

Critter KITCHEN

★★★

RULES OF PLAY



Welcome to BISTRO BAY!

Home of the Infinite Bowl of Soup

It's Restaurant Week in Bistro Bay!

Your kitchen of critters will cook up delicious dishes while also planning an epic 7-course meal to impress a celebrity critic!

You'll be sending your top chefs out into the city to gather ingredients, create amazing meals, and demonstrate that your restaurant is the best in town!

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8 Location Boards

16 Spice Tokens

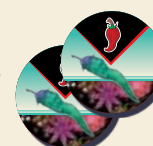


91 Ingredient Tokens

7 Challenge Cards



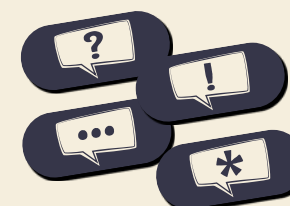
2 Allspice 7th-Round Tokens



72 Star Tokens (1s, 5s, 10s)



12 Rumor Tokens



28 Rumor Cards



1 Maître d' Card



12 Critic Cards



10 Restaurateur Cards





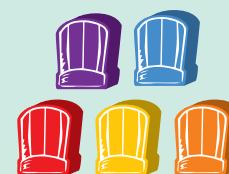
PLAYER COMPONENTS

5 Player Kitchen Boards

15 Chefs Figures (mice, lizards, and boars)



5 Chef Hats



5 Player Restaurant Shields



45 Location Cards



5 Critic Plates



15 Challenge Plates



1 Waterfront Board

1 Token Bag



1 Round Tracker



1 Hold Token



40 Soup Tokens



7 Bisque Tokens

12 Zous-chef Cards



12 Zous-chef Tokens



SOLO COMPONENTS



McDogald's Kitchen Board



12 Critic's Choice Cards



14 Manager Cards

30 McDogald's Chef Cards



SETUP

GAME SETUP

- 1 Maître d':** Nominate a player to be maître d' and give them the Maître d' Card. They will be responsible for guiding players through setup at the beginning of each round.
- 2 Token Bag:** Put all Ingredient, Spice, and Rumor Tokens (oblong shape) into the bag and shake it.
- 3 Waterfront:** Place the Waterfront Board in the middle of the table and follow these steps to set it up:
 - a** Place the Round Tracker on round 1 of the round track. Place the Hold Token on round 3. Place one of the Allspice 7th-Round Tokens on round 7.
 - b** Separately shuffle the Challenge, Critic, and Rumor Cards, and fill the slots along the top of the board from left to right in the following order. Return the remaining cards to the game box without looking at them.
 - c** 6 challenges (face down)
 - d** 1 critic (face up)
 - e** 3 rumors (face down)

First Game: If you haven't played before, we suggest using *The Mouse* as your critic, and removing all advanced rumors from the deck. Advanced rumors are marked by a waiter with an orange cloth.



- 4 Locations:** Follow these steps to set up the locations.
 - f** Find the 5 Location Boards with a number on the back. Return each board with a number higher than your player count to the game box (e.g. with 3 players, use locations 1-3). Lay the remaining boards out in a row in numbered order from left to right, then flip each of them face up.
 - g** Place the Soup Truck at the left end of the row. Pile the Soup Tokens on the truck in the indicated spot and place the Bisque Tokens next to the Soup Truck.
 - h** Place the Midnight Merchant and Chef Academy (in that order) on the right end of the row. Use the side marked "2" in a 2-player game, otherwise use the other side.
 - i** Shuffle the Zous-chef Cards and place them in a face-down deck on the Chef Academy. Gather all Zous-chef Tokens and place nearby.
- 5 Star Tokens:** Pile all Star Tokens to the side.

2-Player



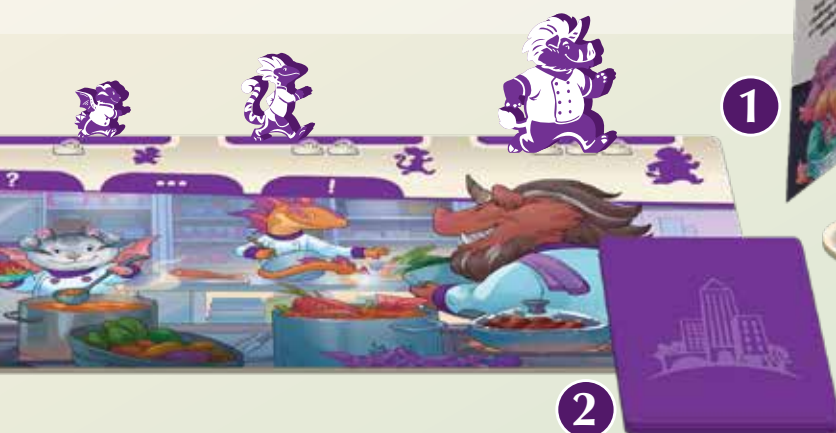
3-Player
(shown)





4-Player S G 1 2 3 4 M C

5-Player S G 1 2 3 4 5 M C



PLAYER SETUP

Each player takes the following steps to set up:

- Components:** Pick a color and take the Restaurant Shield, Kitchen Board, Chef Hat, and 3 Chef Figures (mouse, lizard, and boar) in your color. Set up your shield to create your hidden storage next to your Kitchen Board, so everyone can see your kitchen. Place your Kitchen Board with its score side face down and place your chefs on your kitchen.



- Location Cards:** Take the 9 Location Cards of your color. Create your hand by keeping the cards matching the locations used in the game and return the remaining cards (including the Break Time Card) to the box.

- Plates:** Place a Critic Plate and 3 Challenge Plates anywhere in your player area. These may be hidden behind your shield during play.

- Starting Soup:** Take 1 soup and hide it behind your shield.

- Chef Hats:** Mix your Chef Hat in with the other players' hats and line them up in a random order on the priority track of the Waterfront Board.

- * Restaurateurs (optional):** Deal each player 2 Restaurateur Cards. Players pick one and display it face up next to their kitchen and return the other to the box.



OVERVIEW

GOAL

To win the game, your restaurant needs to earn the most stars. You earn stars by presenting high-quality meals at the end of each day. You'll send your chefs out to Bistro Bay to collect fresh ingredients and other items that can help you prepare the best dishes.



