



ENGLISH

Age: 6 years and up
Players: 2 – 5

PRESENTATION

Are you ready to be the quickest in the kitchen? Find the ingredients for your dishes and be the winning chef!

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24 dish cards
150 ingredient tokens

AIM OF THE GAME

Be the first player to find and collect all the ingredients for your dish.

PREPARATION

Place all the ingredient tiles face up in the middle of the table within easy reach of all the players. Put the dish cards in a pile at the side, face-down.

HOW THE GAME WORKS

Food has three game modes to challenge and entertain all types of cooks.

1. DISHES TO THE TABLE

The youngest player is appointed the game master and deals a face down playing card to each player starting with himself. Then they say "3, 2, 1... GO!" to start the round. All the players turn their cards over and, all at the same time, search the centre of the table to find the ingredients they need to make their dish.

When a player finds one of the ingredients they need, they take it and put it next to their dish card. Once a player has collected all the ingredients they need to prepare their dish, they say the name of the dish followed by "ready!" (e.g., "Sushi, ready!").

If they have collected all the correct ingredients, they win their card and are appointed game master for the next round. All the players put their ingredients back in the centre of the table and receive a new dish card for the next round. If you make any mistakes with the ingredients, you are eliminated from that round and the others keep playing until someone finishes their dish.

The game continues in this way until one of the players completes 5 courses and wins the game.

2. ALL-YOU-CAN-EAT BUFFET

The game is played in the same way as "Dishes to the table" but when a player completes their dish, they immediately draw a new card and continue to search WITHOUT returning the ingredients they took to prepare the previous dish to the centre of the table.

When a player thinks that one of the ingredients needed to complete their dish is missing from the centre of the table they say "Stop!" and the game is stopped to check if this is the case. If one of the ingredients is actually missing, the dish being prepared is "finished" and the game ends. If the player has made a mistake, they must return one of their finished dishes and play continues.

The player who has finished the most cards wins.

3. A LA CARTE

Before starting to play, three piles of cards are made face down, one with all the starters, one with the main courses, and one with the desserts. The youngest player announces the start of the game by saying "3, 2, 1... GO!" and all the players draw a card for a starter and begin to look for their ingredients. When someone finishes their first course, they keep the card, return their ingredients to the centre of the table and pick up a second course card to play with. When they finish this one, they pick up a dessert, and after that they get another first course.

The game continues until a player completes a course and there are no cards left for the next course. The game is then over. Each player adds up one point for each dish they have prepared and one more for each 3-course meal they have managed to finish (starter, main course, and dessert).

The player who gets the most points is the winner. If there is a tie, the player whose dishes needed the most ingredients wins.

