



# Key Ingredients

What you need to whip up a feast:

- A 30-second timer
- This Menu
- Notepaper or Order Worksheet.
- Pencil or 4 Different Crayons
- Multiple 6-sided dice
- Plate tokens

We recommend 3 dice per player, including the Head Chef!

Plate Tokens should be served double-sided. A game serving is a plate each, plus one more.



## Your Chefs For Today

Create your Cook. Give them a name, pronouns, and a favorite dish. Feel free to use these classes, or create your own. No stat should be above 3.

### Souschef

Cook 3, Carry 1, Clean 2

### Line Cook

Cook 3, Carry 2, Clean 1

### Improbable Animal Chef

Cook 2, Carry 3, Clean 1

### Busboy

Cook 1, Carry 3, Clean 2

### Kitchen Intern

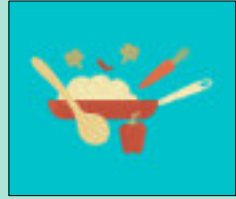
Cook 1, Carry 2, Clean 3

### Ship's Cook

Cook 2, Carry 1, Clean 3

# Stats

**Cook** - Used to sear, fry, sautee, or any other action that makes raw food into cooked food.



**Clean** - Used to prep ingredients, clean dirty dishes, put out kitchen fires, and anything else that makes cooking easier.



**Carry** - Used to bring ingredients to prep stations, serve food onto plates, chase critters, and anything other action that requires movement.



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## What Stats Do

Each stat has a value of 1 to 3. This represents the number of dice you can roll each time you make that action. If you have a 2 in this stat, you always roll 2 dice.

The stat also tracks the number of Action Points you have for each round. So, a Carry stat of 2 means you have 2 Carry Actions. You can also spend 1 AP to Throw or Catch something.

## How To Roll

When you roll, roll your dice pool for that stat, and take the highest result:

- A result of 1 or 2 is a failure and incurs a consequence.
- A result of 3 or 4 is a partial success, you succeed with a complication.
- 5 or 6 is a complete success.

# A Peek Into the Kitchens

Assume that the Kitchens have all of the storage, prep, and cooking equipment required to produce the meals on the menu. Ingredients will be stored in individual bins in a fridge or cabinets.

The Kitchen is large enough that people can move freely without bumping into each other. It's small enough that cooks can cross it within a round of game time. A Cook who is Carrying items to multiple stations can deliver their ingredients within the time required.

Due to an international ceramics shortage, each Kitchen has 1 plate for each cook, and 1 extra. Plates can't be broken, but it takes customers about 1 Round to eat their meal.

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## Preparing the Menu

Roll on 1d6 on the Menu table twice. The first dish is your Evens Dish, the second is your Odds Dish.

- The dish that requires the fewest steps is Salad. This will make your game easier.
- The dish with the most steps is Pizza. This will make your game more difficult.

# 1 Fried Platter



A comfort food classic! Your choice of protein deep fried to perfection and served with our signature dipping sauce (Ketchup)

1. Potatoes (Clean)
2. Flavor Ingredient (Clean)
3. Deep Frying (Cook)
4. Plate (Carry)

**Flavors:** 1 - 3 Chicken | 4 - 5 White Fish | 6 Crab

# 2 Spaghetti

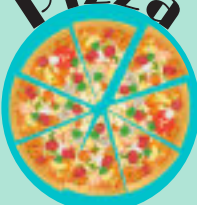


An Italian classic! Toothsome pasta cooked *al dente*, and served with a perfectly spiced sauce. (Meatballs extra).

1. Pasta (Cook)
2. Sauce (Cook)
3. Flavor Ingredient (Clean)
4. Plate (Carry)

**Flavors:** 1 - 3 Meatballs | 4 - 5 Sausage | 6 Sauce

# 3 Pizza



A college classic! Fine, hand-tossed pizza dough with your favorite toppings (limit one per customer), Baked to perfection.

1. Dough (Clean)
2. Sauce (Carry)
3. Cheese (Carry)
4. Flavor Ingredient (Clean)
5. Final Bake and Plate (Cook)

**Flavors:** 1 - 2 No Toppings | 3 Meatballs  
4 Chicken | 5 Sausage | 6 Tomato

# 4 Salad



A vegetarian classic! Hand cut greens, hand-cut not-green ingredients. Your choice of protein or non-protein.

1. Greens (Clean)
2. Flavor Ingredient (Clean)
3. Plate (Carry)

**Flavors:** 1 - 2 Tomato | 3 - 4 Cucumber | 5 - 6 Chicken

# 5 Sushi



A Japanese classic! Cooked rice, raw fish, and dried seaweed come together in a perfect combination. Served with our signature dipping sauce (Soy sauce).

