

# How to Play SaPotage

## What is SaPotage?

SaPotage is a family-oriented card game for 3-6 players where you star as chefs in a cutthroat culinary competition. You must impress a series of picky judges with your cooking while sneakily sabotaging your rivals' Dishes.

## How It Works

Each player assembles a Dish using Ingredient Cards, aiming to maximize their score by catering to each judge's preferred tastes. Whoever scores the most points wins the round, and the first player to win three rounds wins the game! But watch out! Players can sabotage each other's Dishes by adding unwanted ingredients. Maximize your score while keeping the competition in check to win.

Flavors are used to determine how much a Judge likes each Dish. Each basic Ingredient Card lists 3 Flavors, which are compared to those on the Judge Cards. Instances of Flavors that the Judge likes earn the Dish 1 point, and instances of Flavors that the Judge dislikes cause a loss of 1 point. Finally, each Judge has a favorite Flavor, with each instance of that favorite Flavor earning the Dish 2 points. An Ingredient Card can have multiple instances of the same Flavor, and each instance counts separately!

In addition to the basic Ingredient Cards, there are two special types of Ingredient Cards: Sabotage Ingredients and Bonus Ingredients. Sabotage Ingredients cause a loss of 3 points each, while Bonus Ingredients make a dish gain 3 points!

## Setup

To play, you need a deck of Ingredient Cards and a deck of Judge Cards. Ingredient Cards are small and use a portrait orientation while Judge Cards are large and use a landscape orientation.

Shuffle both the deck of Ingredient Cards and the deck of Judge Cards. Place the Ingredient Cards and the Judge Cards in the center of the table in separate piles. Make sure to leave room for a Discard Pile for any used ingredients!

Finally, the player who brought the most (or best!) food to the table serves as the dealer for the first round. If players do not agree on who brought the most (or best!) food or no one brought any food at all, instead designate the oldest player as the dealer for the first round.

# Round Structure

In each game of SaPotage, players act simultaneously within a round.

## Step 1: Deal the Ingredient Cards

During the first round of the game, the dealer deals 5 cards to each player. During all subsequent rounds, the dealer instead deals 4 cards to each player. If the deck of Ingredient Cards runs empty, shuffle the Discard Pile and add its contents to the deck.

## Step 2: Reveal the Judge

Reveal the top Judge Card and place it in the center of the table.

## Step 3: Assemble Dishes

Each player assembles a plate of Ingredient Cards by placing exactly 3 Ingredient Cards from their hand onto the table **face-down** in a Dish. Each player does this simultaneously, and the next step starts only after everyone has assembled their Dish. Remember to use Flavors that the Judge likes and avoid Flavors that the Judge dislikes!

## Step 4: Sabotage Opponents

Each player may add a single Ingredient Card to an opponent's Dish by placing it **face-down** in the opponent's Dish. Multiple players can add an Ingredient Card to the same player's Dish, but each player may only add 1 Ingredient Card per round.

A player may also choose to abstain from sabotaging a Dish by removing one Ingredient Card from their hand and adding it to the Discard Pile.

## Step 5: Reveal and Present Dishes

Each player reveals the Dishes they have made by flipping up each face-down Ingredient Card in their Dish as they present it to earn additional points. As part of presenting a dish, a player should give it a fitting name or description based on its ingredients. A fittingly presented Dish earns the player an additional point and one extra point for each player who laughed at the presentation.

*An easy way to present your dish is to pretend to be a professional chef who is explaining the dish to the judge. Comedic posturing, creative dish names, and revealing ingredients one by one can all improve the delivery of your presentation.*

## Step 6: Calculate the Score

Each player calculates how many points their Dish scores by comparing the Flavors of each Ingredient Card to the Flavors on the Judge Card. Multiple instances of the same Flavor reward points as normal. Don't forget the points you earned from naming your Dish!

Bonus Ingredients: +3 Points

Favorite Flavors: +2 Points

Liked Flavors: +1 Point

Disliked Flavors: -1 Point

Sabotage Ingredients: -3 Points

## Step 7: Determine Round Winner

Whoever scored the most points on their Dish wins the round! If players tie, the remaining players vote on who gave the best Dish name to break the tie. The winner of the round gets to keep the round's Judge Card to show that they have won the round.

