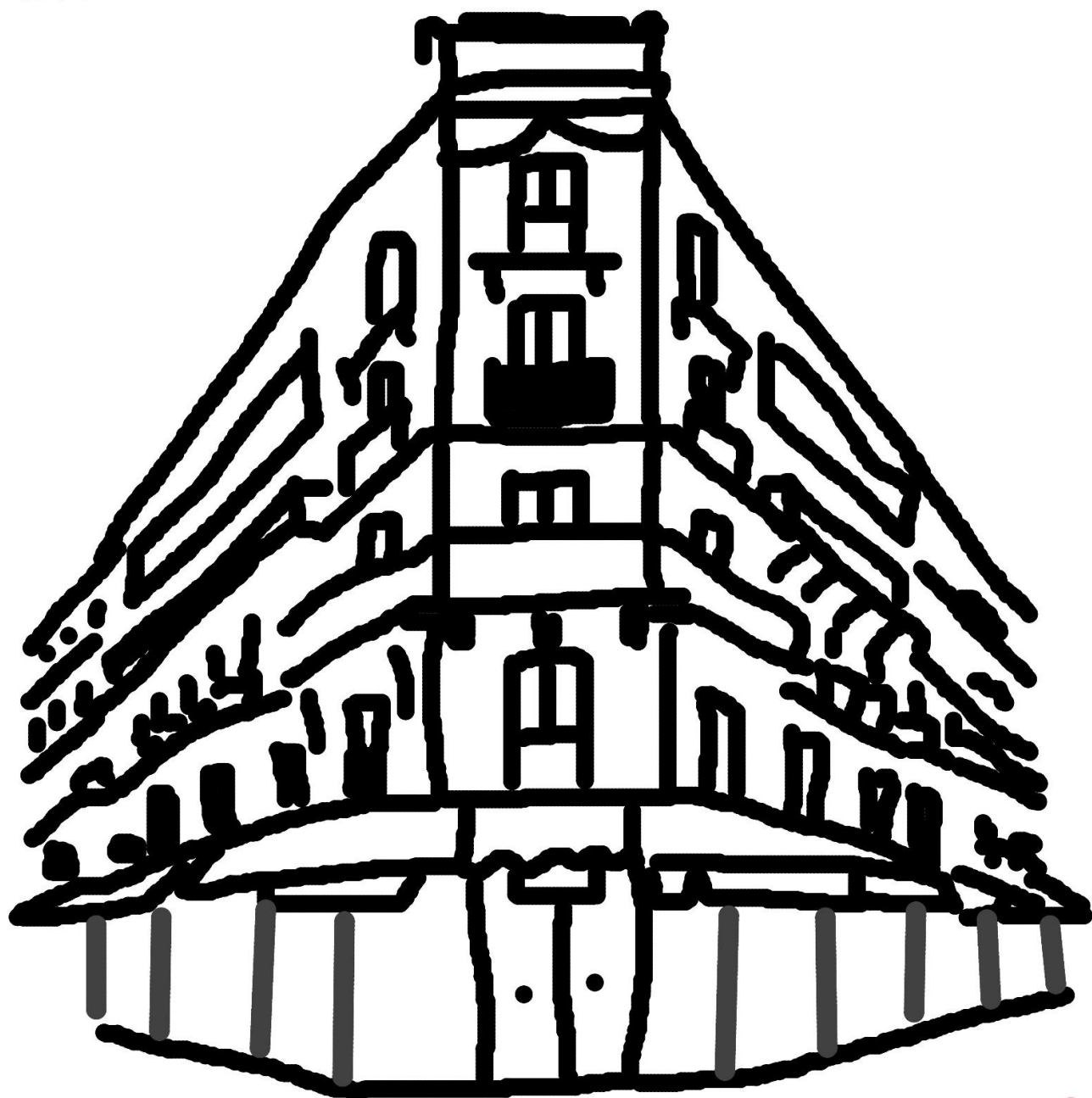


12+



CHEF DE CUISINE

FACE OFF IN A STRATEGIC BATTLE CRAFTING NEW MENUS TO IMPRESS YOUR GUESTS!
BONNE CHANCE!

Chef de Cuisine
2 Players, 25-minute play
Age 12+

Bienvenue, Chefs! As the new head chefs of Parisian restaurants, face off in a strategic battle crafting new menus to impress your guests! Match a main, a side and sauce together, keeping within budget and time to create 3 new meals for your menu.

Players can familiarise themselves with French cuisine, learning names of classic French ingredients and which of those pair well. Forward thinking and adaptability develops as Chefs work to create their own menu whilst disrupting their opponent's kitchen too.

