



Rules

Content



1 stove

(consisting of: 1 plate, 4 pedestals, 1 adjusting knob, and a plastic rivet in two parts)



1 pan



1 condiment dispenser

with lid, for the condiment assortment

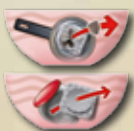


20 condiments in 4 colors

(5 x lemon, 5 x pepper, 5 x paprika, 5 x herbs)



5 even weirder salt dishes



6 coffee cups for the coffee breaks



1 delicious Crêpe



1 tray for finished dishes



3 star tokens



16 menu cards

Set Up

Gently punch all components out of the punchboard. The stove is constructed according to the illustration on the right. After all, the new fifth player must have his or her own Schmiel 2010, too! The plastic rivet halves for the adjusting knob are inserted from both sides (you may want to use pliers to get a firm connection of the rivet halves). Turn the knob several times until it moves smoothly.



Introduction

This expansion for A LA CARTE contains all components for a fifth player: 1 stove, 1 pan, 1 tray for finished dishes, and 1 Crêpe. This expansion is not playable without the base game.

If playing with the expansion, the original rules of the base game apply. However, there are some new elements which are explained below. Players will decide if they want to use any or all of the new elements for A LA CARTE. All elements can be combined with the base game.

Menu Cards



Menu cards are challenges which generate additional victory points if a player is able to cook all the dishes required on the card.

Before the game all menu cards are shuffled thoroughly. Each player is

dealt 3 menu cards. Each player then secretly chooses one of the cards, places it face down adjacent to his or her stove and discards the other two face down. The unused and discarded cards are put back into the box. If a player successfully fulfills all challenges from his or her card, the card is turned face up. At the end of the game the player will receive the victory points printed on this card.

If a player did not fulfill all challenges from his or her menu card before the end of the game, he or she will not earn any victory points from this card.

Special note: Four menu cards call for a star token. This means that a player must have at least one star in order to create this dish. However, the star token does not need to be earned with any specific dish.

New Coffee Cups

All 6 coffee cups in this expansion are added to the coffee cups in the base game and shuffled face down. Then, each player randomly draws one cup and places it face up in front of his or her stove. There are 2 new types of coffee cups which are explained below:



Trash can: Instead of choosing a new dish from the table, the player may “recycle” an already spoilt dish. He or she puts a dish which had previously been thrown in the trash can into his or her pan.



Flavor Neutralizer: The player may remove any one condiment (even salt) from his or her pan. This is also allowed if the dish already was spoilt. Removing this one condiment can make the dish “edible” again or even make it “perfectly cooked” in order to earn a star token.

Briny Dishes



These dessert dishes offer new challenges for the chefs. They are cooked as usual, but they call for the condiment “salt.”

These dishes can be much more difficult to complete than they seem!

Assorted Condiments



Twenty condiments (5 condiments of each color) are poured into the new dispenser to create the assorted condiments dispenser. **Note: There is NO salt in the assorted condiments.** The active player may choose to use the assorted condiments dispenser instead of the other dispensers. If this dispenser is empty, it is refilled with all available condiments – up to a maximum of 5 condiments per color (but without any salt!).

End of the Game

The game ends just like in the base game. A game is over:

- if a player is unable to place a dish in his or her pan because no more dishes are available
- if a player has finished 5 dishes
- if a player has collected 3 stars

The player with the most victory points at the end of the game is the winner.

Remember that both finished dishes AND completed menu cards are worth victory points.

Components for Fifth Player

All components not yet mentioned in these rules (stove, pan, tray for finished dishes, Crêpe, stars) are used only if the game is played with five players. The conditions for winning the game are the same with five players.

Kitchen Staff

Designer: Karl-Heinz Schmiel

Illustration and Graphic Design: Christof Tisch

Cover Art: Jochen Eeuwijk

Editing and Layout: Heiko Eller

Translation: Michael Kröhnert

English Version: Sally Hoper

With collaboration of: Harald Bilz, Oliver Erhardt

Special thanks to: Trieb family, Spielkreis Spielmilben, the kids of Kinderhaus Harthof, all participants of “Gathering of Friends”, the attendees of Heidelberger Spieleverlag’s Burgevent at Castle Stahleck

Distribution in the US: Fantasy Flight Publishing, Inc., 1975 West County Road B2, Suite 1, Roseville, Minnesota, 55113, USA. www.fantasyflightgames.com