If this is the winner's third Judge Card, they win the game.

If the deck of Judge Cards is empty, whoever has the most Judge Cards wins the game. In the event of a tie, all tying players win.

## Step 8: Cleanup

All Ingredient cards used for Dishes are added to the Discard Pile.

## Step 9: Start the Next Round!

The player clockwise of the current dealer becomes the new dealer. Then, start a new round by repeating all the previous steps until someone wins the game.

# Variant Rules

Players who wish to adjust the game to their tastes may use the additional rules listed below. Each rule can be used individually or in conjunction with each other, but combining rules can slow down the game for everyone, so watch out!

## Multiple Judges

Players seeking a more complex game may play with 2 or 3 Judge Cards each round.

To play with multiple Judge Cards, simply reveal multiple Judge Cards in Step 2: Reveal the Judge. Players go through Steps 3-5 as normal, but for Step 6, Players calculate separate dish scores for each Judge Card. Whoever has the highest score for a given Judge Card gets to keep that specific Judge Card, with ties handled normally.

## Peeking in the Pot

Players seeking a more interactive game may play with the “Peeking in the Pot” rule. This rule adds an extra step between Step 3: Assemble Dishes and Step 4: Sabotage Opponents.

During this extra step, each player, starting with the dealer and going counterclockwise, designates one face-down Ingredient Card in a player’s Dish. That face-down Ingredient Card is then flipped face-up, revealing it to all players. Only one ingredient per player may be flipped face-up, and a player may choose to flip one of their own ingredients face-up.

## Shared Ingredients

Players who want a little bit more consistency may play with the “Shared Ingredients” rule. This rule alters Step 1: Deal the Ingredient Cards, Step 3: Assemble Dishes, and Step 8: Cleanup.

During Step 1, each player is only dealt Ingredient Cards until they have 4 cards in hand, rather than 5. Then, the dealer draws 3 additional Ingredient Cards and places face-up them in the center of the table. These 3 Ingredient Cards are the Shared Ingredients.

During Step 3, each player selects exactly 2 Ingredient Cards to place face-down to create a Dish, instead of 3. Then, the player designates one of the Shared Ingredients to add to their Dish. This Shared Ingredient remains face-up in the center of the table, and multiple players can use the same Shared Ingredient.

Finally, during Step 8, all the Shared Ingredients are added to the Discard Pile.

# The 9 Flavors

## Sweet

The first of the five traditional flavors, Sweet flavors come primarily from simple carbohydrates such as sugars. Fruits, Honey, and Milk are notable natural sources of these carbohydrates.

## Sour

The second of the five traditional flavors, Sour flavors come from acidity in food. Fruits and fermented foods are a common source of Sour flavors.

## Salty

The third of the five traditional flavors, Salty flavors come from the presence of, as expected, salt. Salty flavors can naturally be found in various meats and vegetables.

## Bitter

The fourth of the five traditional flavors, Bitter flavors often come from alkaline foods. Bitter flavors are commonly found in leafy vegetables, cocoa, and coffee beans.

## Umami

The last of the five traditional flavors, Umami flavors come from amino acids, the building blocks of protein. Umami flavors are commonly found in meat, dairy, mushrooms, and fermented products.

## Starchy

A flavor that has recently distinguished itself from Sweet, Starchy flavors come from complex carbohydrates. Starchy flavors are typically found in grains such as wheat and rice.

## Oleo

Another flavor not considered part of the five traditional flavors, Oleo, short for Oleogustus, refers to the taste of fats, oils, and creams. These are common in both animal and plant products.

## Spicy

While often considered a sensation rather than a taste, the Spicy flavor comes from capsaicin. It is most commonly found in peppers, but it is present in many other vegetables.

## Earthy

The Earthy flavor is rather vague in real life, but in SaPotage, it refers to a combination of nutty, leafy, smoky, and carbon flavors. These flavors are found in all sorts of nuts, greens, and complex grains.