CRITICS

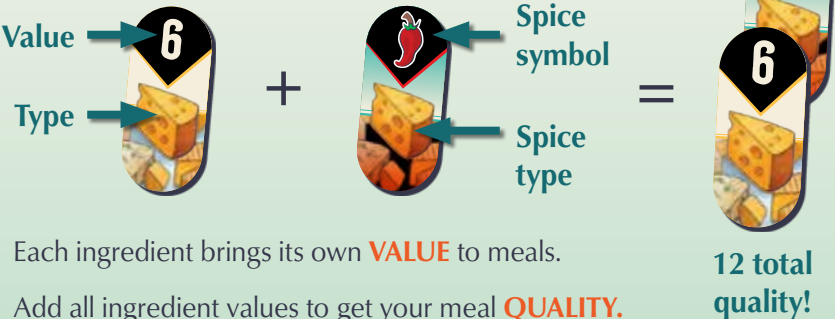
Each game a celebrity critic will visit the town, seeking a spectacular 7-course meal from every restaurant. Critics each bring a unique rule to the table.

Critic rules can affect:



INGREDIENTS, SPICES, VALUE, AND QUALITY

Prepare your meals using 7 different ingredient types. Add the spice matching your ingredient to double its value.



- Each ingredient brings its own **VALUE** to meals.
- Add all ingredient values to get your meal **QUALITY**.

LOCATIONS

Each location provides a fresh supply of ingredients, spices, soup, and rumors. You'll send your chefs to these locations each round using your Locations Cards.



RUMORS, SOUP, AND BISQUE

- Rumors give you a peek at hidden information; insight into how the critic meal will score.
- Soup and bisque are the perfect compliment to your challenge meals. Serve them to add to the quality of your challenge meals and/or substitute for an ingredient.



GAMEPLAY

The game takes place over 7 rounds, divided into 3 days. Each round has 5 steps:

STEP 1: START OF ROUND



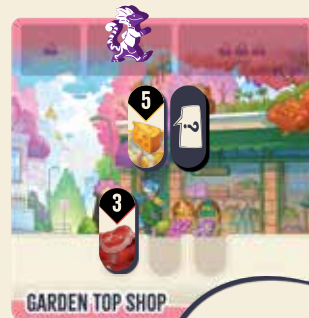
STEP 2: PLANNING



STEP 3: RUNNING



STEP 4: SHOPPING



STEP 5: END OF ROUND



STEP 1: START OF ROUND

At the start of each round, the various vendors of Bistro Bay must prepare for the day's clientele. The maître d' can guide everyone through this process by following the Maître d' Card.



1 Reveal a new challenge:

Flip the leftmost face-down Challenge Card on the Waterfront Board. If there is a Hold Token on the current space of the round track, place it on the card to cover the rightmost required ingredient.



7th Round Only: Do not reveal a new challenge.

2 Restock bisque:

If the bisque space on the Soup Truck is empty, place 1 bisque there from the supply.



3 Restock items:

Go through each location, skipping the Soup Truck, and fill each item space with a random item from the bag. Do not place any items on the Midnight Merchant or Chef Academy.



2 Players Only: Also fill the 2 item spaces on the Chef Academy from the bag.

4 Reveal a new zous-chef:

Reveal a new Zous-chef Card at the Chef Academy. Find the matching Zous-chef Token and place it on the location. Remove the previous round's zous-chef from the game if it wasn't picked.



7th Round Only: Instead of revealing a new zous-chef, take the Allspice 7th-Round Token from the round track and place it on the Chef Academy.



STEP 2: PLANNING

Once you’ve seen what Bistro Bay has to offer, it’s time to plan where to send your chefs this round. Each player simultaneously gives secret instructions to their chefs by placing Location Cards face down above their Kitchen Board.

You must place 1 Location Card face down in each of your 3 card slots to tell your chefs where to go. Each chef must go to a different location, since you only have 1 of each Location Card. Once all players have placed a card for each chef, you are ready to start the Running step.

STEP 3: RUNNING

Now it’s time to put your plans in motion! Each player flips all of their Location Cards face up, and immediately moves their chefs to the matching locations.

When you place a chef at a location, place them in one of the 3 queues at the top of the location—the one that shows their carrying capacity. Chefs of the same carrying capacity are placed in the same queue.. Zous-chefs are placed according to the carrying capacity shown on their Zous-chef Card.



Example:
After careful consideration (and hoping for a bit of luck) the yellow player has chosen Location Cards for their mouse, lizard and boar chefs.



Example:
The purple mouse, the yellow lizard and the blue boar all head to the Garden Top Shop and are placed in their corresponding queues.

CARRYING CAPACITY

Each chef has a carrying capacity of 1, 2, or 3, which will determine in what order they act and how many items they can pick.

The speedy mouse gets their single pick before the lizard or the slower boar can load up.

Example:
The purple mouse, yellow lizard and blue boar chefs all chose to visit the Garden Top Shop. The purple mouse chef picks first, taking only 1 item. The yellow lizard picks second, taking the remaining 2 items. There are no more items remaining for the boar to take.



ZOUS-CHEF INSTRUCTIONS

Each round, the academy presents one fresh zous-chef student for an internship. Pick them and you’ll gain an extra chef with a unique special ability for the following round. Each zous-chef works only for the next round, so make good use of their help!

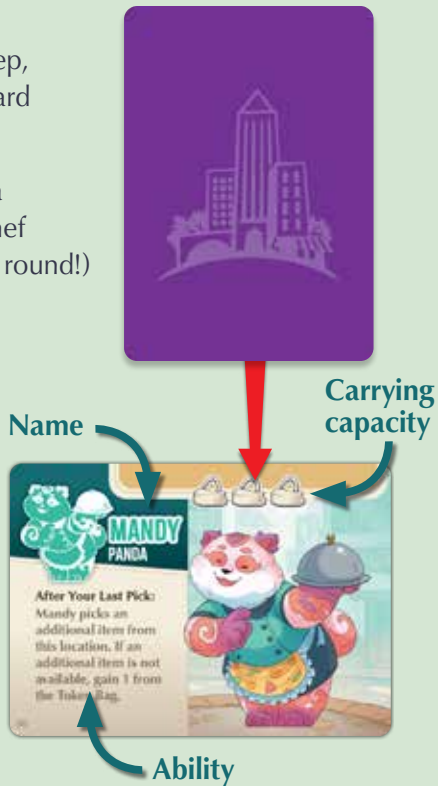
If you have a Zous-chef Card in the Planning step, you must place an extra face-down Location Card in the card slot of your Zous-chef Card.

You cannot choose to save your zous-chef for a future round. (If you forget to give your zous-chef instructions, they still go away at the end of the round!)

