, you may serve Meals on Plates that are **1 size larger** than the indicated Plate size. This allows you to take a Plate 1 size larger when taking an order. This way you will be more flexible in your choice as the correct size Plate may not always be available.



All Plates in ascending order:

small medium large extra large

**Note:** Use the Plate Sizes Overview card to keep the 4 sizes in mind.

## End of Shift

After the time has run out, check if you prepared the Meals according to their order. Verify whether the Plate size, Ingredients, Spices, and Cooking Time are all correct. If they are the Meal can be served. If you made any mistakes you may not serve this Meal.

## Goal of the Scenario

Serve a number of Meals to your Patrons as indicated below. It does not matter who prepares how many Meals, as long as the required amount of served Meals is reached or exceeded.

2 players	5 Meals
3 players	8 Meals
4 players	10 Meals

**Note:** To compensate for potential mistakes prepare Meals for additional Patrons if you have the time.

# Scenario 3: Cleaning Up

Your first days at work have been very successful but it's left its marks. Dirty plates are stacked up in the corner, waiting to be cleaned. It's high time you use your savings to get a new sink as you simply do not have enough cash to afford a high-quality dishwasher. It's time to start making some money. Luckily, it's clear your restaurant has become quite popular as patrons are already lining up again.

## Setup

### 1. Prepare the Game Board

Assemble the Game Board as shown in the image:



### 2. Setup for 2 or 3 Players

**2-player game:** Place Unavailable markers on all Action spaces with the symbols and . Place 1 Reserved Table card on each of the 2 lowest seats in the dining room.

**3-player game:** Place Unavailable markers on all Action spaces with the symbol . Place 1 Reserved Table card on the lowest place in the dining room.

### 3. Fill the Storage Rooms

Depending on the number of players, fill **each of the 2 storage rooms** with the following Ingredients:

<b>2 players</b>		4 each			6 each	
<b>3 players</b>		5 each			7 each	
<b>4 players</b>		6 each			8 each	

Put aside the remaining Ingredients. You won't need them for this scenario.

**Note:** The available Ingredients are limited. When taking an order, make sure that the necessary Ingredients are still available.

### 4. Fill the Spice Bag

Depending on the number of players, fill the Spice bag with the following Spices:

<b>2 players</b>			3 each		
<b>3 players</b>			4 each		
<b>4 players</b>			5 each		

Put the Spice bag next to the Game Board, near the greenhouse .

Put aside the remaining Spices. You won't need them for this scenario.

### 5. Fill the Cupboards with Clean Plates

Fill the cupboards with clean Plates:

<b>2 players</b>			1 each	
<b>3 players</b>			1 each	
<b>4 players</b>			1 each	

### 6. Place the Dirty Plates

Depending on the number of players, place dirty Plates next to the new sink :

<b>2 players</b>		2 each		1
<b>3 players</b>		3 each		1
<b>4 players</b>		4 each		2

Put aside the remaining Plates. You won't need them for this scenario.

## 7. Create the Patrons Deck

Create the Patrons Deck by shuffling together the 8 Friends and 22 Regular Patron cards and place them face down next to the Game Board near the reception area. Turn 2 cards over and place them on 2 free seats in the dining room.

Put aside all of the Challenging and VIP Patrons. You won't need them for this scenario.

## 8. Place Coins in Office

*New*

Place 2 Coins on your register in your Office (the room with the slot machine) . Put the remaining Coins as a supply next to the game board.

## 9. Take Player Boards and Sand Timers

Take 1 Player Board, each. Then, take 2 Sand Timers in the color of your Player Board. Put any boards and Sand Timers you don't need back into the box.

## 10. Set the Scenario Time Limit

Pick your Time Limit:

Normal	Family
04:00	05:00

## New Rules

Now that the opening days are over, you need to start making money.

From now on, each Patron who is served a Meal correctly will pay for their Meal at the end of the Shift. The amount each Patron pays is shown on the bottom right corner of their card. Place all of your earnings in the Office.

### New Action: Washing the Dishes

From now on, you will start each scenario with dirty Plates.

If you place a Sand Timer on an Action space at your newly purchased sink, you may **clean up to 3 dirty Plates** and put them in the cupboard as clean Plates.

### New Game Element: Earnings

Patrons that enter your restaurant are placed in the dining room as usual. From now on, each Patron immediately orders and receives a drink. Take **1 Coin** for **each Patron** when you seat them and put it in the **Office**. You will gain additional earnings at the end of the Shift (see below).

### New Game Element: Cooking Mistakes

During the cooking process, if you discover that you have the wrong or missing Ingredients or Spices, you must return **all** of the Ingredients and Spices to the general **supply** and place the Plate in the sink dirty side up. The Patron stays on your Player Board and you will have to restart their order.

