



The **COOK-OFF**

Rules Menu



Cooking Utensils

CUSTOM KITCHENS (<i>Individual Mats</i>)	6
ROUND AND SCORE BOARD	1
ROUND AND SCORE MARKERS	7
ACTION CARDS	42
VEGETABLE TOKENS	54
MEAT TOKENS	36
SABOTAGE TOKENS	18

Tournament Objective

Welcome to The Cook-off!, the acclaimed tournament where internationally famous chefs compete to be know as the best and most efficient Chef!

The winner will be the one who gets more Victory Points (VPs) with his recipes, and some not really friendly tricks, after ten rounds with three actions each.

Preparing

To be part of The Cook-off! each chef should select their respective utensils and receive their initial tournament kit:

1 Raw Meat

If it was cooked you wouldn't need a chef, right?

2 Vegetables

Because it's good to be healthy.

1 Kitchen

Your culinary temple ready for the competition!

1 Set of Action Cards of their color, being:

1 Cook!, 2 Prepare..., 2 Sabotage, 1 Get Ingredient, 1 Double!

Stack the rest of the tokens in the middle making a Central Stock.

Getting Ready

The Kitchen

Here's where the precious recipes of the chefs will be prepared. But there are risks... Your kitchen will be under the constant threat of the other chefs which are willing to do anything to win!

The kitchen is divided as the following areas:

1. GRILL: This is where the chef prepare his Meat recipes.

Only one Meat can be grilled at a time.

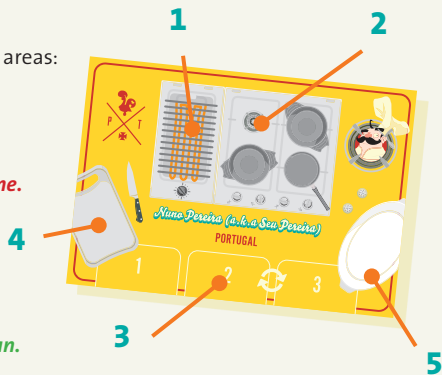
2. STOVE: On the stove there are three pans for the chefs prepare their vegetable dishes.

Only one Vegetable is allowed per Pan.

3. COUNTERTOP: It's the action area where each player will play the three cards for the round in the desired order. The actions are resolved one by one and simultaneously among the players.

4. CUTTING BOARD: Keep your available ingredients here.

5. PRESENTATION TRAY: Leave all your cooked ingredients on this tray for score checking by the end of the game.



Actions

In The Cook-off! there are six possible actions:

Get Ingredients, Prepare..., Cook!, Sabotage, Double! and Clean.



Prepare...

Ingredients chosen. What will be prepared now?

If a player decides to **prepare** the food, that means he is **putting an ingredient** to Cook. He must decide if he'll put a Raw Meat in the Grill or a Vegetable in a Pan.

PREPARING, the chef CANNOT be target of a SABOTAGE.



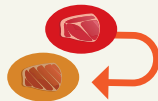
Cook!

Time to show off your skills and earn some victory point on the way!

This action allows the chef to **turn** a prepared ingredient into **Victory Points**.

Vegetables need to be cooked **once**, while **Meat** must be cooked **twice**, either by **doubling** the Cook! action or in **two consecutive rounds** counting from the first Cook! card played.

When you cook the Meat for the first time, turn the Meat Token to the brown side showing that it is half cooked.



MEAT: Each cooked Meat is worth **6 VPs**.

VEGETABLE: Each cooked Vegetable is worth **2 VPs**.



Attention: *If a player fails to Cook the Meat twice in up to 2 rounds, the token should be discarded and returned to the Central Stock.*

After cooking an ingredient and turning it into Victory Points, **keep it** in your **Presentation Tray** and add the respective Victory Points to the Score Board.

COOKING, the chef CANNOT be target of a SABOTAGE.



Get Ingredient

This is the moment when all of you professional chefs will choose the ingredients you need. Remember, even if there are only two options, it is still a big decision to make.

When a player uses this card, he may **get two ingredients** from the Central Stock: two Meat, two Vegetables, or one of each. The chosen ingredients must be placed on the **Cutting Board**.

GETTING INGREDIENTS, the chef CAN BE target of a SABOTAGE.



Double!

To become the best, some chefs are willing to work twice as much!

This card **doubles the next card effect**. Therefore, Double! cards **must be played before** the action you desire to double the effect.



Attention: *If this card happens to be the third action, it has its effect nulled and wont double next's round first action.*

DOUBLING, the chef CAN BE target of a SABOTAGE.



Sabotage

Sabotaging your competitor's dishes is a great way to make your grub look better than the others. So evidently, the chefs can employ a few tricks to sabotage other's recipes...

Players can **Sabotage** their opponents in **two different ways**:

REMOVE: The first option is to **remove** a Meat from the Grill or a Vegetable from one of the Pans. Return the ingredient to the Central Stock.

DISABLE: If there isn't an ingredient on the target Grill or Pan, its possible to disable it. Place a **Sabotage Token** on an utensil. The Sabotaged utensil **cannot be used** till the player choses to clean his mat.

Everytime a player **successfully Sabotages** another player, he earns **1 VP!**



Attention: *If at any time, a player has his Grill and three Pans Sabotaged, he **MUST** lose the next round to Clean the mat.*

SABOTAGING, the chef CAN be target of a SABOTAGE.

Clean

*The best chefs are the most targeted ...
Time to show that even playing
dirty, they are clean chefs...*

At the beggining of each round, players may declare they will Clean.





When cleaning, all the **Sabotage Tokens and Ingredients** on the Grill and Pans must be **removed**. Turn the mat to make it clear to other players that you are cleaning.

(Ingredients on the Cutting Board and Presentation Tray are preserved).

However, when doing so, the player **can not make any other action** this round.

CLEANING, the chef CANNOT be target of a SABOTAGE.



Note that the action cards have background color and the icons  and . This helps players to quickly identify whether a player could or not be target of sabotage. Therefore, green cards with a  icon won't let you be target of a sabotage, while red cards with  icon won't protect you against saboteurs.

Sequence of Play

The tournament has **10 rounds** with a **sequence of three actions** each. Players **put down 3 cards facing down** on the Countertop, following the desired order for their actions.

After all players define their round cards, everyone **simultaneously** show the first card.

Players should now **discuss and decide in which order** actions take place, in other words, **who Sabotages who**. Alliances and conspiracies are more than welcome, but it is good to remember: No one is required to follow anybody!

After resolving first actions, each player has now the option to **change the order of the second and third cards**, as long as they aren't revealed. Everyone confirm the final order and resolve the remaining actions one by one.

After resolving the **three actions**, each player **return the played cards to their hands** and **choose 3 cards again** according to their plans for the next round. Game continues...

Winning the Game

After finishing the tenth round, players should check their score and add or subtract the bonus points according to the following requirements:

RAW MEAT: The player who finish with a **Half cooked meat** in the Grill, receives **3 VPs**.

SABOTAGE TOKENS: By the end of the game, for each **Sabotage Token on Pans or Grill**, the player loses **2 VPs**.

HEALTHY BONUS: The player with the **hightest amount of cooked Vegetables**, earns another **3 VPs**. *(in case of tie, the bonus goes to the player with the lowest amount of Meat. If the tie persists, both players earn the Healthy Bonus).*

If at the end of the game there is a **tie**, adopt again the number of vegetables as the tiebreaker. So, the player with the **hightest** number of cooked **Vegetables** and fewer **Meats** is the winner.