1. Rice (Cook)
2. Flavor Ingredient (Clean)
3. Nori Roll (Carry)
4. Plate (Carry)

**Flavors:** 1 - 2 Tuna | 3 - 4 White Fish  
5 Crab | 6 Cucumber

# 6 Soup



A liquid classic! All the warmth and comfort of your favorite flavors simmered until they meld into a liquid that melts in your mouth.

1. Flavor Ingredient (Clean)
2. Flavor Ingredient (Clean)
3. Stock (Cook)
4. Plate (Carry)

**Flavors:** 1 - 2 Tomato | 3 - 4 Onion | 5 - 6 Chicken

# Courses

1. Head Chef rolls 2d6 to create the next order.
  - Add 2 to the first d6 and record the result. This is the number of rounds the patron is willing to wait for their food.
  - Create a Clock with that many segments to track this customer's Patience.
  - The first also d6 determines whether the order is for the Evens Dish or the Odds dish.
2. The second d6 determines any Flavor ingredients.
3. Count down the Patience Clock on any waiting orders. Mark off any Customers who have run out of Patience.
4. Return any Dirty Plates that have been out for more than 1 Round.
5. Determine which player has the highest Carry stat. If there are multiple, they can roll off. This player goes first.

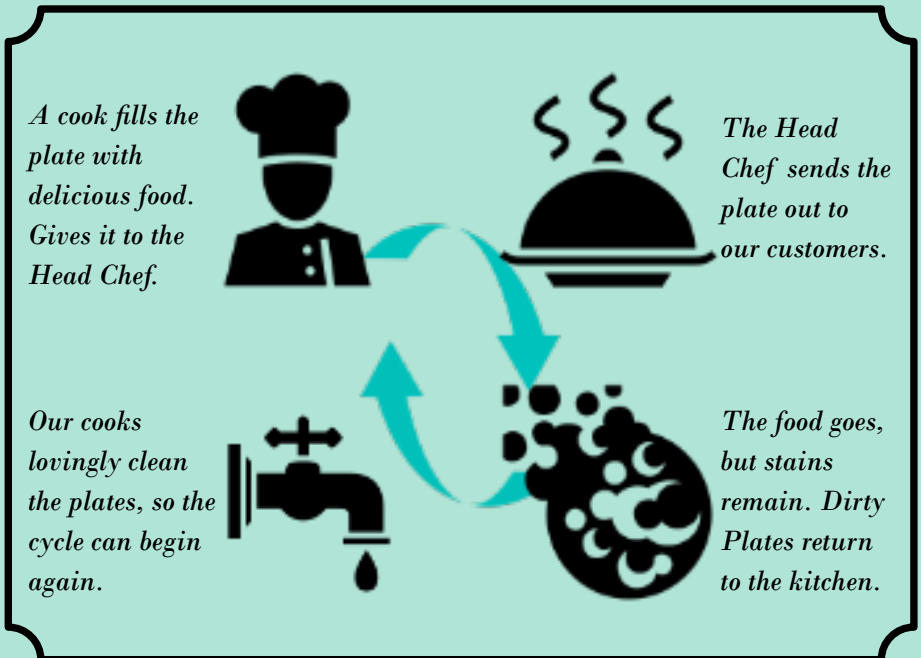


Fig 1. The Life Cycle of Plates

6. Head Chef starts their timer. Active player makes their first action (Carry, Cook, or Clean). They must announce their move before the timer runs out. Play moves to the next player to their Right.
7. Players work together to complete as many orders as they can this round.
8. Whenever they make an action relevant to Cooking, Cleaning, or Carrying, they must roll their dice pool.
  - 1-2 Failure with a Consequence.
  - 3-4 Success with a Complication.
  - 5-6 Full success.
9. Play continues until all players have taken a turn.
10. The Head Chef ends the round.
  - Flip previously served plates from Clean to Dirty.
  - Return any previously Dirty plates to the kitchen.
  - Deliver all completed dishes to the Waitstaff. Any unfilled segments in that Customer's clock become Tips!
11. Return to Step 1 to begin the next round, and add a new order.

The game ends when 12 dishes have been served, or you have played long enough to cook a Beef Wellington.

# Cooking 101

Each menu item has multiple steps required to produce a finished dish. A Cook can only do one action per round, but can perform that action on multiple food items. For example, carrying three different ingredients, or prepping two separate items.