## End of Shift

As usual, start by checking if the Meals can be served. For each served Meal the Patron pays the amount of Coins indicated on their card. Place all earned Coins in the Office.

If you have taken a Patron's order but weren't able to serve the corresponding Meal, then you must provide the Patron with **1 free drink**. Return **1 Coin** from the Office to the **supply**. Make payment for any free drinks after you have earned your Coins for Meals served.

**Note:** Patrons still waiting to have their order taken do not receive a free drink.

## Goal of the Scenario

Earn the required amount of Coins.

2 players	16 Coins
3 players	25 Coins
4 players	32 Coins

## Challenge Mode

From now on, if the goal of a scenario is not challenging enough for you, we will offer a more difficult, but winnable, goal. Can you meet the challenge?

2 players	22 Coins
3 players	34 Coins
4 players	46 Coins

**Note:** The Challenge mode is intended for a playtime of 4 minutes. If playing with 5 minutes is too easy, try reducing the time to 4 minutes before trying the Challenge mode.



# Scenario 4: The Big Rush

Your new restaurant is now the talk of the town. Your excellent meals have attracted new patrons who have even more demanding desires. It is hard to keep up with this demand, so you have decided to divide the evening into two shifts. However, you don't have enough ingredients for both shifts, so without delay you use your profits to buy on old van to ensure you have a ready supply.

## Setup

### 1. Prepare the Game Board

Assemble the Game Board as shown in the image:



### 2. Setup for 2 or 3 Players

**2-player game:** Place Unavailable markers on all Action spaces with the symbols and . Place 1 Reserved Table card on each of the 2 lowest seats in the dining room.

**3-player game:** Place Unavailable markers on all Action spaces with the symbol . Place 1 Reserved Table card on the lowest place in the dining room.

### 3. Fill the Storage Rooms

Depending on the number of players, fill **each of the 2 storage rooms** with the following Ingredients:

<b>2 players</b>	2 each	2 each	2 each	2 each	4 each	4 each
<b>3 players</b>	3 each	3 each	3 each	3 each	5 each	5 each
<b>4 players</b>	4 each	4 each	4 each	4 each	6 each	6 each

Put aside the remaining Ingredients as a **supply** next to the Game Board.

### 4. Fill the Spice Bag

Depending on the number of players, fill the Spice bag with the following Spices:

| <b>2 players</b> | 1 each |
|------------------|--------|--------|--------|--------|--------|
| <b>3 players</b> | 2 each |
| <b>4 players</b> | 3 each |

Put aside the remaining Spices as a **supply** next to the game board.

### 5. Fill the Cupboards with Clean Plates

Fill the cupboards with clean Plates:

<b>2 players</b>	2 each	2 each	2 each	1
<b>3 players</b>	3 each	3 each	3 each	1
<b>4 players</b>	4 each	4 each	4 each	2

### 6. Place the Dirty Plates

Depending on the number of players, place dirty Plates next to the sink:

<b>2 players</b>	1 each	1 each	1 each	1 each
<b>3 players</b>	1 each	1 each	1 each	1 each
<b>4 players</b>	1 each	1 each	1 each	1 each

Put aside the remaining Plates. You won't need them for this scenario.

### 7. Prepare the Patrons Deck

*New*

Create the Patrons deck by shuffling together the 8 Friends, 22 Regular, and 18 Challenging Patron cards and place them face down next to the Game Board near the reception area. Reveal 2 cards and place them on 2 free seats in the dining room.

Put aside the VIP Patrons. You won't be needing them for this scenario.

### 8. Place Coins in Office

Put 2 Coins on your register in your Office (the room with the slot machine). Put the remaining Coins as a supply next to the Game Board.

### 9. Take Player Boards and Sand Timers

Take 1 Player Board, each. Then, take **2 Sand Timers** in the color of your Player Board. Put any boards and Sand Timers you don't need back into the box.

### 10. Set the Scenario Time Limit

Pick your Time Limit:

Normal	Family
04:00	05:00

## New Rules

### New Action: Shopping

The ingredients in the storage rooms won't last all day.

From now on, you must start **Shopping**.

If you place 1 of your Sand Timers next to the van (IX) and pay 1 Coin, you may restock your Ingredients **OR** Spices (see below). You must pay for restocking by returning 1 Coin from your Office to the supply.

**Note:** There are no Action spaces related to **Shopping**. Any number of Sand Timers may be placed next to the van to go Shopping. Simply place your Sand Timer next to the van to take this Action.

Pick what you want to buy:

#### A) 5 Ingredients

Take 5 Ingredients of exactly **1 type** of your choice from the supply, for example

5×  or 5× .

Put the new Ingredients in storage rooms of your choice. You may put all 5 Ingredients into the same storage room or distribute them as you see fit.

#### B) 3 cheap Spices

Take **3 cheap Spices in a combination of your choice** from the supply.

