

CHEFS AGAINST TIME

Rules

A GAME CREATED BY FÁBIO JUNIOR



GAME OBJECTIVE

Players must cooperate to prepare 3 orders before time runs out (number of rounds). If they succeed, they win. Otherwise, time wins.

NUMBER OF PLAYERS

- 1 to 3 players.

COMPONENTS

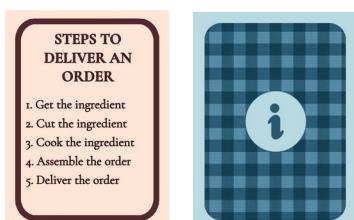
1 Six-sided die
1 Game board (optional)
1 Reference card
3 completion tokens
3 Turn sequence tokens
12 Orders cards
20 Action cards
30 Ingredient cards

TYPES OF CARDS

In the game, there are 4 types of cards:

a) Reference Card

Used to remind players of the sequence that must be followed to complete an order.



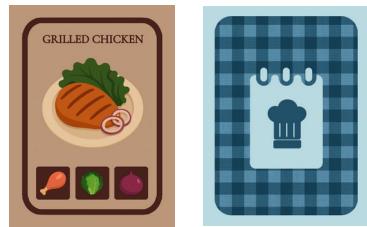
b) Ingredient Card

With these cards, you can assemble the order to send back to the Delivery/Orders Area.



c) Order Card

Cards that determinate the player's objectives in the game.



The squares show the ingredients needed to complete the order.

d) Action Card

These are cards that allow players to interact in the kitchen.



Be aware that the maximum number of action cards a player can hold is 7 for a single-player game, 4 for games with 2 players, and 3 for games with 3 players.

GAME BOARD

The game board is optional but recommended to help with organization and prevent players from getting lost during the game.



1. Kitchen Pantry

In this area, the cards drawn from the ingredient pile are placed.



2. Cutting Board

This is where the ingredients cut from the Kitchen Pantry are placed.



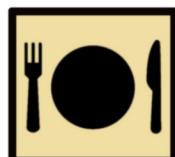
3. Stove

The ingredients that have been chopped are placed here.



4. Prep Table

This area is where the orders are assembled.



5. Delivery/Orders Area

It is the place where pending and completed orders are kept.



TOKENS

Tokens are used to mark information during the game. We have only two types:

a) Turn Sequence Token

It is used to indicate who is the 1st, 2nd, or 3rd to play during the round.



b) Completion Token

Used to mark which order has been completed in the Delivery/Orders Area.



SINGLE-PLAYER MODE

The rules remain the same. The difference is that the player has a hand limit of 7 action cards, and when drawing ingredients at the start of their turn, the player draws 2.

RESHUFFLE THE HAND

For every two completed orders, the team has the right to reshuffle their hand at the start of their turn. This action can only be done once per game.

SACRIFICING ACTION CARDS

At any point during your turn, if you wish, you may discard 2 Action Cards to draw 1 new Action Card or 1 Ingredient Card. In games with 2 or 3 players, you may also sacrifice one of your own cards and one from your teammate, as long as they agree.

GAME FLOW

1. Start of the Round

In the first round, each player draws:

- 7 action cards, if there is 1 player.
- 4 action cards, if there are 2 players.
- 3 action cards, if there are 3 players.

In the following rounds:

Each player returns their entire hand and the cards they used to the action pile, which is shuffled again. Then they draw new cards according to the rule above.

2. Round Planning

All players reveal their action cards on the table.

Players must discuss and decide the turn order for the round: who will be 1st, 2nd, and 3rd to play (in single-player games, the player plays normally).

3. Player's Turn

During their turn, each player performs the following steps:

a) Draw Ingredient from the pile

The player draws an ingredient card from the pile. They must choose to either place the card in the Kitchen Pantry or discard it (if they consider it useless or already have enough ingredients).

b) Use Action Cards

The player can use their face-up action cards from the round as they wish, respecting their functions (e.g., cut, cook, etc.).

The effects of the actions must follow the description on each card, and players cannot keep action cards from one round to the next.

c) End of Turn

The player passes the turn to the next player in the established order.

4. End of the Round

After all players have taken their turns, the round is considered complete. Advance the time marker (dice), shuffle the action cards, and deal them to the players.

END OF GAME

The game ends in two ways:

Victory:

The players manage to prepare the 3 orders before time runs out (the 6 rounds).

Defeat:

Time runs out before the 3 orders are completed.

REMEMBER

Players must cooperate and communicate constantly to decide the best way to distribute actions and ingredients.

Turn order can be strategic. Plan carefully. Have a great game!

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<https://editora451.itch.io/>