



Critter KITCHEN

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RULEBOOK

It's Restaurant Week in Bistro Bay! Restaurants are competing in food challenges while also planning an epic meal to impress a celebrity critic. As one of 2-5 restaurateurs, you'll be sending your chefs out into the city to gather ingredients to create amazing meals and demonstrate that your restaurant is the best in town.

In Critter Kitchen players simultaneously and secretly plan where to send their 3 chefs to gather the best ingredients. Some chefs are faster, and some can carry more ingredients, so planning is essential. Savvy restaurateurs keep their ears open for rumors which can tip you off to what the celebrity critic most desires. With a multitude of different critics, rumors and restaurateurs to play with, every game is fresh!

COMPONENTS



1 Waterfront Board



Player Kitchen Boards



15 Chef Meeples



8 Location Boards



1 Priority Board



5 Tie-Break Markers



9 Zous Chef Tokens



91 Ingredient Tokens



16 Spice Tokens



12 Gossip Tokens



1 Ingredients Bag



1 Round Tracker



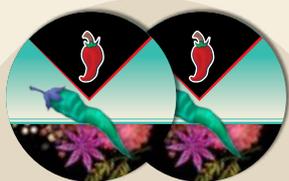
40 Soup Tokens



15 Bisque Tokens



1 Hold Token



2 7th Round All-Spice



5 Critic Plates



15 Challenge Plates



Star Tokens (1, 5, 10)



6 Critic Cards



7 Challenge Cards



11 Base Rumor Cards



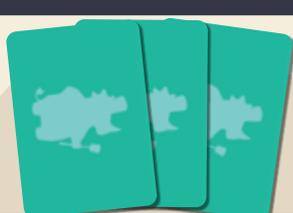
5 Advanced Rumor



45 Player Location Cards



5 Restaurateur Cards



9 Zous Chef Cards



5 Player Shields

WORK IN PROGRESS

SETUP

- 1 Place all of the ingredients, spice, and rumor tokens in the draw bag. Choose one player to be the Maître d'. That player will be responsible for round setup and guiding the rest of the players.
- 2 Lay out the waterfront board and priority track in the middle.
- 3 Shuffle the challenge cards and place 6 face down on the waterfront board without looking at them. The remaining challenge card will not be used this game and should not be revealed.
- 4 Shuffle the critic deck and randomly choose a critic, placing it face up on the waterfront board. The rest of the critic cards will not be used this game. For your first game, we recommend using The Mouse.

- 5 For your first game, we recommend playing with the base rumor cards. Randomly place 3 rumor cards from the deck face down on the waterfront board without looking at them. The rest of the rumor cards will not be used this game.
- 6 Place the round tracker on round 1 of the waterfront board.
- 7 Place the hold token on round 3 of the waterfront board.
- 8 Place the Soup Truck location on the table under the waterfront board.
- 9 Place the numbered locations (see backs) on the table after the Soup Truck forming a line, using as many as there are players (example: a 3 player game will only use locations 1-3).
- 10 The Midnight Merchant and Chef Academy have a different side to use if playing a 2 player game. Place them after the numbered locations, with the Chef Academy at the end. Any leftover locations will not be used in this game.
- 11 Place the soup and bisque tokens next to the Soup Truck location.
- 12 Place the star tokens in a pile nearby.
- 13 Shuffle the zous chef cards and randomly select 6 of them, placing them face down next to the Chef Academy location. The rest will not be needed for the game. Place the zous chef meeple within reach.

