



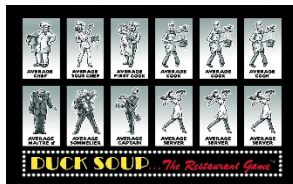
RECIPES

Each **player/team** begins with a restaurant that has only Average kitchen and dining room staff (as shown on your Staff Board). These staff have no game value and don't contribute to your success.

Your goal is to hire Excellent staff to replace your Average ones. The first player or team to have a Staff Board with all Excellent staff wins the game.

INGREDIENTS

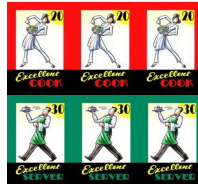
STAFF BOARD: This board shows the twelve Average staff that you start the game with. Average staff have no game value. As you play, you try to replace them with Excellent staff. Place the Excellent staff tiles on top of their average counterparts.



EXCELLENT STAFF TILES: These are the staff that you must hire to win the game. Each staff has a value (indicated in the top right corner), based on their rank in the restaurant. Staff values are also listed on the Excellent Staff Values card.



Excellent Staff Values			
Chef - 90	Maitre d' - 70	Scus Chef - 60	Sommelier - 50
First Cook - 40	Captain - 40	Cook - 20	Server - 10
Excellent Staff Bonus			
Chef - 45	Maitre d' - 35	Scus Chef - 30	Sommelier - 25
First Cook - 20	Captain - 20	Cook - 10	Server - 5



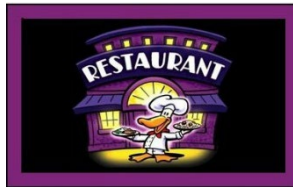
STAFF DIE: This twelve-sided die has two functions:

- Roll this die to determine whether you get a bonus for Excellent staff on your Staff Board.
- Roll this die to determine whether you get or lose Excellent staff

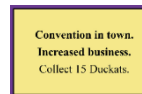
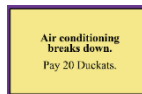


DUCKATS: Duckats are the currency of the game; they come in denominations of 5, 20 and 50. Use your Duckats to hire Excellent staff and to pay for situations on Restaurant cards.

SOUPER DUCKATS: A Souper Duckat enables you to advance your pawn one additional square after the roll of the dice. You may play more than one Souper Duckat at one time to advance multiple squares. You may purchase Souper Duckats during your turn for 50 Duckats each; you may cash them in during your turn for 25 Duckats each. You begin the game with three Souper Duckats. If you land on the Duck Soup square, you receive one Souper Duckat and get to roll again.



RESTAURANT CARDS: These cards present various situations, opportunities, and obligations.



QUESTIONS CARDS:

There are 900 question cards in the game, which corresponds with letter choices: A, B, C or D in no order, to three types of questions and one **ROLL STAFF DIE!**

True/False: 30 Duckats
Multiple Choice (3 choices): 40 Duckats
Multiple Choice (4 choices): 50 Duckats

TWO DICE, FOUR COLORED PAWNS:



BEFORE PLAY BEGINS, EACH PLAYER HIRES 3 EXCELLENT STAFF

- One player rolls the Staff die, hires the Excellent staff rolled, pays the required Duckats (value indicated on the tile) into the Bank, takes the Excellent staff tile from the Staff tiles, and places it on top of its average counterpart on the Staff Board.
- Next, the player to the left does the same. This continues clockwise until each player has hired three Excellent staff.
- Players must hire the Excellent staff rolled. If a player rolls an Excellent staff that they already have, they roll again, unless they roll a cook or a server (players can hire up to three cooks or servers).
- Now that each player has hired three Excellent staff, regular play begins.

PLAYING THE GAME

To determine who goes first, each player rolls the dice. The highest rolling player places their pawn on the Duck Soup square and begins, followed clockwise by the others.

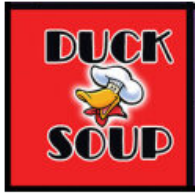
*****REMEMBER, EACH TURN HAS 2 PARTS**

Part 1. Trivia question

Part 2. Roll dice and move pawn on board

Every turn, before you roll the dice and move your pawn, you have a chance to earn more Duckats. It goes like this:

- First, choose a letter: A, B, C or D. Each letter corresponds randomly to either one of three types of questions or **ROLL STAFF DIE!**
- The player to your left then takes the first card from the Questions deck, and based on your letter choice, either reads a corresponding question or tells you to **ROLL STAFF DIE!**
- If the letter chosen is a question and you answer correctly, collect the Duckats for that question from the Bank. The card is then placed back on the discard pile.
- If, however, the letter chosen is **ROLL STAFF DIE!** roll the twelve-sided Staff die. If you have the Excellent staff rolled, collect half their value as a bonus from the Bank (refer to the Excellent Staff Values card). If you roll an Excellent cook or Excellent server and you have more than one, collect for each one.
- Next, whether you have answered correctly or collected a bonus for Excellent staff, roll the dice and move your pawn.
- As you move around the board, refer to **RESTAURANT SQUARES** on the next page.



DUCK SOUP: Collect one Souper Duckat and roll again.

BUSINESS IS

GREAT: Roll the dice and collect five times the roll in Duckats from the Bank.



RENOS AND REPAIRS: Roll the dice and pay five times the roll in Duckats into the Bank.

RESTAURANT: Take a card from the Restaurant card deck and follow the instructions. Then place the used card by the restaurant card. If you don't have enough Duckats to pay on a card situation, you may return one or more Excellent staff to the deck of Staff tiles, take one-half their value from the Bank and pay what you owe into the Bank.



KITCHEN: You may hire anyone Excellent kitchen staff. Pay the value of that staff into the Bank. If you already have all your Excellent kitchen staff, your

turn ends.

DINING ROOM: You may hire anyone Excellent dining room staff. Pay the value of that staff into the Bank. If you already have all your Excellent kitchen staff, your turn ends.



HIRE KITCHEN OR DINING ROOM:

You may hire any one Excellent dining room or Excellent kitchen staff. Pay the value of that staff into the Bank.

STAFF QUILTS:



- Roll the Staff die. If you roll an Excellent staff that you have on your Staff Board, that employee has just quit.
- However, other players may now try to

hire that person. The first interested player to your left offers the value of the employee in question. Proceeding clockwise, these players must bid higher amounts; play continues thus until the highest bid is reached.

- The successful bidder pays the required Duckats into the Bank and transfers the staff tile from your Staff Board to theirs.
- If no other players are interested in hiring that staff, the tile goes back into the Staff deck and your turn ends.

HELP WANTED:



- Roll the Staff die. If you roll an Excellent staff that you would like to hire, pay their value into the Bank, take the staff tile from the Staff deck, and place it on your Staff

Board.

- However, if you do not need or want to hire this staff, other players may try to do so.
- The first interested player to your left offers the value of the staff in question. Proceeding clockwise, these players must bid higher amounts; play continues thus until the highest bid is reached.
- The successful bidder pays the required Duckats into the Bank, takes the staff tile from the Staff deck and places it on their Staff Board.
- If no other players are interested in hiring this staff, your turn ends.

VACATION: Lose your next turn. You may not enter any bidding while on Vacation.





For optimal gaming experience, refer to the Tabletopia Controls.

Please note that this game relies on players reading cards aloud to one another for an ideal experience. We recommend utilizing audio sharing options within Tabletopia, or any other platform that supports microphone usage.