ZOUS-CHEF ABILITIES

Each zous-chef has a special ability that activates at a specific time in their location:

- **Start of Location:** before any player takes an item at this location
- **Before Your First Pick:** before you take your first item at this location
- **After Your Last Pick:** after taking all of your items at this location



STEP 4: SHOPPING

Once all players have finished placing their chefs, resolve each location one at a time, starting with the Soup Truck and going along the row, left to right.

RESOLVING A LOCATION

When a location is resolved, each chef there gets a chance to collect items in queue order. All chefs in the queue with a carrying capacity of 1 pick first, then the chefs in the queue with a carrying capacity of 2, and finally the chefs in the queue with a carrying capacity of 3.

- If there is only 1 chef in a queue, they get to pick all of their items at once, before any chefs in the next queue pick.
- If there are 2 or more chefs in the same queue, they alternate picking 1 item at a time in priority track order. Only once each of them has taken as much as they can carry can chefs in the next queue pick.

Example:

The blue mouse (1) arrives at the Desert Vendor quickly and has the first choice of items. They grab the wine and head back to their kitchen.

The red boar (2) is ahead of the yellow boar (3) on the priority track, and takes the rumor for its first pick. The yellow boar then gets to pick next and takes the mushroom. Since the red boar still has carrying capacity it would now get to pick again, but as there are no items left at this location both boars head back to their kitchens with a light load.



BREAKING TIES DURING SHOPPING

If multiple players have chefs in the same queue, they must use their current positions on the priority track to break the tie; with the rightmost Chef Hat indicating who goes first.

Once a tie is resolved, the tied chefs alternate taking 1 item a time in the established order, until they each have enough items (or the location runs out).

Check if the chef going first loses position on the priority track:

- If the tied chef is the first chef to pick an item from this location, they (and only they) must move their Chef Hat to the back of the priority track.
- Otherwise, no one moves their Chef Hat.

It is possible for a location with one or more ties to be fully resolved without anyone losing position (see example to the far right).

Example

The red (A) and yellow (B) mouse chefs are tied for first pick. The red chef picks first since it is in front of the yellow chef on the priority track.



Additionally, since this is the first pick, the red player moves its chef hat to the back of the priority track. After both mouse chefs have picked, filling their carrying capacity, the blue lizard gets to pick.

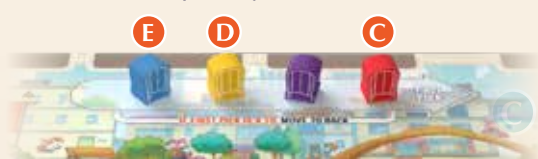


Example

The red mouse chef (C) is the only one at this location with their carrying capacity, so they pick first. The yellow (D) and blue (E) lizard chefs go next, with the yellow chef picking first since they are closer to the front of the priority track.



Since the yellow chef's pick wasn't the first pick at the location, no changes are made to the positions on the priority track.



STEP 4: SHOPPING (CONTINUED)

PICKING ITEMS

As you pick up various items, place them in these specific areas:

- Place ingredients, spices, soup, or bisque into storage behind your restaurant shield.



- Place rumors on the space on your kitchen board that matches their icon.



ITEMS

Collect a variety of items around town! Items include ingredients, spice, soup, and bisque—and even whispered rumors about what the celebrity chef most desires!

INGREDIENTS

Ingredients are the heart of your dishes, and quality is essential. There are 7 different types of ingredients (bread, carrot, cheese, fish, meat, mushroom and wine) you can collect, and you'll want all of them to impress the critic!

Each Ingredient Token has a value from 2-7, reflecting its quality (a 7-value is a premium product, while a 2-value is only technically food). Using higher-valued ingredients in a meal leads to more stars, but sometimes you have to make do with what you've got!



There are 13 tokens of each ingredient in the bag (2, 2, 2, 3, 3, 3, 4, 4, 5, 5, 6, 6, 7).

SPICES

Spices bring out the flavors of your dish. Spice doesn't count as an ingredient and can never be used in a meal on its own. However, if you pair it with a matching ingredient, it doubles that ingredient's value!

Each spice can only be paired with a single Ingredient Token, and it only doubles that ingredient. Most spices have to be paired with a matching ingredient (e.g. meat spice must go on meat). The exception is the legendary allspice, which can be paired with an ingredient of any type!



There are 2 copies of each spice in the bag, including allspice.

allspice

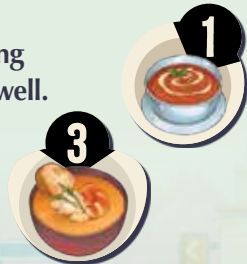
SOUP AND BISQUE

When all else fails, there's soup! The critic won't fall for soup served instead of a tasty carrot or meat, but soup can be used to substitute for any ingredient in a challenge meal.

Soup only has a value of 1, but any amount of soup can be added to boost the quality of a challenge, whether or not it is standing in for other ingredients. For example, you can use soup as value 1 wine (weird, but it works) AND you can add soup on top of required ingredients just to keep adding +1 to the quality per soup.

Bisque can also be taken from the Soup Truck. Bisque functions just like soup, except it has a value of 3. Players cannot exchange bisque for soup or soup for bisque.

All rules that refer to using soup apply to bisque as well.





- Place Zous-chef Card and matching Token beside your kitchen board.

Once your chef has collected as much as they can carry, return them to your kitchen. If the location runs out of items before your chef has finished picking, you must return the chef to your kitchen immediately, with whatever they took. If your chef returns without any items at all, you get a consolation soup (see below).

CONSOLATION SOUP

If one of your chefs returns to your kitchen with no items at all, either by choice or circumstance, you may take 1 soup. You only get 1 soup, regardless of the chef's carrying capacity. If they have collected even 1 other item, no soup for you!

Leaving Early: When it's your turn to pick an item, if you haven't collected anything yet, you can choose to return your chef early and take a consolation soup instead. Sometimes, 1 soup in the hand is worth more than a 2 bread in the shop!

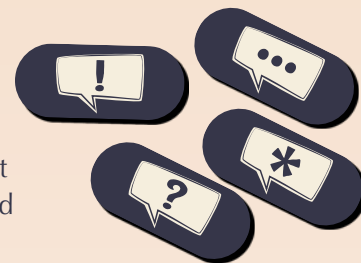


Example

The boar chef doesn't want the questionable 2-value bread or fish remaining at this location, and decides to take a single soup instead.

RUMORS

Gossip about the critic's unique tastes is flying around town, and if your chefs are in the right place at the right time, they might catch a snippet of all-important info! Each face-down Rumor Card lists an extra condition the critic will use to score your final meal at the end of the game. Rumors only apply to the critic meal at the end of round 7.



