

Lasagna Ristorante: A Ristor For Ants

Story

Tomorrow is the grand opening of the soon to be world famous Lasagna Ristorante! Tonight's very special guest is a food critic whose review will decide the fate of the restaurant.

Because of your vast lasagna knowledge, you have been recruited as chefs to create the perfect lasagna to convince the critic to write a glowing review.

As you don your chef hats, a few are missing the regulation *Rats* and instead have *Ants* inside!

Much to your surprise, the freshly constructed Ristorante was built on top of an anthill filled with those zombie ants. Upset about being displaced from their home, the chefs with an ant in their cap are compelled to ruin the lasagna! It's up to the rat chefs to deliver a culinary masterpiece to wow the critic and save the Lasagna Ristorante!

Objective

The chefs have 3 chances to **Bake a Lasagna**.

The chefs with **Rats** under their **Hats** want to create a **Lasagna**, which must contain a **Noodle**, **Tomato**, and two kinds of **Cheese**.

The chefs with **Ants** under their **Hats** want to sabotage the **Lasagna**. A **Lasagna** missing any of the **Core** ingredients or containing a **Bad** ingredient ruins the **Lasagna**.

If 4 *turns* go by without adding an **Ingredient** to the **Lasagna**, the **Lasagna** will be **Baked**.

Setup

Each chef receives the following cards:

- 1 **Hat** card (face down)
- 1 **Role** card (face up)
- 6 **Ingredient** cards (face down)

Any Ingredients not dealt to chefs become the **Surplus Pile**.

Chefs may view his/her **Ingredient** cards once before the start of the game, but must shuffle and place the ingredients face down in front of them. This becomes the chef's **Pantry**.

Chefs may view his/her own **Hat** card at any time.

How To Play

Starting with the chef that has the **Chief Chef** role, chefs take turns being **Head Chef**.

As Head Chef, you have the option to:

1. Add an ingredient to the **Lasagna**
2. Restock your **Pantry**
3. Call a **Vote** to **Bake** the **Lasagna**

Some chefs have special **Roles** that may be used during the turn.

Adding an Ingredient

1. Head Chef picks a Sous Chef
2. Without looking at the **Ingredient**, the Head Chef gives the Sous Chef an **Ingredient** from another chef's **Pantry**
3. Sous Chef picks an **Ingredient** from another chef's **Pantry**
4. Sous Chef looks at both **Ingredients** and gives *one or both* to the Head Chef
5. The Head Chef picks one **Ingredient** and adds it to the **Lasagna** *face down*.

Any ingredients that are not added to the **Lasagna** are discarded to the **Scraps Pile**.

Restock Your Pantry

Draw up to two new **Ingredients** to your pantry from **Surplus Pile**. A **Pantry** may not exceed 6 **Ingredients**. You may look at the new **Ingredients**, but you must shuffle them with your existing **Pantry**. Do not look at the cards in your existing **Pantry**.

If there are no **Surplus** ingredients left, *do not draw from* the **Scraps Pile**.

Call a Vote to Bake the Lasagna

Baking the Lasagna reveals all the **Ingredient** cards in the **Lasagna**. If the **Lasagna** does not have all the required **Core** ingredients, the **Lasagna** is sent to the **Scraps Pile**.

All chefs **Vote** on whether the **Lasagna** should be **Baked**. Majority wins and **Chief Chef** settles ties.

Ending the Game

The game ends when the **Lasagna** has all the **Core** Ingredients (**Noodle**, **Tomato**, **2 Types of Cheese**). The game also ends after 3 **Baked Lasagna** attempts.

*When the game ends, the critic arrives and the **Chief Chef** presents the lasagna for evaluation.*