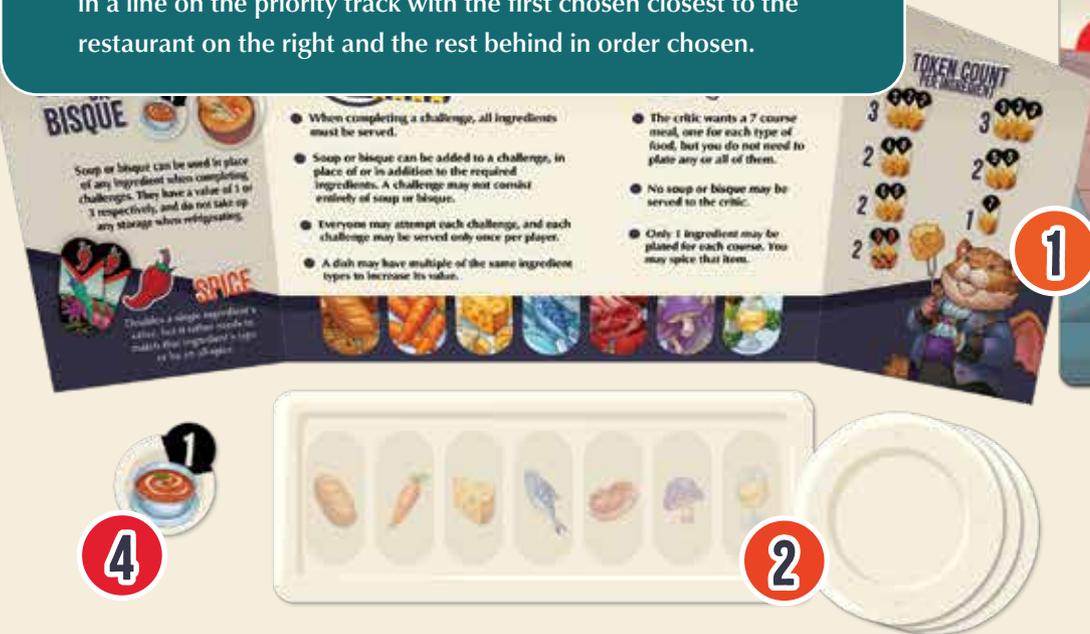


WORK IN PROGRESS

PLAYER SETUP

- 1 Every player takes the player shield, kitchen board, player location cards, and wooden pieces of one color. Remove from the game any location cards not represented by locations in this game due to player count. For example: Lantern Lane is location 5. In a 4 player game, everyone would take out their Lantern Lane card.
- 2 Each player takes 1 critic plate and 3 challenge plates.
- 3 Each player takes a soup token behind their player shield.
- 4 Shuffle the player's tie-break markers and randomly place them in a line on the priority track with the first chosen closest to the restaurant on the right and the rest behind in order chosen.

TO PLAY WITH THE À LA CART EXPANSION, SEE THE END OF THIS BOOK FOR ADDITIONAL SETUP AND RULES.



RESTAURANTEURS (OPTIONAL)

Restaurateurs are asymmetric player powers. We recommend that players not use these for their first game.

If Restaurateurs are in the game, shuffle the Restaurateur cards and deal 1 to each player. The remaining cards are not used for the rest of the game. Players immediately gain any stars shown at the top of their restaurateur card.



GAMEPLAY



The game consists of 7 rounds. At the end of rounds 3 and 6, players will score stars by completing challenges. After the final 7th round, players will score stars by plating a 7 course meal for the critic. The player with the most stars wins the game.

TERMS & CONCEPTS

These terms help define how rumors, critics, and other special abilities work.

- ◉ **Item:** Ingredients, spices, rumors, soup, bisque, and zous chefs. Anything you can take from a location.
- ◉ **Dish:** A combination of required ingredients plus optional spice, soup, and bisque to meet a challenge.
- ◉ **Number:** The value shown on an ingredient.
- ◉ **Carrying Capacity:** The amount of items a chef can take from a location.
- ◉ **Speed:** The order in which chefs take items. This is the same as their carrying capacity unless stated otherwise.
- ◉ **Storage:** The area behind the player shield where ingredients, spices, soup, and bountiful bisque are kept.