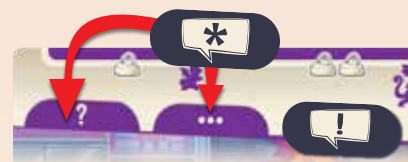
Your chefs can pick rumors from locations just like ingredients and spice. When you pick a rumor, you may immediately peek at the matching Rumor Card on the Waterfront Board. Place the rumor on the matching rumor space of your Kitchen Board, so everyone can see you know that rumor.

Once you know a rumor, you may peek at it again at any time for the rest of the game, if you forget what it is.



Only one rumor should be viewed at a time to avoid returning them to the wrong spot.

You may not collect the same rumor again—it doesn't exist for you. If there is a rumor you know in your location, you must leave it for the other players.



Wild Rumors: If you collect a wild rumor, you must immediately place it in your choice of any of your empty rumor spaces and treat it as that rumor. If you already know all 3 rumors, you may not take wild rumors.

Revealing Rumors: If every player knows the same rumor, flip the card face up. For the rest of the game, if that rumor is ever drawn from the bag, remove it from the game and draw again.



There are 3 copies of each Rumor Token in the bag, including wilds.

STEP 4: SHOPPING (CONTINUED)

CLEANING UP EACH LOCATION

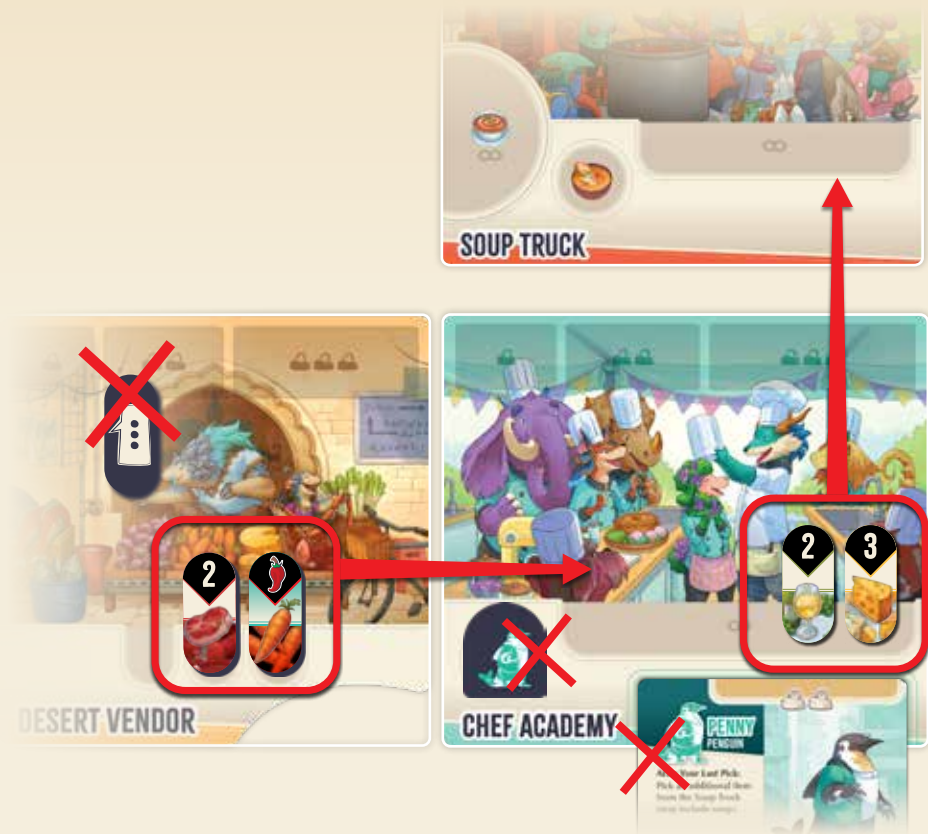
Good ingredients make great meals, and the rest get used for cooking class. When the last chef at a location, except for the Chef Academy, returns to their kitchen, follow these steps to clean up any leftover items there before resolving the next location:

- Collect all leftover ingredient and spices and move them to the Chef Academy.
- Remove leftover rumors from the game. Any hot leads on the critic's tastes are lost if no one is there to hear them.

Follow these steps even if no chef went to the location.



For Chef Academy: after the last chef returns to their kitchen, all leftover ingredients and spices are moved to the Soup Truck. If the zous-chef wasn't taken, return it to the box. Sorry, newbie—your time will come!



SPECIAL LOCATIONS

Special locations are resolved like other locations, but each has a unique twist.

SOUP TRUCK

Line up for Bistro Bay's Soup Truck! It has multiple items on offer for chefs to pick, but is best known for its never-ending bowls of soup. In addition to any leftovers from the previous round, and the endless soup, there is a single bisque (the best-valued soup) available each round.

The supply of 1-value soup is unlimited, so the Soup Truck can never run out of items, and chefs can pick soup multiple times.

Example

The yellow lizard chef picks the delicious bisque as well as a mushroom ingredient that had previously moved to the Soup Truck.



The purple bear chef fills their carrying capacity with three soup.

MIDNIGHT MERCHANT

The Midnight Merchant traffics in ingredients and rumors just like other vendors, but you won't know what's on offer until you shop!

Don't add items to this location at the start of the round. When you reach this location, begin by drawing items from the bag to fill each of its spaces, even if no chefs came here. Chefs then pick items in queue order, as normal.



Sending a chef to the Midnight Merchant is a gamble. You don't know what'll show up until it's time to pick!

The Soup Truck can be a good spot to send your bigger chefs, since it's the only location with unlimited items. Although soup isn't very high quality, it can be useful for completing challenges, since it lets you ignore required ingredients.

STEP 5: END OF ROUND

After the Chef Academy is resolved, follow these steps to end the round:

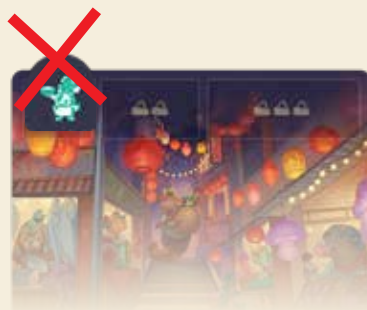
- 1 Take back Location Cards:**
Each player returns all Location Cards to their hand.



