

- Game Materials -

Cards

There are 68 ingredient cards, and 11 different ingredients. The ingredients that are more common are more frequent within the deck. However, the rarest and highest valued ingredient - the Chilli pepper - only occurs once.



- 01 - Chilli Pepper

02 - Shrimp

03 - Basil

04 - Gorgonzola

05 - Bell Pepper

06 - Olives
- 07 - Salami

08 - Mushroom

09 - Onion

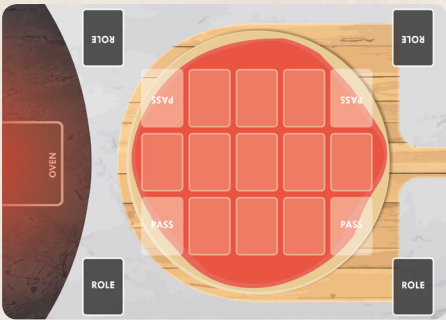
10 - Tomato

11 - Mozzarella

Joker

Playing Field

The playing field is a pizza base on top of a cutting board. Place the cards one by one, on the indicated squares on the pizza. Always place your cards on top of the cards of the previous player.



In every corner of the playing field are designated spots to put a players' role card. On every corner of the pizza there are designated spots for each player to place their pass-card when they pass during the game. The pass-card is explained in Special cards. The oven on one side of the playing field indicates the place where used ingredient cards can be put when a new pizza is made.

- Gameplay -

In short

The game is divided into rounds, called Shifts. A Shift is a working day in the restaurant and consists of three phases:

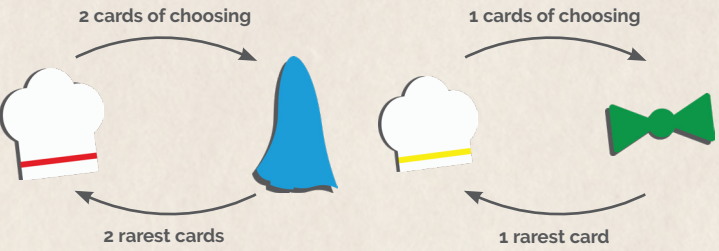
1. Start of the Shift
2. Making Pizzas
3. End of the Shift

A Shift starts by distributing all ingredient cards to all players. During the Shift, multiple pizzas are made by the entire staff. A Shift is finished when no players have ingredient cards left in their hand. After a finished Shift, points are distributed, and the roles of the kitchen staff are divided according to the players' skills. The first person to reach 15 points wins the game!

1. Start of the Shift

A Shift starts when all cards are distributed among the players. If one of the players has two Jokers they can decide to do a special action (see chapter Special Actions).

Next, ingredient cards are exchanged according to the players' rank. **No one is allowed to see the cards they have received until the exchange is completed.**



The rarest ingredients go to the most skilled person in the kitchen: the Chef. The Chef receives these cards from the Dishwasher. In return, the Chef gives two cards of their choosing.

The Sous-Chef receives similar benefits. The Waiter gives their highest value card to the Sous-Chef, while the Sous-Chef hands over one ingredient card of their choosing.

First Round

The start of the first Shift is different. Everyone is new in the restaurant. There are no ranks determined yet and no cards are exchanged. Making the pizzas and ending the Shift remain the same.

2. Making Pizzas

Time to make pizzas! Pizzas are made by placing ingredients on the pizza base. All players place ingredients on the same pizza base.

The person who possesses the Golden Mozzarella starts making the first pizza of the Shift. Every Shift has to start with the Golden Mozzarella. The player left of them can lay the next ingredient(s), the Shift moves clockwise.

When it is your turn to place ingredients on the pizza base, there are two options:

- A. Place your ingredients on the pizza
- B. Pass your turn

A. Place ingredients of the pizza

Ingredient cards are placed on the pizza one by one, on top of the cards of the previous player. To place an ingredient on the pizza it needs to meet two requirements:

1. The ingredients are played from highest to lowest number, thus 11 → 1. As part of the kitchen staff, you need to be original: you do this by laying down ingredients on the pizza base that are rarer than the competition. This rule is shown in Example 1.
2. You cannot place less ingredients on the pizza than the amount of ingredients that have already been put on. This is because you have to match or be better than your opponents to top them. View this rule in Example 2.