- ◉ **Refrigeration:** The amount of ingredients and spice you can store between days. At the end of day 1, discard down to 5 ingredients. At the end of day 2, discard down to 10. Soup and bisque do not need to be refrigerated.
- ◉ **Course:** When serving the critic, a course represents a single ingredient type containing ingredient(s) and optionally spice.
- ◉ **Friendly Ties:** When this term is applied to a scenario involving ties for “most”, “least”, “highest”, “lowest”, etc. players share the win and each score the complete reward.
- ◉ **Turn:** When a player takes items.



TERMS & CONCEPTS

INGREDIENTS

Ingredient tokens are numbered from 2-7 and represent the 7 different ingredient types (bread, carrot, cheese, fish, meat, mushroom, and wine). There are 13 tokens per ingredient.



SPICES



There are 2 specific spice tokens for each ingredient type. Specific spices can be applied to a single matching ingredient token and they double the value of that specific ingredient. Only 1 spice can be applied to each ingredient, and each spice can only be used to double one ingredient.



ALL-SPICE

There are 2 all-spice tokens in the draw bag. All-spice can be applied to any ingredient.

7TH ROUND ALL-SPICE



There is a 7th-round-all-spice token that does not go in the draw bag, but is placed on the Chef Academy on the 7th round instead of a zous chef.

SOUP



Soup can be used in place of any ingredient when completing challenges (see Challenges). They have a value of 1, and any amount of soup can be used in a challenge. They do not need to be refrigerated.

Taking Soup

Instead of taking their first item from a location, a chef may instead take exactly 1 soup and immediately return to their restaurant. If there are no items left when your chef would take its first item, it must take 1 soup instead.



BISQUE

Bisque tokens are worth 3 soup. Players may not exchange a bisque for 3 individual soup tokens. Bisque cannot be used to represent more than 1 ingredient.



STARS

When a player gains a star, they take the star and place it in front of their play area. Stars are never secret. At the end of the game, the player with the most stars wins!



GAME ROUNDS

ROUNDS

Each round consists of 3 phases: Round Preparation, Planning, and Shopping. Players select cards simultaneously during the Planning Phase, and the Shopping Phase is resolved location by location.

ROUND PREPARATION PHASE

At the beginning of each round, your chosen Maître d' shall endeavor to fully prepare your experience! (prep the locations as follows):

- Draw tokens from the ingredients bag to fill in the spaces shown on each location. Do not draw ingredients for the Soup Truck or Midnight Merchant. The Midnight Merchant will be filled during the Shopping Phase. Do not draw ingredients for the Chef Academy if playing with 3 or more players.
- Reveal the leftmost face-down challenge card. If this is the 3rd or 6th card, place the hold token over the last ingredient space on the right. That ingredient is not considered to be on the card for this game. Skip this stage in round 7.
- Reveal a zous chef card and place it next to the Chef Academy. Its associated zous chef token is placed on the Chef Academy. In round 7, place the 7th-round all-spice here instead.
- Add 1 bisque token to the Soup Truck location if there isn't one there from the previous round.

PLANNING PHASE (SIMULTANEOUS)

Players secretly choose player location cards from their hand and place them in the three card sections on their kitchen board. The leftmost section determines where the mouse chef will go during the Shopping Phase. The

middle section determines where the lizard chef goes, and the rightmost section determines where the boar chef will go.

Once all players have placed their cards, the cards are flipped and the mouse, lizard, and boar chef meeples of each player are simultaneously placed at their planned locations. Each location has a place for each meeple depending upon their carrying capacity.

Mouse chefs, with a carrying capacity of 1, go in the leftmost spot at a location. Lizard chefs have a carrying capacity of 2, meaning they go in the second spot at locations. Boar chefs act last! With a carrying capacity of 3, they are placed in the rightmost spot on the location boards.

The carrying capacity of zous chefs will change, so place them in the appropriate spots when placing them.

Players also plan for their zous chefs at this stage. Players will use an additional player location card to plan where that zous chef is going. See zous chefs for more detail.