- 3 Prepare meals:**
For rounds 3 and 6 (end of days 1 and 2) you will serve up challenges! (see **Challenge Meals**, pg. 14).
For round 7 (the last day), the critic is here, so every restaurant will prepare the final plate (see **Critic Meal** pg. 16).



- 2 Zous-chef leaves:**
For any zous-chefs that were used this round, remove the Zous-chef Card and Token from the game.



- 4 Advance Round Tracker:**
Move the token 1 space on the round track.



Example

The red mouse chef and blue boar chef anxiously wait to see what items are revealed at the Midnight Merchant.



The reward is worth the risk today—the mouse picks first and takes a great item but the boar is content with options.

CHEF ACADEMY

The world-renowned Bistro Bay Chef Academy is where critters become culinary heavy hitters. It offers a zous-chef, as well as a second chance at the round's leftovers before they go to the Soup Truck.

It's an adventure—you can't know all the items that will be there when you are Planning.

The zous-chef counts as 1 item. If you take it, place the Zous-chef Card beside your kitchen and place the matching Zous-chef Token on it. You must use them as an extra chef next round. In the final round, the Chef Academy offers a special Allspice 7th-Round Token instead of a zous-chef (an end-of-class parting gift since there's no next round).



Having an extra chef for the next round is always valuable! As for leftovers, most high-quality items will usually get picked up before they make it to the Chef Academy — but if any locations aren't visited by chefs this round, there could be good pickings.



Example

The red mouse picks first and sees the potential of the zous-chef Ming, adding them to their kitchen. The purple mouse, sorry to have missed the opportunity for some help in the kitchen, settles for the 5-value fish ingredient that was moved to the Chef Academy from another location.

CHALLENGE MEALS

It's time to demonstrate your culinary chops to Bistro Bay by serving your top tastes for the restaurant week challenge meals. During challenge scoring at the end of days 1 and 2 (after rounds 3 and 6 respectively), each player may present up to 3 meals to score the challenges revealed over the last 3 rounds. All players may attempt all challenges and do not influence or compete with each other.

After challenges, any player who is above the current refrigeration limit in their storage must choose what they want to keep for the next round.

When the Round Tracker moves onto a challenge meal space, follow these steps:

- 1 **PREPARE CHALLENGE MEALS**
- 2 **PRESENT MEALS**
- 3 **CLEAN UP**
- 4 **REFRIGERATE**



1 PREPARE CHALLENGE MEALS

You may prepare 1 meal for each of the 3 face-up challenges, using your kitchen's 3 challenge plates. All players prepare these meals simultaneously, publicly or hidden behind their shields per their preference, and present once everyone is ready.



Each meal you opt to present for a challenge must have at least 1 ingredient matching each requirement on the card. If you don't have a required ingredient or don't want to use one, you may substitute 1 soup for it. You may substitute soup for multiple different ingredients, but you can't prepare a meal that is all soup—you must have at least 1 required ingredient. A fancy name won't fool the customers if all they get is soup!

As long as the above requirement is met, you can include any number of items of each required ingredient in your meal, as well as any number of soup. Pile on the meat for that Savory Stack Challenge, and throw in a bowl (or 2) of soup to fill out that plate!

2 PRESENT MEALS

Once all players have finished preparing their challenge meals, they simultaneously reveal their plates, presenting each meal in turn and collecting stars.

3 CLEAN UP

After scoring, return all spent soup and bisque to their supplies. Ingredients and spice served in challenges are returned to the Token Bag, and players take back their challenge plates.

If this is the end of day 1, place the Hold Token on the round 6 space of the Waterfront Board.

Nathan prepares a meal to satisfy the Ultimate Melt Challenge using...

a spiced 2-value bread, a spiced 7-value fish, and bisque to both boost the quality and satisfy the requirement of the missing cheese.

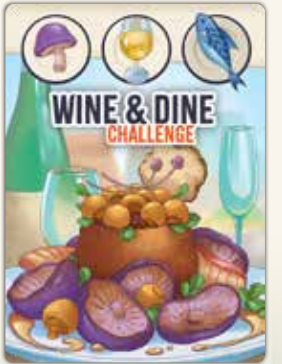


$$(2 \times 2) + (2 \times 7) + 3 = 21$$



The quality of this meal is 21 and earns Nathan 4 stars.

Nathan didn't have sufficient ingredients to prepare a meal for the Wine & Dine Challenge (or wanted to save them for the critic).



For the Tasty Tapas Challenge, Nathan prepares a meal with...

a 6-value carrot, a 2-value carrot, a 3-value mushroom, and a soup. The soup boosted the quality of the meal to meet the 2-star threshold, but was not needed to replace a required ingredient.



$$6 + 2 + 3 + 1 = 12$$



The quality of this meal is 12 and earns Nathan 2 stars.

4 REFRIGERATE

After clean up, check that the number of leftover ingredients and spices in your storage is below the refrigeration limit.

At the end of day 1 your small fridge can only hold 5 items. By day 2 your walk-in fridge is ready for business, so you can keep 10 items as you head into round 7. These limits are shown on the Waterfront Board. Any excess tokens are returned to the Token Bag.

Only ingredients and spices count towards your limit. Soup does not need to be refrigerated, and you may keep any number of soup without affecting how many other items you keep. Rumors never count towards your refrigeration limit.



Example

At the end of day 1 it's time to pare down the ingredients and spices to what can fit in the fridge.



Jack can't keep it all! He loves cheese (and the critic values it too), so he will keep these 2 ingredients, and 3 other valuable items. Jack returns the remaining meat, carrot, and fish ingredients back to the Token Bag.



Soup is kept simmering in the kitchen overnight, so while the amount you have is still hidden, it doesn't count against the limit in your fridge.

STAR TOKENS

Every restaurant wants stars and great ratings, and in Critter Kitchen stars are how you win the game. All stars you've collected should be displayed publicly—after all, they signify your restaurant's hard-earned reputation! You may exchange Star Tokens of different denominations with the supply at any time.

Quality of challenge meal	Stars gained for each challenge meal
0-5	Not good enough to present!
6-11	Gain ★
12-20	Gain ★★
21+	Gain ★★★



You must reach a quality of at least 6 to present your meal and earn any stars!

ADDING SPICE

Remember that you can pair spices with matching ingredients to double their value, increasing your meal's quality. Each spice only doubles the value of the single ingredient it is paired with, and each ingredient may only be doubled by a single spice.



Example

Adding a meat spice to this 6-value meal doubles the value it adds to a meal's quality.