Cheap Spices are Salt/Sugar (  ), Pepper/Seeds (  ) and Herbs (  ).

Put the selected Spices into the Spice bag.

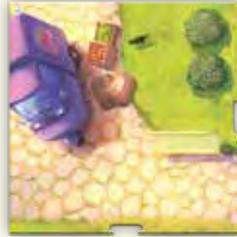
#### C) 2 expensive Spices

Take **2 expensive Spices in a combination of your choice** from the supply.

Expensive Spices are Curry/Mustard Seeds (  ) and Saffron/Chili (  ).

Put the selected Spices into the Spice bag.

If you want to buy more Ingredients or Spices you must repeat the **Shopping** Action by placing another Sand Timer next to the van.



### New Game Element: Two Shifts

Due to the growing demand, you have decided to split the evening into 2 Shifts.

Play the first Shift as usual (i.e. 4 or 5 minutes) and check if the Meals can be served once the first Shift has ended. For each Meal you serve, you earn the indicated amount of Coins as usual. Put the used Ingredients from those Meals back into the **supply** and place the Plates next to the sink with the dirty side up. You must clean them before you may use them again.

Patrons whose orders you have already taken but have **NOT** yet been served their Meals do **NOT** leave the restaurant at the end of the first Shift. They remain next to your Player Board. You may use the second Shift to cook Meals for these Patrons as well as for any other remaining Patrons. It doesn't matter whether you haven't yet started their Meal, or have not yet finished a Meal you have begun, or whether you made a mistake and had to start their Meal over. As usual, you will need to give each Patron whose order you took but did not serve 1 free drink and return 1 Coin from the Office to the general supply. To be clear, you can continue cooking unfinished Meals during the second Shift.

If you notice a mistake (wrong Ingredients, Spices, Plate size, or Cooking Time) you have to dispose of the whole Meal. Put the Ingredients back into the **supply** and place the **Plate** next to the **sink** with the **dirty** side up.

Patrons in the dining room who have not yet ordered do **not** leave the restaurant after the first Shift. You may take their order during the second Shift. You do **not** have to pay them a free drink.

Use the time between 2 Shifts to discuss your approach. You may want to plan ahead for who will go shopping or who needs to go to the storage rooms or seat new Patrons. The scenario ends after the second Shift.

### New Game Element: Challenging Patrons

From now on, each scenario will provide you with more demanding Patrons who want to dine with you.

Their orders will usually require more Ingredients or a longer Cooking Time. However, these Patrons will also pay more if they receive their Meal.

**Note:** These Patrons have a star symbol at the bottom of their card. Ignore it for now.

## Goal of the Scenario

Earn the required amount of Coins.

	Normal	Challenge mode
2 players	24 Coins	32 Coins
3 players	35 Coins	48 Coins
4 players	48 Coins	64 Coins



# Scenario 5: Spoiled Ingredients

Your restaurant is doing very well. A few weeks have passed since your grand opening and interest in your restaurant remains high. Each day you have many patrons and most evenings you are fully booked. Unfortunately, an urgent new problem has arisen that needs a solution fast. Due to shared storage space, you've had spoiled bread and pasta that had to be thrown out. To prevent this going forward, you've decided to clean up an unused space and create another storage room - even though this means draining your savings yet again.

On the bright side, since the overall financial situation is positive, you decide to start paying yourself a salary. After all, someone has to pay for the rent and power!

## Setup

### 1. Prepare the Game Board

Assemble the Game Board as shown in the image:



### 2. Setup for 2 or 3 Players

**2-player game:** Place Unavailable markers on all Action spaces with the symbols and . Place 1 Reserved Table card on each of the 2 lowest seats in the dining room.

**3-player game:** Place Unavailable markers on all Action spaces with the symbol . Place 1 Reserved Table card on the lowest place in the dining room.

### 3. Fill the Storage Rooms

Depending on the number of players, fill each of the 2 older storage rooms with the following Ingredients:

<b>2 players</b>	2 each		4 each	
<b>3 players</b>	3 each		5 each	
<b>4 players</b>	4 each		6 each	

Fill the new storage room with the following Ingredients:

<b>2 players</b>	3 each	
<b>3 players</b>	4 each	
<b>4 players</b>	5 each	

Put aside the remaining Ingredients as a **supply** next to the Game Board.

### 4. Fill the Spice Bag

Depending on the number of players, fill the Spice bag with the following Spices:

<b>2 players</b>			1 each		
<b>3 players</b>			2 each		
<b>4 players</b>			3 each		

Put aside the remaining Spices as a **supply** next to the Game Board.

### 5. Fill the Cupboards with Clean Plates

Fill the cupboards with clean Plates:

<b>2 players</b>		2 each		1
<b>3 players</b>		3 each		1
<b>4 players</b>		4 each		2

### 6. Place the Dirty Plates

Depending on the number of players, place dirty Plates next to the sink:

<b>2 players</b>		1 each		
<b>3 players</b>		1 each		
<b>4 players</b>		1 each		

Put aside the remaining Plates. You won't need them for this scenario.