GAME ROUNDS

SHOPPING PHASE

Before starting the Shopping Phase, check to see if any zous chefs activate at this point (marked “AFTER REVEAL”). Players begin the Shopping Phase together by resolving each location, one at a time from left to right, starting with the Soup Truck. In Shopping Order listed below, players will take turns gaining items from locations and placing them in the appropriate places in their storage, kitchen board and player areas.

Shopping Order

Each player has 3 chefs (and sometimes zous chefs) with different carrying capacities and speeds.

- Mouse Chef Meeple: Carrying capacity and speed is 1. They can only take 1 item and go before meeples with a speed of 2 or more.
- Lizard Chef Meeple: Carrying capacity and speed is 2. They can take up to 2 items and go before meeples with a speed of 3.
- Boar Chef Meeple: Carrying capacity and speed is 3. They can take up to 3 items.

Once a player’s meeples has taken items according to their carrying capacity as best able, the meeples return to their kitchen.

SHOPPING EXAMPLE: A location with 3 ingredient tokens has 2 lizard chef meeples. Nicole’s lizard takes an item. Jack’s lizard takes an item. Nicole’s lizard takes the remaining item and leaves. Jack’s lizard has no more items to take, but he already took 1 item, so he leaves.

SHOPPING EXAMPLE 2 - SOUP FOR YOU: A location with 3 ingredient tokens has 2 lizard chef meeples and a boar chef meeples. Nicole’s lizard takes an item. Jack’s lizard takes an item. Nicole’s lizard takes the remaining item and leaves. Jack’s lizard has no more items to take, but he already took 1 item, so he leaves. Alex’s boar now has no items to take, so he takes 1 soup token and leaves the location.

Zous Chefs

Zous chefs act as a temporary chef meeples in the next round and only in the next round. This allows players to shop at more than three locations and will use a player location card during the Planning Phase to decide where it is used. They will go away after 1 use

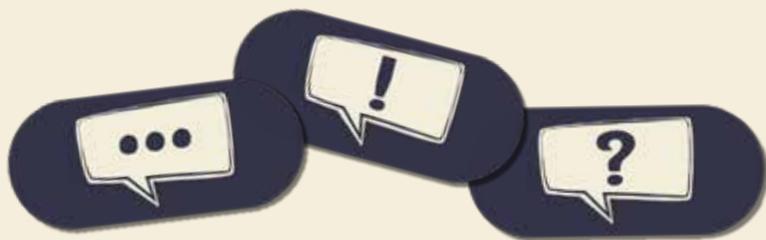
When a player takes a zous chef card and token instead of another item, that card and token are placed next to their kitchen board face up. When the Planning Phase for the next round begins, the player will use another player location card to determine where that zous chef token will go.



GAME ROUNDS

RUMORS

If a player takes a rumor token, they place it on their kitchen board in the space marked with that icon and secretly look at the matching rumor card. That player may now look at the corresponding rumor card with the matching icon at any point in the game, but the card stays on the waterfront board so that other players who have the same rumor token may also see it.



If everyone has seen a particular rumor card, feel free to flip the card face up for everyone to read for the rest of the game.



Wild rumors may be used to fill in any unfulfilled rumor spaces on your kitchen board, but once a rumor space is chosen and the card is viewed, it cannot change.

A player may not shop for and take a rumor token that they already own. A rumor token on a location that a player already has on their kitchen board does not exist to that player in any way.

RUMOR TOKEN EXAMPLE: Erin and Chris each have a lizard at a location with 2 ingredient tokens and a “?” rumor token. Erin takes first, and sees that Chris already has the “?” rumor token, so she takes the first ingredient. Chris can’t take the “?” rumor token, it doesn’t even exist as an option to him, so he takes the second ingredient token. Erin then takes the “?” rumor token.

TIES

When players place a meeple with the same speed as other players at a location they cause a tie. The tied players will alternate taking items until either they’ve taken all of the items they can or there are no more items to take. The player whose tie-break marker is closest to the bridge on the priority track takes the first item.

