

DELECTABLE

by

*Aidan Cotsakis,
Ryan Cotsakis*

DELECTABLE

A card game by the Cotsakis brothers.

Serves two to five players.

Build the best restaurant on the block before your friends steal all the business! It is up to you to decide whether to offer value or quality to your customers. Whatever you decide, be sure to meet your customers' expectations!

Components

Resource Cards. There are four types of resources in the game: servers, chefs, food, and equipment. The deck contains twenty cards for each of the four resources. Of these twenty Resource Cards, there are five of each quality, which can either be two-star, three-star, four-star, or five-star. Resource Cards are acquired from the *market* at the price indicated on the card, and later added to a player's *restaurant* (see Setup).

Review Cards. There are twenty eight Review Cards in the deck. Like Resource Cards, the quality of a Review Card can range from two-star to five-star. There are seven of each quality. Review cards can be assigned to players, and determine their *restaurant quality* (see Review Action).

The die. A twenty-sided die. The die helps determine whether a player is successful at acquiring Resource Cards and Review Cards.

Setup

Shuffle the Review Cards with the Resource Cards, and put the deck face-down in the center of the playing surface. Designate an area of the playing surface for the market, a discard pile, areas for each player's hand, and areas for each player's restaurant. One card is drawn from the deck and placed face-up in the market.

Objective

The game ends at the end of the turn where the last card in the deck is drawn. At the end of the game, each player discards all the cards in their hand, and calculates their *resource score* (see below) for each of the four resources. However, each player only calculates resource scores for three resources of their choice in three-player games, and two resources of their choice in four-player or five-player games. **A player's final score is equal to the minimum of their resource scores.** The player with the highest final score wins. Ties are broken by considering each player's next lowest resource score.

A player's resource score for chefs is calculated by adding the values of all of the chefs in the player's restaurant. The value of a chef is initially equal to the number of stars in its quality. The value of a chef is reduced by one if its quality is less than the player's final restaurant quality. The value of a chef is doubled if its quality matches the player's final restaurant quality. Resource scores for servers, equipment, and food are calculated in the same fashion.



Card Layout

The image on the left depicts a Resource Card for food. The quality of this food is three-star, as indicated on the top-right and bottom-left corners.

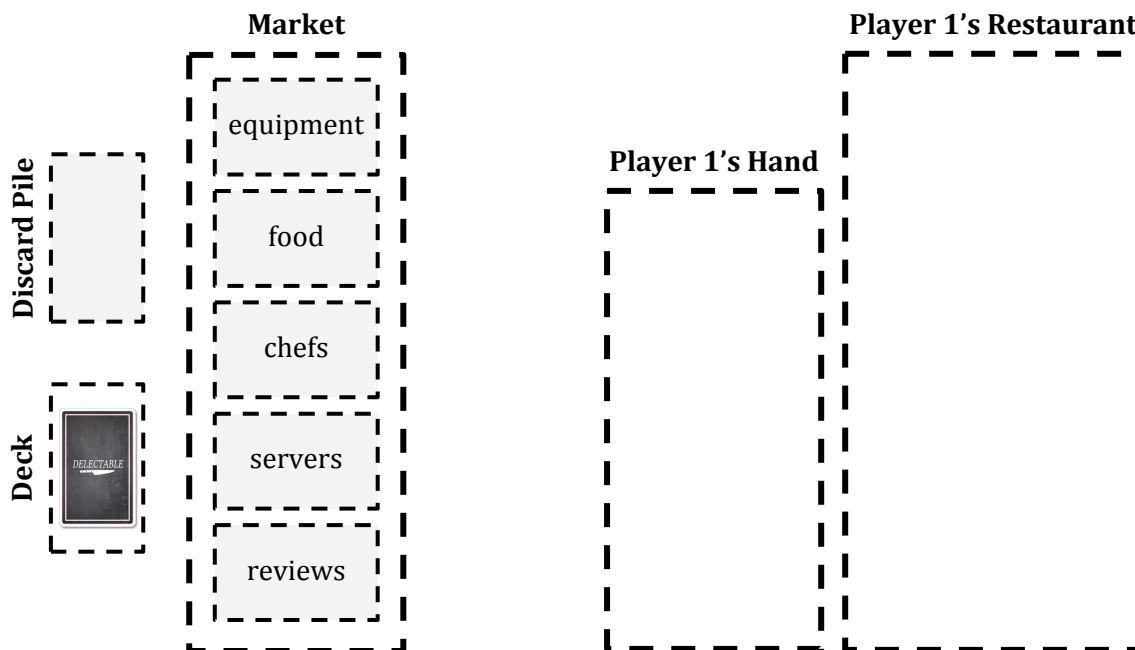
If this card is at the top of the market pile for food, and a player would like to acquire it during a Roll Action, their modified roll must equal or exceed 13 (see Roll Action).