### 7. Create the Patrons Deck

Create the Patrons deck by shuffling together the 8 Friends, 22 Regular, and 18 Challenging Patron cards and place them face down next to the game board near the reception area. Reveal 2 cards and place them on 2 free seats in the dining room.

Put aside the VIP Patrons. You won't be needing them for this scenario.

## 8. Place Coins in Office

Put 2 Coins on your register in your Office (the room with the slot machine).  
Put the remaining Coins as a supply next to the Game Board.

## 9. Take Player Boards and Sand Timers

Take 1 Player Board, each. Then, take **2 Sand Timers** in the color of your Player Board.  
Put any boards and Sand Timers you don't need back into the box.

## 10. Set Scenario Time Limit

Pick your Time Limit:

Normal	Family
04:00	05:00

## New Rules

### New Game Element: 3<sup>rd</sup> Storage Room & Ingredients Separation

Hopefully, separating the different ingredients will prevent mold!

From now on, you have a **3<sup>rd</sup> storage room** available, but you may **only store bread and pasta** in it. The 2 **old Storage Rooms** may only hold **meat, vegetable, salad, and cheese**.

If you go shopping, you must place the Ingredients into the proper storage room.

### New Game Element: Personal Salary

The restaurant is doing fine, but rent and power at home needs to be paid as well.

From now on, each of you gains **3 Coins per Sand Timer** at the end of **every** Shift as a **salary**. This means that after all earned revenue has been collected and all free drinks have been paid at the end of a Shift, you must return 6 Coins per player to the supply. This represents your salary, which is sadly only make-believe.

If you are unable to pay the personal salaries completely, you lose the scenario.

## Goal of the Scenario

**Normal Goal:** Don't go **bankrupt** during the scenario. After paying the personal salaries at the end of the **second Shift**, you must have **at least 1 Coin** in your Office.

Challenge Mode	
2 players	10 Coins
3 players	14 Coins
4 players	18 Coins

## Do not forget

Experience shows that some rules from earlier scenarios are frequently forgotten.

**As a reminder:**

- You get 1 Coin for each Patron you seat in the dining room.
- Patrons waiting in the dining room only leave at the end of the last Shift.
- If you didn't satisfy an order (in other words, you didn't serve the ordered Meal in the first Shift), the Patron does **not** leave but waits for their Meal during the next Shift. You must, however, pay them a free drink (put 1 Coin from the Office back into the supply).
- Similarly, Patrons do not leave if you make a mistake while cooking their order. Put the Ingredients back into the supply and place the dirty Plate next to the sink. These Patrons must also receive a free drink (return 1 Coin from the Office to the supply).
- Meals may be served on a Plate 1 size larger than specified.



# Scenario 6: The Press

The restaurant critic from a major newspaper has made a reservation. This is your opportunity to gain more publicity! To make a good impression, you decide to upgrade your bar area into a new full-service bar that will enable you to provide better service and minimize wait times. You hope this will impress the critic!

## Setup

### 1. Prepare the Game Board

Assemble the Game Board as shown in the image:



### 2. Setup for 2 or 3 Players

**2-player game:** Place Unavailable markers on all Action spaces with the symbols and . Place 1 Reserved Table card on each of the 2 lowest seats in the dining room.

**3-player game:** Place Unavailable markers on all Action spaces with the symbol . Place 1 Reserved Table card on the lowest place in the dining room.

### 3. Fill the Storage Rooms

Depending on the number of players, fill each of the 2 older storage rooms with the following Ingredients:

2 players	2 each		4 each	
3 players	3 each		5 each	
4 players	4 each		6 each	

Fill the new storage room with the following Ingredients:

2 players	3 each	
3 players	4 each	
4 players	5 each	

Put aside the remaining Ingredients as a **supply** next to the Game Board.

### 4. Fill the Spice Bag

Depending on the number of players, fill the Spice bag with the following Spices:

2 players			1 each		
3 players			2 each		
4 players			3 each		

Put aside the remaining Spices as a **supply** next to the Game Board.

### 5. Fill the Cupboards with Clean Plates

Fill the cupboards with clean Plates:

2 players		2 each		1
3 players		3 each		1
4 players		4 each		2

### 6. Place the Dirty Plates

Depending on the number of players, place dirty Plates next to the sink:

2 players		1 each		
3 players		1 each		
4 players		1 each		

Put aside the remaining Plates. You won't need them for this scenario.

### 7. Create the Patrons Deck

Create the Patrons deck by shuffling together the 8 Friends, 22 Regular, and 18 Challenging Patron cards and place them face down next to the Game Board near the reception area. Reveal 2 cards and place them on 2 free seats in the dining room.