TIE-BREAK EXAMPLE 1: Tina has placed 1 mouse chef meeple at a location with 4 items, and both Tristan and Aidan have placed their lizard chef meeples there as well. Tina will take 1 item with her mouse and then remove it. Next, Tristan is closest to the restaurant on the priority track and will take 1 item. Then Aidan takes one, then Tristan again. Aidan won’t have a second item to take.

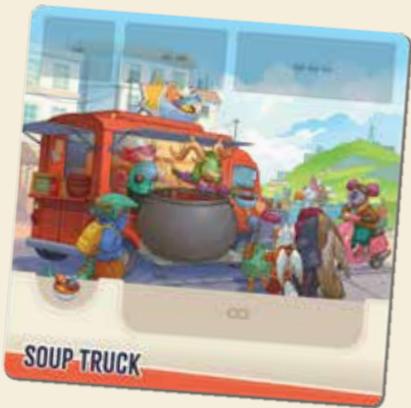
Activate the Priority Track

If, and only if, the first item being taken on a location results in a tie-break, then the priority track order will change. The player who chose an item first moves their tie-break marker to the back of the line, furthest from the bridge.

TIE-BREAK EXAMPLE 2: There are 2 lizard chef meeples at a location with 3 items, and Tristan is closest to the restaurant on the priority track. Tristan moves his tie-break marker to the back of the line on the priority track, and takes an item. Aidan takes an item and retrieves his lizard chef meeple, and Tristan takes the final item and retrieves his lizard chef meeple.

TIE-BREAK EXAMPLE 3: If there is 1 mouse and 2 lizard chef meeples at a location with 3 items, Tina, with the mouse, takes an item and retrieves her mouse chef meeple. Tristan, who is farthest up the priority track, takes an item and retrieves his lizard chef meeple but does not move on the priority track. Aidan takes the final item and retrieves his lizard chef meeple. No change occurs on the priority track because the first item taken was not involved in a tie-break.

GAME ROUNDS



LOCATIONS

SOUP TRUCK

The Soup Truck offers soup and bisque to players who send their chefs there. It starts each round with a bisque token, but ingredient and spice tokens may end up here as well. In that case, players may choose to either take soup, bisque, tokens, or a combination of all if their carrying capacity allows.



NUMBERED LOCATIONS

The numbered locations (Garden Top Shop, Desert Vendor, Water Market, Air Docks, and Lantern Lane) all have items placed on them as indicated by the spots on each location. Some locations hold more items than others.

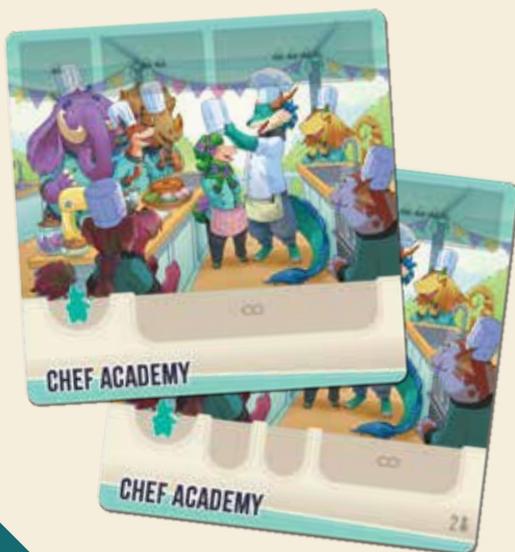
After shopping is resolved at these locations, move all remaining ingredients and spices down to the Chef Academy. If any of the items left at a location are rumor tokens, remove them from the game. Rumor tokens never move to another location.



MIDNIGHT MERCHANT

The Midnight Merchant does not have items added to it until it needs to be resolved. When players address the Midnight Merchant location in the Shopping Phase, the Maître d' draws from the draw bag the amount of items required. Then players may begin taking the items as usual.

Even if players do not go to the Midnight Merchant, items should be added to the location. Leftover items move after resolving each location, even here.