B. Pass your turn

You pass your turn when you place your pass-card next to the pizza in the designated spot. This is done when you cannot or do not want to place any more ingredients on the pizza. Once you have passed, you pass for the entire pizza.

When all players but one have passed, the pizza is finished by the person who is left. The player who finished the pizza will place it in the oven and starts a new pizza. When a new pizza is started all players can play again and everybody can take back their pass-card.

When the person who finishes the pizza has no cards left, the person to the left of them will start a new pizza.

Example 1



Situation
One 10 was placed on top of the pizza



Possible action
Place an 8 on top of the 10



Not allowed
Place an 11 on top of the 10

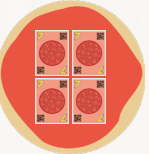


Not allowed
Place an 10 on top of the 10

Example 2



Situation
Four 11's were placed on top of the pizza



Possible action
Place four 7's on top of the four 11's



Possible action
Place five 9's on top of the four 11's



Not allowed
Place three 4's on top of the four 11's

3. End of Shift

A Shift ends when no players have ingredient cards left. According to the order of finishing, points will be distributed. Next, the roles are assigned and the kitchen costumes are exchanged.

Order of finishing	Role	Points	Kitchen Costume
1 st to have no cards left	Chef	3	
2 nd to have no cards left	Sous-Chef	2	
3 rd to have no cards left	Waiter	1	
4 th to have no cards left	Dishwasher	0	

- Special Cards -

The Joker: There are two Joker cards that can be used in combination with other ingredient cards. When played on its own, a Joker has a value of 12. When in possession of two Jokers a special action can be made (see chapter "Special Action").



The Golden 11: There is only one Golden Mozzarella in the deck. The player who owns this card starts the round, it is possible to play this card in combination with regular Mozzarella cards.



The Pass-card: This card is used to show that a turn is passed, by laying the card next to the pizza. Each player has their own spot to place their pass-card. The player takes the card back into their hand when a new pizza is started.



Role cards: There are four role cards matching the roles in the kitchen. These lay in front of each player and are exchanged together with the roles after a Shift. When a player does a special action (e.g. food fight) the card will be turned over and the action is revealed. On both sides of the role card a small explanation can be found.

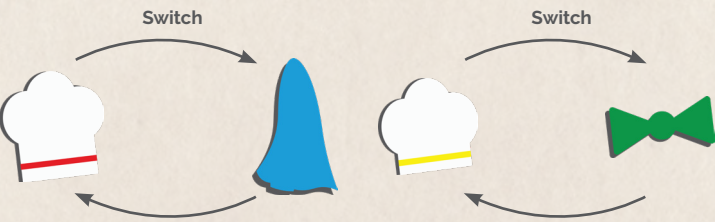


- Special Action -
Food Fight/Dinner is Served

If you have **two Jokers**, you can decide to do a special action at the start of the Shift, **by turning over your role card**. What this special action is depends on your role:

The Chef, Sous-Chef, or Waiter can choose to say **'Dinner is served!'**. This means the card exchange at the beginning of the shift, will not happen. The roles of all players remain the same.

The Dishwasher can choose to say **'Food Fight!'**. When said, the roles of all players are reversed. This means the Sous-Chef becomes the Waiter and the Chef becomes the Dishwasher. During the switching of the roles, players keep their ingredient cards. After the switch, the card exchange happens according to the new roles.



- Winning the Game -

The game ends when a player has reached 15 points. In the case of two players reaching 15 points in the same Shift, the person with the most points wins the game. If they have the same amount of points, the player with the highest rank in the last Shift wins.

Rulebook

Chef’s Hat



Competition in a kitchen is fierce: the Chef always gets the benefits. Use your ingredients to make the tastiest pizza of all. The faster you get rid of your ingredients, the higher your rank in the kitchen will be. Be aware though! Don't get too comfortable being a Chef, if you are not careful you will end up being a Dishwasher.