Put aside the VIP Patrons. You won't be needing them for this scenario.

### 8. Place Coins in Office

Put 2 Coins on your register in your Office (the room with the slot machine). Put the remaining Coins as a **supply** next to the Game Board.

## 9. Reputation Board

*New*

Place the Reputation Board next to the Game Board, with the A-side facing upward.

On this board you will keep track of the current Shift and mark any earned Reputation.

Place the Shift marker on Shift 1 and the Reputation marker on 0.



## 10. Take Player Boards and Sand Timers

Take 1 Player Board, each. Then, take 2 **Sand Timers** in the color of your Player Board. Put any boards and Sand Timers you don't need back into the box.

## 11. Set the Scenario Time Limit

Pick your Time Limit:

Normal	Family
04:00	05:00

## New Rules

### New Game Element: Reputation

From now on, Challenging Patrons will give your restaurant a good rating if you serve them the Meal they ordered.

Keep track of this Reputation on your Reputation Board. At the end of each Shift, **increase** the **Reputation** of your restaurant by 1 for each Challenging Patron that was served a Meal (and paid). (This is indicated by the star symbol at the bottom right of the Patron.) To do so, move the Reputation marker 1 space to the right.

At the end of each Shift, decrease your **Reputation** by 1 for each Challenging Patron whose order was taken but not fulfilled. It does not matter if you have not started their dish, have not finished it, or made a mistake while cooking it.

**Note:** Challenging Patrons, whose order you have already taken but that have NOT been served their Meal decrease your Reputation by 1, but they do not leave the restaurant. This means you can continue cooking unfinished Meals during the second Shift. If you are able to serve the Meal during the second Shift, you gain the indicated Coins and 1 Reputation as usual.

**Important:** From now on, Challenging Patrons do **not** get any **free drinks** (when they are not served a Meal at the end of a Shift).

**Friends and Regular Patrons still** get 1 free drink (1 Coin from the Office into the supply) but they do **not increase or decrease Reputation**.

### New Action: Service

From now on, you may serve Meals during a Shift.

If you place 1 of your Sand Timers on an Action space in the dining room, you may now serve 1 Meal instead of **Taking an Order**. Mark this by turning over the **Patron card** for the order you are serving. You **immediately** gain 1 Coin as a tip.

**Note:** You must still check that you have cooked the Patron's order correctly at the **end of a Shift**. If it's correct, the guest pays the indicated amount of Coins and you increase your Reputation by 1 (if applicable).

If it's not correct and you've made a mistake (in other words the Ingredients, Spices, Plate size, or Cooking Time is wrong), then the Patron becomes very annoyed. Your Reputation will decrease by 1 in addition to the usual rules for waiting Patrons (see above). This applies to all kinds of Patrons!

**Example:** William has taken an order from a Challenging Patron and thinks he has finished cooking their Meal. To get an additional tip, he places 1 of his Sand Timers on an Action space in the dining room to take the Service Action. He turns over the Patron's card and immediately takes 1 Coin from the supply and puts it in the Office. At the end of the Shift, he realizes that he forgot to add Spices to the Meal. Since this is a Challenging Patron, the restaurant's Reputation is reduced by 2 (1 for turning over the card and making a mistake and 1 for keeping the Challenging Patron waiting). He doesn't have to provide a free drink and William can finish the Meal during the next Shift.

### New Action: Throwing Out Patrons

From now on, you may actively decide not to serve waiting Patrons and may throw them out instead. If you place your Sand Timer on the Action space **in the reception area**, you may now throw out 1 or 2 Patrons from the dining room, instead of the usual **Seat Patron** Action. Place all of the Patrons you have thrown out in a face up discard pile. Then immediately refill any empty spaces with new Patrons from the Patrons deck as usual. Since these new Patrons witnessed the expulsion, they will **not** order drinks and therefore you will not gain 1 Coin from them.

But at least your Reputation didn't suffer.

## Goal of the Scenario

Earn the required Reputation and amount of Coins. Remember to pay your personal salaries at the end of every Shift.

	Normal	Challenge mode
<b>2 players</b>	1 Coin and 3 Reputation	12 Coins and 5 Reputation
<b>3 players</b>	1 Coin and 4 Reputation	16 Coins and 7 Reputation
<b>4 players</b>	1 Coin and 5 Reputation	20 Coins and 9 Reputation

# Scenario 7: The First Star

The restaurant critic writes a glowing review praising your restaurant as both modern and classic at the same time. He mentions how the meals were perfectly prepared and how your staff was able to fulfill any special request. The word spreads quickly and now VIP patrons have been lured to your restaurant. To deal with the increased administrative burden, you decide you must renovate your makeshift office and install a modern computer system as well. Your success leads you to decide on adding a lunch menu with two extra shifts. You discover that some of the patrons waiting for lunch are even willing to wait until dinner to be served!