CHEF ACADEMY

The Chef Academy begins with a Zous Chef in rounds 1-6 (card and token) or the 7th round All-spice in round 7. The Chef Academy gains ingredients and spice items not chosen from numbered locations and the Midnight Merchant during the round.

After resolving this location, if any ingredients or spices remain, move them to the Soup Truck for next round. Rumor tokens and zous chefs remaining are removed from the game.

The 2 player side of the Chef Academy shows 2 spots for placing items during the Round Preparation Phase.

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GAME ROUNDS

END OF ROUND

Once all locations have been resolved, players pick up their player location cards and begin a new round. There should be no chef meeples remaining at any location as these are collected when each location is resolved. Discard any zous chefs remaining. Move the round tracker to the next round and start the next round unless you are finishing round 7.

CHALLENGES

At the end of the 3rd and 6th rounds, players may serve dishes to complete challenges. Players are not required to present any dishes for challenges, but they should keep in mind that Refrigeration (see Refrigerate) may force them to discard excess ingredients and spices from their storage.

Note that the last challenge card will only be showing 2 ingredients due to placing the hold token over the last ingredient shown on the challenge card.



Presenting Challenge Dishes

Players simultaneously use their 3 challenge plates to plan out their challenges by adding on ingredients, spices, soups and bisque. Players are not competing against each other for the stars that challenge cards reward. All players can complete these challenges regardless of how the other players choose to interact with the card. This can be done publicly or secretly, player's choice. Once the player has planned out their challenge plates, they present them to score stars.

These rules must be followed for presenting a dish:

- Soup or bisque can be added to a challenge, in place of or in addition to the required ingredients. A challenge may not consist entirely of soup or bisque.
- All ingredients shown on the challenge card need to be represented, either with ingredients, soup, or bisque. Ingredients not shown cannot be included.
- Each player may only serve 1 dish per each challenge.
- Players may use as many ingredients and spice tokens as they wish, including multiples of the same type of ingredient.

The value of a presented dish is the sum of the numbers on its ingredient tokens. Remember, spice can double an ingredient token. If the total of a dish is at least 6, 1 star is awarded. A total of at least 12 rewards 2 stars and if a dish is presented with a total of 21 or more then 4 stars are awarded. A player who presents dishes that total 21 or more each has the potential to receive 12 stars in total.

GAME ROUNDS

Once challenges have been completed, place all used ingredients and spice tokens back into the draw bag and discard any used soup or bisque.

CHALLENGE EXAMPLE 1: A challenge card has a fish, cheese, and bread ingredient requirement. Lauren has 2 fish tokens of (3) and (4) value, a cheese token of (3) value, but no bread. She would be unable to fulfill this challenge; however, she has a soup. Adding a soup, with a value of 1, to the challenge satisfies all ingredients, but only reaches a value of 11. Adding an additional soup will bring the dish's total to 12 ($3+4+3+1+1=12$). Lauren gains 2 stars.

CHALLENGE EXAMPLE 2: Rozie wishes to fulfill the same challenge card as in Example 1. She has a fish token of value (6), a fish spice, but no cheese or bread. Luckily, she has 2 soup to take the place of the missing cheese and bread. With the fish spice doubling the fish, this challenge has a value of 14 ($6 \times 2 + 1 + 1 = 14$), and that earns Rozie 2 stars as well.

REFRIGERATE

At the end of rounds 3 and 6, once all players have completed the challenges, they then must discard down to 5 or 10 tokens respectively in their storage. Remember, only ingredients and spices count as tokens in your storage. Soup and bisque do not count towards the refrigeration limit. Players can hold as much soup and bisque as they wish. Return discarded tokens to the draw bag.

7TH ROUND

The 7th and final round is one last chance to go shopping for items to serve the critic. Zous chefs do not go out on this last round. Instead, the 7th-round-all-spice token is placed.

Once this round is finished, players will prepare their critic courses for final scoring.