Inside:

6 action tokens, 3 for each player	Action tokens show your options on your turn - to either gift a card of your choice, take a random card from your opponent, and to discard a card of your own.	
24 Main component cards 24 Side component cards 24 sauce component cards	Each of these make up the 3 parts of the meals you will create.	
Timer	If a player is taking a long time to decide which action to take, their opponent may impose a time limit to complete their turn.	

To set up:

Shuffle each deck separately. Their backs are identical, so when sorting make sure to look at the other side.

Deal two cards of each type to each player. You will start with 2 main, 2 side, and 2 sauce **component cards**
Place each remaining deck between you, all 3 facing down.
Pass out to each player a set of 3 **action tokens**.

How to Play:

- At the start of each Chef's turn, they choose an action to take. You may only choose **each action once**, and by the end of the full round both Chefs will have used them **all**.
- After choosing an action, flip over the action token to mark it as used for the round.
- Then, pick up a card from the deck, whichever pile you choose. Make sure you have enough of each component type to make 3 meals by the end of the round.
- Next, the other Chef chooses their **action token** and picks up a **component card**. Once both Chefs have used all 3 **action tokens**, finish the round by both picking up a final **component card** from a pile of their choice.
- The next phase of the game begins. Now, the Chefs group their **component cards** into 3 groups of 3, each with 1 main, 1 side and 1 sauce (making sure to stick to TIME = 10 or under and COST = 12 or under) to make a completed meal.
 - Some cards can be repeated across meals! Turn over and see VERSATILITY under Component Cards.
- One by one, each chef chooses a completed meal, and the two chefs compare their chosen meals' IMPRESSION totals against each other. The higher scoring meal earns their Chef a point. Repeat this three times.
- The first Chef to reach 3 points wins! If no Chef has reached 3 points by the first round, reshuffle the **component cards** back into their piles, flip **action tokens** back and restart from the action phase.

COMPONENT CARDS

Component cards have both English and French terms for ingredients – *Chef de Cuisine* can be used in educational settings as a tool for vocabulary building!

COST	In each meal, Chefs must keep to a budget of 12 🍌.
TIME	In each meal, Chefs must stay at 10 or under .
VERSATILITY	Most cards have a VERSATILITY of 1 . These ingredients cannot be repeated within your 3 meals. If VERSATILITY is 2 or more , this indicates it can be used 2 or more times. You only pay its cost the first time . However, IMPRESSION may decrease for repeated ingredients.
IMPRESSION	In any order of their choosing, Chefs compare their meal's IMPRESSION scores to determine who gets a point.

ACCOMPAGNEMENT / SIDE

pain / bread



COST: 1 🍌
TIME: 3
VERSATILITY: 2
IMPRESSION: 2, 1
IMPRESSION decreases when used again.

PLAT PRINCIPAL / MAIN

cuisse de poulet / chicken thigh



COST: 6 🍌
TIME: 3
VERSATILITY: 2
IMPRESSION: 3, 2
IMPRESSION decreases when used again.

SAUCE

meunière / brown butter, lemon & parsley sauce



COST: 3 🍌
TIME: 2
VERSATILITY: 1
IMPRESSION: 2 OR 6
IMPRESSION triples if paired with Sole.

Sometimes, an ingredient's IMPRESSION can increase when paired with a specific other ingredient!

ACTION TOKENS

Gift - Choose a card from your own hand to give to the other Chef.



Steal - Pick a card at random from the other Chef's hand.



Discard - Choose a card from your own hand to put in the discard pile until the end of the round.



QUICK GUIDE

(it may be helpful to keep this open as you learn the rules!)

Both players have 6 starting component cards and 3 action tokens.

SHOPPING PHASE

1. Perform an **action** - either Gift, Steal or Discard.
2. **Pick up a card** from one of the centre piles.
3. **Flip** corresponding **action token** to mark as used.
4. Opponent chooses an **action**.
5. Opponent **picks up a card**.
6. Opponent **flips** corresponding **action token**.
- [Repeat 1-6 until all action tokens have been flipped]
7. **Pick up a final card** from one of the centre piles.
8. Opponent **picks up their final card**.

COOKING PHASE

1. Group cards into three sets of threes, each with a **main**, **side** and **sauce** to make a completed meal (per meal, COST must be 12 or under, TIME must be 10 or under)
2. Choose which meal to present first. Chefs compare their chosen meals. Whichever Chef has the **highest total IMPRESSION** per meal wins a point.
3. Repeat for two other meals.

If neither Chef has reached 3 points by the end of the round, start at the Shopping Phase again! **The first Chef to reach 3 points wins!**

Bonne
Chance
à
vous!

1 ROUND