## Setup

### 1. Prepare the Game Board



Assemble the Game Board as shown in the image:



### 2. Setup for 2 or 3 Players

**2-player game:** Place Unavailable markers on all Action spaces with the symbols and . Place 1 Reserved Table card on each of the 2 lowest seats in the dining room.

**3-player game:** Place Unavailable markers on all Action spaces with the symbol . Place 1 Reserved Table card on the lowest place in the dining room.

### 3. Fill the Storage Rooms

Depending on the number of players, fill each of the 2 older storage rooms with the following Ingredients:

2 players	2 each		4 each	
3 players	3 each		5 each	
4 players	4 each		6 each	

Fill the new storage room with the following Ingredients:

2 players	3 each	
3 players	4 each	
4 players	5 each	

Put aside the remaining Ingredients as a **supply** next to the Game Board.

### 4. Fill the Spice Bag

Depending on the number of players, fill the Spice bag with the following Spices:

2 players			1 each		
3 players			2 each		
4 players			3 each		

Put aside the remaining Spices as a **supply** next to the Game Board.

### 5. Fill the Cupboards with Clean Plates

Fill the cupboards with clean Plates:

2 players		2 each		1
3 players		3 each		1
4 players		4 each		2

### 6. Place the Dirty Plates

Depending on the number of players, place dirty Plates next to the sink:

2 players		1 each		
3 players		1 each		
4 players		1 each		

Put aside the remaining Plates. You won't need them for this scenario.

### 7. Create the Patrons Deck

*New*

Create the Patrons deck by shuffling together the 8 Friends, 22 Regular, 18 Challenging, and 12 VIP Patron cards and place them face down next to the Game Board near the reception area. Reveal 2 cards and place them on 2 free seats in the dining room.

## 8. Place Coins in the Office

Put 2 Coins on your register in your Office (the room with the slot machine).

Put the remaining Coins as a supply next to the Game Board.

## 9. Reputation Board



Put the Reputation Board next to the Game Board with the B-side facing upward.

Place the Shift marker on Shift 1 and the Reputation marker on 0.

## 10. Create the Awards Deck

*New*

Create the Awards deck: Shuffle the 8 Awards cards and place them face down on the folder in the bottom left corner of the Reputation Board.

## 11. Take Player Boards and Sand Timers

Take 1 Player Board, each. Then, take 2 Sand Timers in the color of your Player Board.

Put any boards and Sand Timers you don't need back into the box.

## 12. Set the Scenario Time Limit

Pick your Time Limit:

Normal	Family
04:00	05:00

## New Rules

### New Game Element: VIP Patrons

From now on, VIP Patrons want to dine with you as well. Their orders always contain 2 components: 1 main Meal and 1 side Meal. At the end of a Shift, the Patron only pays if **both** orders are finished and correct. In addition, VIP Patrons increase the restaurant's Reputation by 2 if they are satisfied.

At the end of each Shift, decrease your **Reputation** by 2 for each VIP Patron whose order was taken but not completely finished due to errors or incomplete cooking. It does not matter if you have not started their order, have not finished it, or made a mistake while cooking it. You **don't** need to pay a free drink.

**Remember:** If you Serve Patrons their Meal early and you've made a mistake (in other words the Ingredients, Spices, Plate size, or Cooking Time is wrong) your Reputation decreases by 1. Therefore, in the case of a VIP Patron, it decreases by 3 overall.

As usual, these Patrons will stay in your restaurant if they haven't received their complete Meal at the end of a Shift. All other rules apply to them as well.

### New Game Element: Awards

From now on, you will use the B-side of the Reputation Board. On the Board several fields have a different color. In the upper right corner of these fields 2,3 or 4 chef's hats are depicted. These symbolize the threshold for Awards in 2-, 3- or 4-player games. If your Reputation has reached or passed the space with a number of chef's hats equal to your player count **at the end of a Shift**, you receive an **Award**. Draw the first card from the Awards deck and place it face up on the first free space on the right.

Awards usually grant you an advantage for future Shifts, for example some extra seconds per Shift or the ability to clean more Plates with a single Action. Any Awards gained only count for the current scenario. Overall, you can gain up to 3 Awards per scenario. If your Reputation drops below the threshold in a future Shift, you must return your latest Award. Just place it back on top of the Awards deck.

### New Game Element: Strike

From now on, you don't immediately lose the scenario if you are unable to pay your personal salaries at the end of a Shift. You still have to try, though. **Every Sand Timer** for which you **cannot pay 3 Coins** is "on strike" and thus **Unavailable** in further Shifts. Place any affected Sand Timers near the Office.