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CRITIC SCORING

CRITIC SCORING

Once the 7th and final round is complete, the game is over and players should set up the courses they are serving to the critic for final scoring.

SCORING STEPS

STEP 1: PREPARE THE CRITIC MEAL

Secretly prepare what you are serving to the critic.

- Up to 7 courses may be served to the critic, one for each type of ingredient (bread, carrots, cheese, fish, meat, mushrooms, and wine).
- The critic plate is used to ensure that the courses are plated in the correct order.
- Unlike in challenges, only 1 ingredient token can be used per course.
- The value of the ingredients, which can be spiced, are scored.
- Soup and bisque may not be used, but do not discard them.

Players then simultaneously reveal their prepared courses, keeping any unused tokens in case they are needed due to rumors, critics, or other rule changing elements.

CRITIC CARDS

Critic cards have special abilities that modify how a critic scores. Critic card abilities supersede the scoring rules. For example, The Mouse allows for more than 1 ingredient with the cheese course.

STEP 2: Gain Bonus Stars!

- The player with the highest total value of soup and bisque (Friendly Ties).
- Players who served all 7 ingredient courses gain a star.

STEP 3: Best of Each Course.

- The player with the highest value course (ingredients+spice) of each ingredient type gains a star (Friendly Ties).
- Rumor cards do not yet come into play here.

BEST OF EACH COURSE EXAMPLE 1: Henry has a bread course that has a total value of 8 (a 4-value bread token with an all-spice token). Peter has a bread course containing a single bread ingredient token valued at 7. Henry receives a star for the bread course, and he continues, evaluating the carrot course next.



CRITIC SCORING

STEP 4: Reveal and score Rumors.

- Rumors that award stars are determined (Friendly Ties).
- Rumors that multiply a course's scoring are applied in the next step.

STEP 5: Each player scores their critic meal using their score track.

Players turn their kitchen boards over to reveal their score track, and add up the sum of their critic meal, including any rumor cards that may have increased these courses' value. They should use their mouse chef meeple to mark their progress on their score track.

If the mouse chef meeple would go past 70, loop back up and begin at 1 again.

Whichever row the mouse finishes moving on after all courses have been summed up, they are awarded the indicated amount of stars. If they passed 70 during scoring, then they are awarded 10 + the amount showing on their final row.

FINAL SCORE

The player with the most stars at the end of the game wins and is considered to have the most prestigious restaurant in Bistro Bay! If there is a tie, the player with the highest critic score track wins. If there is still a tie, the player highest on the priority track is the winner.



EXAMPLE SCORING:

CHALLENGES: James has 9 stars from completing earlier challenges. Drake has 8 stars.

BONUS STARS: James has 2 soup. Drake has 1 soup and 1 bisque for a total of 4, and earns the most soup & bisque bonus star. James has all 7 ingredient courses, earning a bonus star, but Drake only has 5 ingredient courses.

BEST OF EACH COURSE: James' carrot, cheese, and mushroom courses are higher value than Drake's, so he is awarded 3 stars. Drake's bread, fish, and wine courses are a higher value than James', so he also gains a star for each. Both players tie on the meat course, so both players gain a star.

RUMORS: James has not met any of the rumor requirements, but Drake gains 2 stars from the Spice Lover rumor card because he has more spice than James.

COURSES: James has a 5-value bread course, which scores 5 points on his score track. The bread Fanatic rumor card is in play, which scores the bread course twice, so James gains another 5 points on the score track.

Drake has a 6-value bread with a bread spice, earning him 12 points on the score track. With the bread Fanatic rumor, he scores bread again for a total of 24 points! Both players then score carrots, cheese, fish, etc. in the same manner.

FINAL SCORE: In the end, James has 18 stars total while Drake has 20 stars and wins the game.



WORK IN PROGRESS

Critter KITCHEN



CREDITS

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CRITTER KITCHEN ROUGH KICKSTRATER RULES

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