HOLD THE GRAVY

For the last dish each day you'll need to get creative. The last challenge revealed before challenge scoring gets a Hold Token, which covers the rightmost requirement. Fewer required ingredients, but you might need more of them. The stars awarded are the same as the other challenge meals.

CRITIC MEAL

The celebrity critic will arrive at any moment—time to dazzle them with your culinary skills. At the end of the 7th round, each player must present and score their final critic meal. Afterwards, the game ends immediately, and whoever has the most total stars wins!

For final scoring follow these steps:

- 1

PREPARE THE CRITIC MEAL
- 2

MOST SOUP
- 3

ALL 7 COURSES
- 4

BEST OF EACH COURSE
- 5

SCORE RUMORS
- 6

BONUS SCORE
- 7

FINAL SCORE



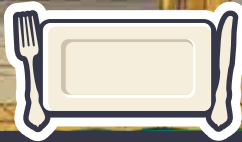
CRITIC CARD SPECIAL RULES

The Critic Card may change certain rules about how many or what type of items you can add to each course. Keep that in mind when collecting ingredients and preparing your meal!



FRIENDLY TIES

All ties when scoring stars are friendly ties. If 2 or more players tie, all are awarded full stars.



PREPARE THE CRITIC MEAL

1

1

PREPARE THE CRITIC MEAL

The critic is visiting every restaurant in one night! They will take a single bite of each course, so serve your best! For each course, you may choose a single ingredient and may add a single spice to it, placing it on the appropriate section of your Critic Plate. You can never serve a spice alone, and you may not substitute soup for any ingredients. The critic is not interested in your broth, consomme or chowder!



The courses must be presented to the critic in the order indicated on the Critic Plate.

Once everyone has prepared their meal, each player simultaneously presents their Critic Plate.

Example



Henry uses the best ingredient in his storage for each course. Fish spice has been added to the fish course, and the allspice has been used on the mushroom course where its doubling will have the greatest effect.

2

MOST SOUP

The player with the highest total value in soup and bisque is awarded 1 star.





3 ALL 7 COURSES

Each player who has at least 1 ingredient for 7 courses earns 1 star. Congratulations on serving a 7-course meal!

4 BEST OF EACH COURSE

Go through each of the 7 courses. For each course, the player who has the highest quality earns 1 star.

Example

In a 2-player game, Alex and Peter compare their meals for the critic, who allows one course in each meal to contain up to 4 ingredients of its type.



Alex earned stars for the bread, carrot, fish and mushroom courses. Alex chose a big bread course for the cow. Those extra rolls and pretzels helped earn the best-of star since they both had a tie for top ingredient.

Peter took stars for the cheese and wine courses. This cow really likes wine as it turns out!

Because both players tied for the meat course, they each earned a star for that course.

5 SCORE RUMORS

Reveal all face-down rumors. Rumors that award stars are resolved immediately. Remember, friendly ties reward all tied players. The “Fanatic” rumors (with red tops) modify the scoring of courses and are resolved later during Final Scoring. Clarifications on how specific rumors work can be found at the end of the rulebook.



Example

- A** Nicole evaluates her prepared critic meal for each rumor. She earns 3 stars for Tender since her 3-value bread and 7-value wine add up to the required 10.
- B** Nicole earns an additional 5 stars for Nocturnal since for each course she served the ingredient value is equal or higher than the one before it.
- C** Finally, she would earn 2 stars for Spice Lover if no other player served 3 or more spices in their critic meal.

CRITIC MEAL (CONTINUED)

6 BONUS SCORE

If any cards (critic, restaurateurs, etc.) feature this Bonus Scoring symbol, gain the amount of stars shown on those cards now.



7 FINAL SCORE

Each player flips their Kitchen Board over to the scoring side. Using your mouse chef as a marker, count up the quality of each course starting with the leftmost ingredient and continuing right. Remember to include the effects of spice, any critics, and fanatic rumors.

If your mouse passes the 70 space, collect 10 stars and continue back at the top of the scoring track.

Take the number of stars corresponding to your final row position on the scoring track.



WINNING

Once everyone has finished scoring their critic meal, the player with the most stars wins!

If there's a tie, the player who progressed the furthest on their score track wins. If there's still a tie, whoever is ahead on the priority track wins.

Congratulations!

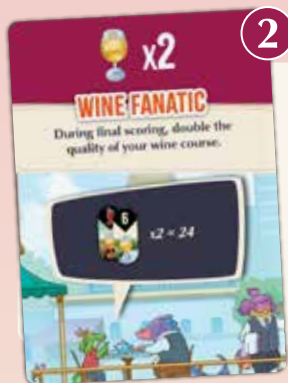
You've proven yourself to have the finest restaurant in Bistro Bay. You'll have lines out the door, and critters of all shapes and sizes will tell stories of your fine dining for years to come.



Example



Kristin scores her critic meal, remembering that the Tree Shrew allows her to multiply ingredient values by 3 for each spice.



Also, Kristin doubles the quality of the wine course because of the Wine Fanatic rumor. She didn't even know this rumor, but scores all rumors regardless!



The resulting quality of 76 means Kristin passes the 70 space on the score track and collects 10 stars, returning to the top of the track and ending up on the 6 space for an additional 1 star.



RESTAURATEURS (OPTIONAL)

You are the executive chef, known for the special touch you add to every meal.

Restaurateurs provide each player with a special ability they may utilize in the game.

SETUP

Restaurateurs: After the game is set up and ready to play, deal each player 2 Restaurateur Cards. Players pick one and display it face up next to their kitchen and return the other to the game box.

BONUS SCORING

At the end of the game, score the stars at the top of your Restaurateur Card. Clarifications on how specific restaurateurs work can be found at the end of the rulebook.

Bonus Scoring icon

Name

Ability



SOLO MODE

McDogald's, a fast-food chain restaurant, has come to Bistro Bay and is aiming to steal all your customers! They've even nabbed some familiar chefs to work behind the counter. You'll need to grab great ingredients, make fantastic meals, and impress the celebrity critic if you want to get more stars and come out on top!

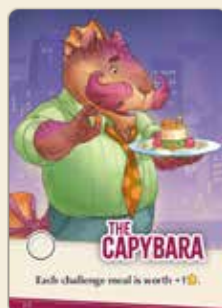
SETUP

GAME SETUP

Follow the normal Game Setup as if for a 2-player game. In addition, find the appropriate Critic's Choice Card for the critic you revealed and place it beside the critic.

Give McDogald's the amount of stars showing next to the critic, then flip to the ingredients side.

Critic Card



Critic's Choice Card

PLAYER SETUP

Use the normal setup for yourself, however you can leave the Location Cards and Restaurant Shield in the game box as they will not be needed.