### New Action: Late Payment

You may reactivate Sand Timers on strike during later Shifts using the **Late payment** Action. If you place 1 of your Sand Timers on the Action space in the Office and pay 3 Coins, you may return 1 Sand Timer on strike to its owner (the player with the respective color). It is now available to be used for Actions as usual. You may use this Action to return your own or another player's Sand Timer. At the end of the scenario, you lose if any **Sand Timers are still on strike**.

### New Game Element: 4 Shifts

From now on, your restaurant opens for lunch. This means you will now work 4 Shifts.

**Remember:** Patrons in the dining room don't leave after the 1<sup>st</sup>, 2<sup>nd</sup>, or 3<sup>rd</sup> Shift. Taken orders must be fulfilled. Until they've received their order, Patrons will remain in the restaurant.

## Goal of the Scenario

Earn the required Reputation and amount of Coins. At the end of the game, no Sand Timer may be "on strike" or you lose the scenario.

	Normal	Challenge mode
2 players	6 Coins and 8 Reputation	20 Coins and 12 Reputation
3 players	10 Coins and 11 Reputation	30 Coins and 19 Reputation
4 players	14 Coins and 14 Reputation	40 Coins and 24 Reputation

# Scenario 8: Setbacks

A few months have now gone by and your restaurant has proven its worth. After the first restaurant critic's glowing review, all of your tables have been filled almost every day. Other glowing reviews have followed and you've earned your first star. But you haven't forgotten your roots so you still serve regular patrons for low prices - always with that certain something in their meal.

It could have gone on forever - if it weren't for last night. A raging local thunderstorm damaged one of your stoves and in your hurry you forgot the key to one of the storage rooms.

Luckily, thanks to the internet you can quickly arrange for a service technician and a locksmith - and while you're at it, you might as well order some new plates or look for some temporary help.

## Setup

### 1. Prepare the Game Board

Assemble the Game Board as shown in the image:



### 2. Setup for 2 or 3 Players

**2-player game:** Place Unavailable markers on all Action spaces with the symbols and . Place 1 Reserved Table card on each of the 2 lowest seats in the dining room.

**3-player game:** Place Unavailable markers on all Action spaces with the symbol . Place 1 Reserved Table card on the lowest place in the dining room.

### 3. Fill the Storage Rooms

Fill the larger, old storage room (next to the clean Plates area) with the following Ingredients:

2 players	2 each		4 each
3 players	3 each		5 each
4 players	4 each		6 each

Fill the smaller, old storage room (next to the Office) with the following Ingredients:

2 players	2 each		4 each
3 players	2 each		4 each
4 players	2 each		4 each

Place a Locked marker on each of the 2 Action spaces in the smaller storage room . The room will not be available to you until you have reopened it (see below).

Fill the newest storage room with the following Ingredients:

2 players	6 each	
3 players	5 each	
4 players	6 each	

Put aside the remaining Ingredients as a supply next to the Game Board.

### 4. Fill the Spice Bag

Depending on the number of players, fill the Spice bag with the following Spices:

2 players			1 each		
3 players			2 each		
4 players			3 each		

Put aside the remaining Spices as a **supply** next to the Game Board.

### 5. Fill the Cupboards with Clean Plates

Fill the cupboards with clean Plates:

2 players	2 each			1
3 players	3 each			1
4 players	4 each			2

## 6. Place the Dirty Plates

Depending on the number of players, place dirty Plates next to the sink:

		
2 players		1 each
3 players		1 each
4 players		1 each

## 7. Create the Patrons Deck

Create the Patrons deck by shuffling together the 8 Friends, 22 Regular, 18 Challenging, and 12 VIP Patron cards and place them face down next to the Game Board near the reception area. Reveal 2 cards and place them on 2 free seats in the dining room.

## 8. Place Coins in the Office

Put 2 Coins on your register in your Office (the room with the slot machine) .

Put the remaining Coins as a supply next to the Game Board.

## 9. Reputation Board

Put the Reputation Board next to the Game Board with the B-side facing upward.

Place the Shift marker on Shift 1 and the Reputation marker on 0.

## 10. Create the Awards Deck

Create the Awards deck: Shuffle the 8 Awards cards and place them face down on the folder in the bottom left corner of the Reputation Board.

## 11. Take Player Boards and Sand Timers

Take 1 Player Board each. Then, take 2 Sand Timers in the color of your Player Board.

Place 1 white Sand Timer in the kitchen. Place the other white Sand Timer next to the Office (see next section).

Put any boards or Sand Timers you don't need back in the box.

## 12. Create the Office Deck and Add Plates

Create the Office deck: Shuffle the 4 Office cards and place them face down near the Office. Reveal the top 2 cards and place them face up next to the deck. Place 1 Plate of each size near the Office cards so all players can reach them.

Put aside the remaining Plates. You won't need them for this scenario.

## 13. Malfunctioning Stove

Put a Malfunction marker on any 1 Action space at the stove.