## Tossing and Catching

You may use an Action Point to toss or catch a food item, regardless of the skill you used that round. You may do this before or after making your roll, but if you do it before, you have one fewer actions that you can take.

If you use it as a bonus, you always succeed. If your entire turn is throwing, it counts as a Carry action and requires a roll.

Throwing something in the garbage is a free action. All ingredients are lost. The plate remains weirdly clean.

## Kitchen Fires

If the kitchen catches fire, it takes three Clean Actions to put out. One cook with 3 in the Clean can do it, or two cooks with 1 or 2 Clean.

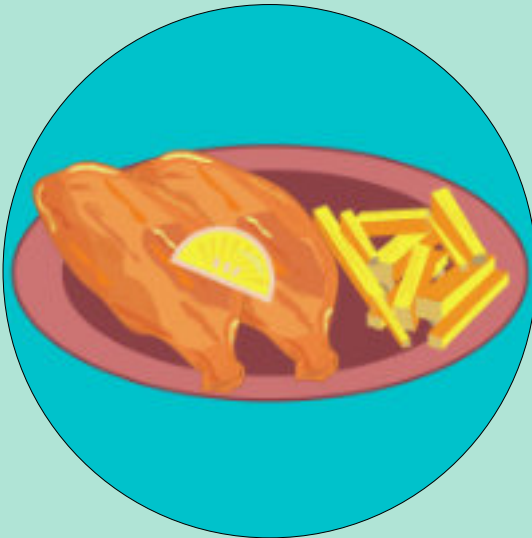
## Tips

Every 10 Tips your team gets, your Head Chef can award one Cook a Star at the end of the round. This star can be held onto for as long as you want, or spent to gain 1 extra AP or add 1 die to a dice roll.

The player with the most Stars at the end of a service becomes the next Head Chef.

## Fried Food Platter Example

1. First Cook grabs two potatoes and a white fish, brings these to the Second Cook.
2. Second Cook preps a potato and white fish. They throw the Potatoes to the Third Cook, and keep the remaining potato for the next round
3. Third Cook begins by Catching the White Fish. They use their two remaining Actions to Cook both the White Fish and Potatoes, creating a full meal.
4. Head Chef completes the meal when the Round ends. They deliver the meal with 5 segments left on the Clock, and gain 5 Tips!
5. When that plate returns next round, someone is going to have to clean it before it can be used again.



# Kitchen Nightmares Table

Head Chef, you may use the following table to decide on Complications and Consequences, or make up your own:

Skill	Complication	Consequence
<b>Cook</b>	<ul style="list-style-type: none"> <li>The item was frozen and needs to cook a bit longer. (Cooking takes 2 Actions).</li> <li>You burned something you were cooking. (Need a new item).</li> </ul>	<ul style="list-style-type: none"> <li>Grease fire. (Set the kitchen on fire)</li> <li>Everything you're cooking gets burnt. (Toss a dish)</li> </ul>
<b>Clean</b>	<ul style="list-style-type: none"> <li>You missed a spot on the cleaning. (You need to re-clean this Plate).</li> <li>You contaminated a prep ingredient with chicken. (The chicken's fine, but you need a new ingredient)</li> </ul>	<ul style="list-style-type: none"> <li>The ingredients aren't usable. (Lose an ingredient)</li> <li>The plates need to be re-washed. (Make a clean plate dirty)</li> </ul>
<b>Carry</b>	<ul style="list-style-type: none"> <li>You dropped one thing you were carrying. (Need to get a new item)</li> <li>The plating isn't impressive. (-1 Tip)</li> </ul>	<ul style="list-style-type: none"> <li>You dropped a plate and it needs to be washed again. (Make a plate dirty)</li> <li>You drop an entire meal and have to start again. Toss a dish)</li> </ul>
<b>Any</b>	<ul style="list-style-type: none"> <li>A critter steals something. (Lose an item)</li> <li>An ingredient has gone bad, but you can swap it out. (Lose an item)</li> <li>A Customer gets Impatient. (Tick their Patience clock)</li> </ul>	<ul style="list-style-type: none"> <li>An ingredient went bad, and you have to start again. (Toss a dish)</li> <li>Electrical Fire (set the kitchen on fire)</li> <li>A customer gets an urgent phone call (Customer leaves without tipping)</li> </ul>



*This game is Illuminated, and was made using the LUMEN system created by Spencer Campbell of GilaRPGs. This game is not affiliated with GilaRPGs.*

*The header fonts are Limelight, and the text is Bodoni MT. Images are from Canva and Game-icons.net.*

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