If this card is one of the three rightmost cards in a player's hand, and the player would like to acquire a server during a Roll Action, the player must subtract 1 from their roll, as indicated by "-1 to servers". Likewise, the player would add 1 if rolling for a chef, and add 2 if rolling for food. The player's roll is not modified by this card if it is discarded during the player's turn, and neither if the player wishes to acquire equipment, as indicated by "+0 if discarded" and "+0 to equipment" (see Roll Action).

Review Cards have the same layout as Resource Cards, and are labeled "Review".

Table Layout

At the start of the game, the playing surface should be sectioned as shown below. Each player should have space for their hand and restaurant. During play, all of the cards that are not in the deck will remain face-up on the playing surface. Cards in the shaded gray regions should be neatly stacked so that buried cards remain hidden. All other face-up cards must remain visible.



Gameplay

The player who most recently visited a restaurant goes first. Play proceeds clockwise. Each player must do exactly one action per turn unless otherwise specified. There are three possible actions that a player can do on their turn: a *Review Action*, a *Roll Action*, or a *Commit Resources Action*.

Review Action. The player reviews a restaurant by moving a single Review Card from their hand to any player's restaurant (including their own). A player's restaurant quality is determined by the most common quality of review in their restaurant. If a player has been given reviews of two different qualities an equal number of times, their restaurant quality is taken to be the lower of these qualities. If a player's restaurant has not been reviewed, their restaurant quality is two-star by default. Note that Review Cards in a player's hand do not contribute to their restaurant quality.

Roll Action. When a player does a Roll Action, the following events occur in order:

1. The player discards any number of cards from anywhere in their hand to the discard pile. If the player has more than seven cards in their hand, they **must discard down to at most seven cards**.
2. The player names one of the non-empty *market piles* that they intend to invest in (cards in the market are separated into Review Cards, and Resource Cards; the Resource Cards are separated further according to their resource).
3. The player rolls the die and modifies the roll by adding all of:
 - a. the “_ if discarded” modifiers on all cards discarded during the player's turn,
 - b. the “_ to [named market pile]” modifiers indicated on the three rightmost cards in the player's hand (if the player named the market pile of Review Cards, this amounts to +0),
 - c. the number of stars in the lesser of the player's restaurant quality and the quality of the top card of the named market pile.
4. If the modified roll equals or exceeds the acquisition cost displayed on the top card of the named market pile, the card is placed face-up in the player's hand to the right of all other cards in their hand. Each card in a player's hand must remain visible to all other players. The order of a player's hand is fixed, and cannot be shuffled.
5. One card from the top of the deck is added to the market face-up. If the drawn card is a Resource Card, and the corresponding resource is not in the market, create a new market pile for that resource. If a market pile already exists for that resource, the drawn card is added to the top of that market pile. Likewise, create a single market pile for all of the Review Cards. If, by chance, the drawn card goes to the named market pile and there remains at least one card in the deck, the player is awarded the option to do an additional Roll Action on the same turn (regardless of whether or not the player has acquired a card).

Commit Resources Action. A player commits resources to their restaurant by moving one sequence of two or more **adjacent Resource Cards of the same resource** from their hand to their restaurant, face-up. If three or more Resource Cards are committed at once, then the player chooses an opponent to steal from: the opponent chooses a card in their hand that is of the same resource being committed by the player, and moves that card to the player's restaurant (if the opponent's hand does not contain the resource being committed, then they are not affected by the player's attempt to steal, and the player's turn ends). Each card in a player's restaurant must remain visible to all other players.



Example

The images on the left depict an example of what a two player game of *DELECTABLE* might look like after a number of turns (the hand and restaurant of the second player are not shown).

The player has been reviewed five times. The most common review appears twice, and since the three-star and four-star reviews both occur twice, the restaurant quality is taken to be the lower of these. **The player has a three-star restaurant quality overall.**

The game is not over, since there are still cards in the deck. However, the player wishes to compute their current overall score. Their resource scores for servers, chefs, food, and equipment are 6, 14, 19, and 2 respectively. The minimum of these values is 2, and so **the player currently has an overall score of 2.**

Suppose the player has discarded the two-star chef, and wishes to acquire the two-star food. They would roll the die and add +2 for discarding the chef (as instructed on the card), +0 for the three rightmost cards in their hand (because of their food modifiers), and +2 because the food is two-star. Since the food costs 5 to acquire, **the player is guaranteed to acquire the food.**

Suppose the player has discarded the two-star chef, and wishes to acquire the five-star server. They would roll the die and add +2 for discarding the chef, +4 for the three rightmost cards in their hand (because of their server modifiers), and +3 because their restaurant quality is three-star, which is less than the quality of the server. Since the player needs a 21 to acquire the server, **the player needs to roll a 12 or higher on the die.**

The player has two adjacent chefs in their hand, and has the option to commit them to their restaurant by doing a Commit Resources Action. However, since the player already has a resource score of 14 for chefs, they might consider discarding the chefs during a Roll Action to increase their chances of acquiring a new card.