

# Critter

KITCHEN



RULEBOOK



— À La Cart —



# CRITTER KITCHEN: À LA CART

À La Cart comes with additional content and several new modes, each of which can be played separately or combined.

## NEW ZOUS CHEFS

The Chef Academy has expanded, and 6 new zous chefs are available to recruit! These can be shuffled into the base game zous chef deck.

Some chefs are cutthroat! Chefs with the [meat cleaver] symbol are highly interactive and should play a factor when deciding where to send your base chefs against them.

## NEW RESTAURATEURS

More celebrities have caught wind of the culinary revolution happening in Bistro Bay, and come to open up shop! These cards can be shuffled into the base game restaurateurs deck.

## NEW CRITICS AND RUMORS

As your renown spreads throughout the land, new and unusual critics are attracted to Restaurant Week – and their preferences are just as exotic. These cards can be shuffled into the base game critic and rumor decks.

## NEW MODE: CARTS

The festivities have brought a lot of new foot traffic to Bistro Bay , and a number of vendors have set up carts outside everyone's favorite stores to capitalize on the crowds! Each cart adds a new item type, special power, or mini game to play that can only be accessed by chefs visiting that specific location. Swing by a cart today to see what all the excitement is about!

## COMPONENTS:

- 3 Additional all-spice tokens
- 6 Reference cards (1 for each cart)
- 6 Carts
- Organic tokens (7): one of each ingredient type
- Tofu tokens (7): 7, 6, 6, 5, 5, 4, 4
- Sauce tokens (7): one of each ingredient type
- Ice tokens (6): 1, 1, 1, 2, 2, 3
- Trophy tokens (7): one of each ingredient type
- Zous Two ingredient tokens (14): 4 and 5 in each ingredient

# SETUP:

When playing with carts, shuffle the cart tiles together and draw 3 at random. Place 1 below the Garden Top Shop, 1 below the Desert Vendor, and 1 below the Water Market. In a 2-player game, only place carts below the Garden Top Shop and Desert Vendor.

Each cart has a reference card, which explains any additional setup instructions and how the cart works.

## ROUND SETUP:

Each cart's reference card details the unique way in which they work. Most carts have a stack of face-down tokens beside them, one or more of which will be drawn each round and placed face-up on the cart tile.

## SHOPPING:

Most items on carts can be taken just like any other ingredient. They count towards your chef's carrying capacity, and taking one counts as your turn.

Each cart's reference card details where the collected cart item is moved, whether they count towards your refrigeration limit, and how they are used.

If items on a cart are not taken, they do NOT move to the Chef Academy. Instead, remove them from the game.



### ORGANIC:

Fresher is better! Organic ingredients are of the highest quality but are treated like other ingredients in every way, with one exception: they cannot be refrigerated, and must be discarded if not used at the end of Day 1 or Day 2.



### TOFU:

Just needs a little spice! Tofu can't be served on its own, but it takes on the flavor of whatever spice it is paired with, allowing it to be used as if it was that ingredient for Challenges and Critic meals.

If Tofu is spiced with an all-spice, it is considered to be any 1 ingredient type. This means multiple sauce tokens cannot be used on it, and it cannot be used to fulfill multiple ingredient requirements for challenges.





## SAUCE:

A little extra zing! Sauce must be plated with an ingredient of a matching type. It adds 3 to the number on the token. If the ingredient is spiced, it doubles the sauce value as well.

Any rumors that refer to the specific number of an ingredient treat the sauced ingredient as the new number. For example, if the Varied Servings rumor was in play, a 7 cheese with sauce would be a 10, which is considered to be a different number than a 7 without sauce.

Note: Critics such as the Kangaroo or the Hyena always affect the printed number. Adding 3 to a 3-value ingredient while the Kangaroo is in play does not make it a 9.