## 14. Set the Scenario Time Limit

Pick your Time Limit:

Normal	Family
04:00	05:00

# New Rules

## New Game Element: Temps

From now on, 1 Temp (the white Sand Timer) is available to you. Every player may use it to take Actions, the same way the colored Sand Timers are used. (Before play, choose 1 player to use the temp, or use it in turn, or decide who takes it when as available.)

Temps also get a personal salary. At the end of each Shift, return 3 Coins per Temp from the Office to the supply. If you don't, the Temp is "on strike".

## New Action: Office

In the Office, you have 4 new Actions: **Call the Locksmith**, **Call the Technician**, **Hire 1 Temp** and **Buy new Plates**. Each of these 4 Actions are represented by a card. Only 2 of the 4 Office cards are face up and available at any given time.

You may use 1 of the face up Office cards by placing a Sand Timer on the Action space in the Office and paying the amount of Coins shown on that card. Then, execute the card's effect, discard it to a face up discard pile, and reveal a new Office card from the Office deck.

- If you **Call the Locksmith**, remove the 2 Locked markers from the storage room. This storage room is now available for everyone to use.

- If you **Call the Technician**, remove the Malfunction marker from the stove.

This Action space is now available for everyone to use.

- If you **buy new Plates**, immediately place them into the cupboard with the clean side up

- If you **hire a new Temp** take the second white Sand Timer. You may use it in the same way as the first. Remember: This Temp also gets a personal salary at the end of each Shift.

## Goal of the Scenario

Earn the required Reputation and amount of Coins. At the end of the game, if any Sand Timers are "on strike" you lose the scenario.

	Normal	Challenge mode
2 players	8 Coins und 8 Reputation	14 Coins und 15 Reputation
3 players	12 Coins und 11 Reputation	22 Coins und 21 Reputation
4 players	16 Coins und 14 Reputation	28 Coins und 28 Reputation

# Congratulations - You are Master Chefs!

You successfully finished all scenarios - but were you able to win all of the challenges as well?

Either way, your time with *Kitchen Rush* isn't over yet. As Master Chefs you are now eligible for more Challenging Missions and unforeseen Events.

## Missions

Missions offer Master Chefs new challenges. All Missions are played with all of the rules you have learned in the 8 scenarios. The time limit is always 4 minutes per Shift.

If not stated otherwise, setup the game as described in scenario 8.

Each Mission is represented by a card that states your specific goals for that Mission. Put the card next to your Reputation Board. This way you can keep your goal in mind at all times.

You may either chose a Mission of your choice or select one at random.

### Mission 1: Equality

Each player has to serve at least 2 Patrons in **each** of the 4 Shifts. These Patrons must receive their Meals early (Action: **Service**). If you fail in 1 of the 4 Shifts, you lose the whole Mission.

### Mission 2: Striking Workers

Each player starts the 1<sup>st</sup> Shift with only 1 Sand Timer (their second Sand Timer is "on strike"). You may reactivate the 2<sup>nd</sup> Sand Timer as usual (Action: **Late Payment**). Remember: Late Payment only reactivates 1 Sand Timer. To reactivate all of your Sand Timers, you will have to perform that Action multiple times.

Until the end of the 4<sup>th</sup> Shift, you must serve a number of Meals to the Patrons without mistakes as indicated below. It does not matter who prepares how many Meals, as long as the required amount of served Meals is reached or exceeded.

2 players	14 Patrons
3 players	21 Patrons
4 players	28 Patrons

### Mission 3: Kitchen Rush

Each player must serve the following number of Patrons their Meals, without mistakes, by the end of the 4th Shift:

4 Regular Patrons and/or Friends
3 Challenging Patrons
2 VIP Patrons

### Mission 4: Empty Storage Rooms

Start the game without Ingredients in your storage rooms and without Spices in your Spice bag.

You may not **call the Locksmith**, which means you will only be able to use the 2 storage rooms. Take the Locksmith card out of the Office deck during setup.

Earn the required amount of Coins:

2 players	12 Coins
3 players	18 Coins
4 players	24 Coins

### Mission 5: Special Challenge

Earn the required Reputation and amount of Coins.

2 players	16 Coins und 14 Reputation
3 players	24 Coins und 21 Reputation
4 players	32 Coins und 28 Reputation

## Events

Events increase the difficulty of the game even more. You can add the Events when playing scenario 8 or any of the Missions.

During setup, shuffle all Event cards and place them face down next to the Game Board as the Event deck.

At the beginning of **each** Shift, reveal the top card of the Event deck and read it. You must follow its rules throughout the next Shift. Place this Event card near your Reputation Board as a reminder. Then, start your timer.

All Events are negative and increase the difficulty enormously. You will encounter many situations that will need new strategies and ideas. Good luck and have fun!

## Credits

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