Follow these additional steps for McDogald's:

- 1 Place the McDogald's Kitchen Board within easy reach, kitchen side face-up. Place 3 Chef Figures and the Critic Plate of an unused player color on the McDogald's Kitchen Board.
- 2 Separately shuffle the Manager, Mouse, Lizard and Boar Decks and put them face down in that order within easy reach.
- 3 Place a Chef Hat matching the McDogald's chef color at the front of the priority track.



FIRST PICK

MOVE TO BACK

Critic Plate goes here



McDogald's Manager Deck



McDogald's Mouse Deck



McDogald's Lizard Deck



McDogald's Boar Deck

McDogald's Zous-chef Card area

OVERVIEW

GOAL

To win, your restaurant needs to earn more stars than McDogald's. While you follow the same steps as in the multiplayer game, McDogald's plays by their own rules.

GAMEPLAY

Follow the same steps as in the multiplayer game, with the following differences:

STEP 2: PLANNING

Each round, place your chefs directly on their locations (instead of using Location Cards).

STEP 3: RUNNING

Send the McDogald's chefs to their locations as follows:

- 1 Reveal the top card of the Manager Deck and follow its instructions.
- 2 If McDogald's mouse chef is still in their kitchen, reveal the top card of the mouse deck and follow its instructions.
- 3 If McDogald's lizard chef is still in their kitchen, reveal the top card of the lizard deck and follow its instructions.
- 4 If McDogald's boar chef is still in their kitchen, reveal the top card of the boar deck and follow its instructions.
- 5 If McDogald's has a zous-chef this round and it is still in their kitchen, reveal the top card of the deck matching its carrying capacity and follow its instructions.



Example

The McDogald's mouse is sent to the location with a 7-value ingredient, which both the Garden Top Shop and the Desert Vendor offer. The arrow at the bottom of the card directs the mouse to give preference to locations starting at the Chef Academy and proceeding to the left, so it runs to the Desert Vendor.



Example

The McDogald's boar is sent to the location with the highest sum of ingredients, the Desert Vendor, but that location is already occupied by the McDogald's mouse. Instead, the boar runs to the location with the next highest sum that is unoccupied by a McDogald's chef, the Garden Top Shop.

MCDOGALD'S PLACEMENT

If a card sends a chef to a location that is already occupied by another McDogald's chef (or McDogald's-controlled zous-chef), ignore that location and proceed to the next location that satisfies the conditions of the card and does not have a McDogald's chef.

If there are multiple or no locations that would equally meet the requirements of a card, use the location arrow on the bottom of the card to determine which location to use. The arrows indicate the order of locations to consider, starting at either the Soup Truck or the Chef Academy and proceeding to the right or left, respectively. Then, follow the McDogald's placement rule.

STEP 4: SHOPPING

Resolve each location left to right, as in the multiplayer game. For each McDogald's chef (including any McDogald's-controlled zous-chefs), consult the row of the Critic's Choice Card relating to the current day (1, 2, or 3). Pick the available item that satisfies the condition furthest to the left in that row.

If there is a tie between multiple ingredients, use the list at the bottom of the Critic's Choice Card and pick the tied ingredient that appears furthest to the left.



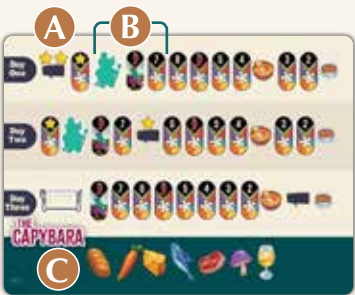
McDogald's ignores critic rule changes when selecting items for its critic plate.

STEP 5: END OF ROUND

In addition to the usual steps, discard any drawn Manager, Mouse, Lizard and Boar Cards.

Example

The McDogald's lizard is alone at the Desert Vendor on day one and is picking their items.



A The Critic's Choice Card directs that on day one the first thing the lizard should pick is the rumor.

For its second pick, since there are no more rumors at this location, the lizard continues to the right on the row looking for the next match.

B Neither of the ingredients is a requirement for a challenge meal, nor are there any zous-chefs, spices or 7-value ingredients available.

C Both the carrot and bread ingredients have a value of 6, so the list at the bottom of the card is used to determine that the lizard should pick the bread, since it appears earlier.

INGREDIENTS AND SPICE

McDogald's places the highest-valued ingredient of each type on the matching ingredient section of its Critic Plate, keeping lower-valued ingredients to the side. If an ingredient is collected that's higher than the current ingredient of the same type on the Critic Plate, replace the lower-valued ingredient with the new one, moving it to the side. Collected spice is added to the matching ingredient section if not already spiced.

Allspice

Allspice is kept separate and applied during preparation of the critic meal.



Challenge Ingredient

Challenge ingredients are ingredients visible on Challenge Cards. When McDogald's picks an ingredient or spice (not allspice) that matches a challenge ingredient, place a star above the first instance of that ingredient on a Challenge Card that doesn't yet have a star. Each ingredient on the card can have at most one star above it, but multiple instances of that ingredient can each have stars.



Example
Challenge
Ingredients

Critic Plate Item



When McDogald's picks an item matching this icon, pick the ingredient or spice that most improves the quality of McDogald's critic meal.

SOUP

McDogald's returns all soup and bisque to the supply. No soup for you at McDogald's!



RUMORS

McDogald's immediately gains stars for each rumor they take, depending on which day it is:



Day One	★ ★	Day Two	★	Day Three	None
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Store the rumors on the McDogald's Kitchen Board, placing wild rumors in the leftmost empty space. They cannot take a second rumor of the same type. McDogald's does not interact with the Rumor Cards when picking Rumor Tokens.

ZOUS-CHEFS

Any zous-chefs picked by McDogald's are used in the next round, just as a regular player would. Place the Zous-chef Card and Token to the right of the Boar Cards for the next round. Remember to trigger their abilities for McDogald's as applicable.



CHALLENGE MEALS

McDogald's collects any stars it placed above the Challenge Cards. They do not serve meals (happy or otherwise).

REFRIGERATION

McDogald's does not need to discard items due to refrigeration limits. If there's one thing McDogald's has plenty of, it's fridge space—there are tater tots in there from before you were born.

CRITIC MEAL

PREPARING THE CRITIC MEAL

McDogald's critic plate should contain the highest-valued ingredient of each type from those it picked, along with a matching spice if available. If McDogald's has any allspice, it is applied to the highest-valued unspiced ingredient, breaking ties using the list at the bottom of the Critic's Choice card.