## ICE:

Keep it cool! Ice works slightly differently to the other carts: at the start of each round, as well as placing an ice token on the cart, draw an extra item from the bag to pair with it. A player who takes that item also takes the ice. Ice taken this way does not count towards that chef's carrying capacity.

If the item is not taken during the shopping phase, it does not move to the Chef Academy. Instead of being removed from the game, it's returned to the bag.

When choosing what to discard at the end of Day 1 or Day 2, a player may discard ice to store that number more ingredients or spice in their refrigerator. Ice not discarded this way does not take up storage space.

In round 7, play an all-spice instead of an ice. Draw an item from the bag and place it next to it as usual. This all-spice is taken by whoever takes the item next to it, and – like ice – does not count towards the chef's carrying capacity.

## ZOUS TWO:

Double the zous chefs, double the fun! This cart offers another opportunity for you to add a zous chef to your team for the following round. It is legal to take both this zous chef and the one at the Chef Academy and go into the following round with 5 chefs- IF you can pull it off!

This cart also comes with a 4 and a 5 of each ingredient type. At the start of each round, place 2 of these special ingredients on the Zous Two cart. They are treated like other ingredients in every way, however if not taken, they act like all other cart items (including the Zous Chef here): they do not move to the Chef Academy, but are instead removed from the game.

In round 7, play an all-spice instead of a Zous Chef (just like at the Chef Academy). Deal out the additional ingredients as normal.

Zous Two should not be played in a 2-player game.



# NEW MODE: 6-7 PLAYERS

There's always room for more at the table! Now play Critter Kitchen with up to 7 players.

## COMPONENTS:

- Base chefs, shield, plates, and location cards in pink & green
- Spice tokens: one of each ingredient type
- 7-value ingredient tokens: one of each ingredient type
- Rumor tokens: !, ..., ?, and \*

## SETUP:

In a 6-player game, use numbered locations as though playing with 4 players (all except Lantern Lane)

In a 7-player game, use numbered locations as though playing with 5 players (all locations)

Set up as normal, with the following additions:

- 01.** Place the Zous Two Cart at the Garden Top Shop, even if not otherwise playing with carts.
- 02.** Place a deck of 6 randomly selected zous chef cards face-down beside the cart.
- 03.** Place the additional set of 4 and 5 tokens beside the cart.
- 04.** Include the additional set of 7 ingredient tokens and spice tokens in the ingredient bag.
- 05.** Include the additional set of rumor tokens (1 of each type, including wild) in the ingredient bag.
- 06.** Give each player an On Break card along with their other location cards. The On Break cards can be found in the base game.
- 07.** Each player starts with 4 soup tokens (instead of 1).

## GAMEPLAY DIFFERENCES:

### ZOUS TWO:

At the start of each round, as well as a Zous Chef being available at the Chef Academy, one will be available at the Garden Top Shop. Flip the top card of the Zous Chef deck, as you do at the Chef Academy, and place the associated token into the Zous Two cart.

Additionally, place a random 4 and a random 5 token in the Zous 2 cart each round.

Reminder! If the chef/tokens from the cart are not taken in a round, they do not move down to the Chef Academy, but instead are removed from the game.

### ON BREAK:

Each round, every player must play their On Break card to one of their 3 base chefs. This chef does not go out this round; players will have 1 fewer chef than they do in the 2-5 player game. If a player forgets to play their On Break card, the player to their left chooses which of their 3 base chefs stay home that round.

### SOUP:

At the start of Day 2, each player gains 3 soup. This is what your chef on break is doing, preparing soup. It's a living!

### CARTS:

If playing with Carts, keep the Zous Two cart on the Garden Top Shop, and add 2 other carts to the Desert Vendor and Water Market.

That's it! Everything else plays exactly the same as normal, including if other carts are included.

# Critter KITCHEN

## CREDITS

**Game Design:** Peter C. Hayward, Alex Cutler

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CRITTER KITCHEN ROUGH KICKSTRATER RULES

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