McDogald's ignores any critic rule changes when preparing the critic meal.

MOST SOUP

Draw 1 item from the Token Bag. The value of this item (zero if spice, allspice or a rumor) is considered to be the value of soup McDogald's has. Compare that value with your value of soup to determine the winner of Most Soup.

ALL 7 COURSES

McDogald's also scores a star if it served all 7 courses.

BEST OF EACH COURSE

Award stars to McDogald's if it has the highest quality for a course (ties are friendly, as usual).

Henry earns a star for the **bread course** since the Kangaroo flips the value of his bread token from 6 to 9.



For the **carrot course**, Henry again earns the star since his 7-value carrot is higher than McDogald's 6-value carrot, and McDogald's ignores the Kangaroo's ability.

SCORE RUMORS

McDogald's gains stars as follows for the 3 rumors, whether or not they picked the matching rumor token.

For an easy guide to McDogald's rumor stars, check for dots in the bottom right of each rumor card. Each dot is a star.



Stars	Rumors
None	Bread Fanatic, Carrot Fanatic, Cheese Fanatic, Extremely Pampered, Fish Fanatic, Hibernator, Meat Fanatic, Mushroom Fanatic, Psychedelic Flavor, Spice Lover, Tender, Wine Fanatic
★	Big Cheese, Big Dipper, Odd Tastes, Simple Palate, Subtle Flavors, Super Chatty, To Go, Wine Cellar
★★	Mercurial, Nocturnal, Picky, Shortsighted, Sommelier, Unsophisticated, Varied Leftovers, Varied Servings

FINAL SCORING

McDogald's calculates the quality of their critic meal.



McDogald's does not apply any critic rules to the final scoring; however, any Fanatic rumors in play are applied to the relevant courses.

WINNING

If you have more stars than McDogald's, congratulations! You have defeated the corporation that moved in and tried to lower Bistro Bay's food standards. To celebrate, why not go get a burger?

If not, the town is ruined and it's all your fault! To commiserate, go get a burger. If you can't beat 'em...



CLARIFICATIONS

The following sections provide clarifications on specific critics, rumors, zous-chefs, and restaurateurs. These clarifications do not cover all cards and concepts.

CRITICS

CRITIC	CLARIFICATION
The Capybara	You must serve a challenge to get a bonus star for that challenge with this critic.
The Cow	You may spice each of these ingredients.
The Fruit Bat	A paired wine’s value adds to the quality of that course.
The Jerboa	Remove the Rumor Tokens from your kitchen and use them as an allspice. These still count as rumors you know.
The Kangaroo	Only ingredients with a printed value of 6 are treated as 9’s. For example, a spiced 3 has quality of 6 but is not affected further by the Kangaroo. A 6-value token becomes a 9, and if spiced, now has a quality of 18.
The Mouse	You may spice each cheese ingredient.
The Rabbit	This critic text may have a stacking effect. For example, if a spiced 5-value carrot is served to Rabbit while the Carrot Fanatic Rumor is in play, that carrot has a total quality of 20.

ZOUS-CHEFS

If a special ability lets you gain an item from the Token Bag, and you draw a rumor you already know, draw another item and return the rumor to the bag.

General note: If an ability would cause two or more zous-chefs to take or be given items at the same time, carrying capacity determines order among them. If still the same, priority track order determines order.

ZOUS-CHEF	CLARIFICATION
Carol	If Carol tied this round and moved to the back, she will gain a star.
Newton	When playing a solo game, McDogald’s doesn’t take the soup Newton provides.
Otto	Otto’s ability rewards each player with a 2 carrying capacity chef at this location.
Penny	Penny does not need to be at the Soup Truck location to use this ability.

CLARIFICATIONS continued on back



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PROTOTYPES: Print and Play, Longpack

SPECIAL THANKS: Backerkit, Banzinator, Before You Play, Board Game Co, Board Game Garden, Board Game Tutorials, Cardboard Alchemy Discord, Casual Game Revolution, Cozy Board Games, Dani Standring, Daniel Tosco, Dice Tower Summer Spectacular, Ezeekat, First Play LA, Game Trayz (Deluxe Edition), Grant Lyon, Hungry Gamer, Kickstarter, Kim-Joy, Lucky Duck Games, Mark Streed, Not Bored Gaming, Oniro, Paper Fort Games, Play the Game, Rahdo Runs Through, Rich Malena, Tantrum House, The Full 42, Thinker Themer, Tim Chuon

CLARIFICATIONS (CONTINUED)

RUMORS

General note: Rumors never affect challenges, only critic meals.

RUMOR	CLARIFICATION
Bread Fanatic	Fanatic rumors only affect final scoring.
Carrot Fanatic	If a critic card allows you to add multiple ingredients to a course, these rumors double all of them.
Cheese Fanatic	
Fish Fanatic	The total quality of the course (after spice) is doubled.
Meat Fanatic	
Mushroom Fanatic	
Wine Fanatic	
Extremely Pampered	At least one individual ingredient in each course must have a printed value of 5 or more.
Hibernator	If you did not serve a wine course, consider the rightmost course you did serve (i.e. mushroom, followed by meat, etc.). Hibernator does not take Fanatic Rumors into account.
Mercurial	For example, if your highest served ingredient has a value of 7, and your lowest is has a value of 3, gain 4 stars.
Odd Tastes	When in play with the Kangaroo, 6-value ingredients are 9-value ingredients, and are considered odd.
Psychedelic Flavor	Psychedelic Flavor does not take Fanatic Rumors into account.
Super Chatty	Super Chatty only counts Rumor Tokens, not extra Rumor Cards seen for any other reason. Rumor Tokens served to the Jerboa still give you a star.

RESTAURATEURS

Players gain the stars at the top of their Restaurateur Card during the bonus score step of the critic meal.



RESTAURATEUR	CLARIFICATION
Anthony Boardain	You may choose to leave early (per Consolation Soup , pg. 11) to use this ability.
Goat’N Ramsey	When playing with the Rabbit, 2-value carrot ingredients are worth +2 before the critic text doubles their value.
Graham Elephant	You may gain multiple bonus ★ in a round this way.
Herón Sanchez	You may do this for multiple ingredient types and in multiple meals. For example, this Tasty Tapas Challenge Meal has a quality of 23 (7 bread x2, 4 carrot x2 plus 1 for the soup).
Jamie Owliver	No other player may peek at your additional Rumor Card. This Rumor Card does not affect the Super Chatty rumor.

