Chef's Choice

By Charlie Hoopes

Vitals

Age: 10 and up

Players: 4-8

Length: 30 minutes

Components

48 Menu Cards
90 Sample Markers (10 cubes x 9 colors)
Sample Tally Board
Daily Schedule Board
Rulebook
8 Marketing Tiles
8 card clips (paper clips)
8 Player Aid Cards

Overview

You are a small restaurant owners competing to attract the most customers. Everyone hands food samples in order to build diner appetites for specific dishes The daily food podcast is also whetting appetites for certain meals. Your goal is to monitor customer preferences, then offer the menu that will get the most customers into your restaurant.

Can you influence consumer demand to prefer the menu you plan to offer at meal time?

Description

Play menu cards to hand out samples for one or more choices on that card. The count of samples for each choice is tracked for all players to see. The more samples that are handed out, the more customers that will want to visit restaurants that offer that item on the next meal menu

The game is one day where you serve both lunch and dinner. Before each meal, you will play three menu cards from your hand to hand out samples. You will then play one of your remaining cards to be your restaurant's special menu as you open your doors for mealtime The more popular the appetizer, entrée, and dessert on your menu , the more customers you attract.

Set Up

Set out the Sample Tally Board and Daily Schedule Board.

Each player receives 10 sample markers (same color). Pick an unused color for the Daily Dining Podcast.

Turn the Marketing Tiles upside down and shuffle. Pick , reveal., and place 5 on the empty paces on the Daily Schedule Board. (A tile marked with 🚫 should not be placed on the first empty space. If this happens, return to the pile and redraw for that first space). Return the three unused marketing tiles to the box.

The group decides whether to:
a)   reveal the 5 marketing tiles before the game starts, OR
b)   leave marketing tiles hidden until it is time to give out those samples.

Shuffle the deck and deal each player 5 menu cards.

How to Play

The DailySchedule is organized in chronological order from (1) to (11). Simply follow the steps in order.

The Daily Dining Podcast ❶ ❼
The Daily Dining Podcast will recommend certain foods. Draw the top card from the deck, and place one Daily Food Podcast marker on each of those three choices on the Sample Tally Board

Samples ❷ ❸ ❹ ❽ ❾

The player who most recently ate at a restaurant plays first during the first Sample round. The lead player shifts clockwise around the table for each new Sample round.

For each Sample round, follow the instructions on the marketing tile placed on that space. Play a menu card in order to give out a sample for one of the items (appetizer, entrée, or dessert) on that card. Many of the marketing tils add a twist to this basic premise.
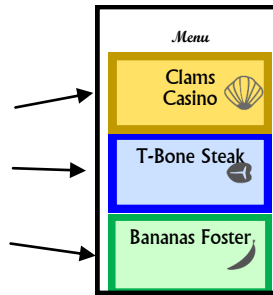
All players pick a menu card from their hand and place face down on the table. Once all players have selected a card, reveal simultaneously.

A Sample Menu Card

Appetizer → Clams Casino

Entree → T-Bone Steak

Dessert → Bananas Foster

Menu

Starting with the lead player, and moving clockwise, you must pick one of the choices on your card **and announce aloud** "I am giving out samples of (Bannanas Foster, Caesar Salad, whatever)" as you add a sample marker to that choice on the sample tally board.

For any marketing tiles that contain the words "...**and then**", wait until all players have announced their samples before going around the table a second time to do the "**and then**" action.

Players are permitted to lobby other players over which samples to give out.

Lunch ❺

Choose one of your remaining menu cards to be your lunchtime menu., Lay it face down, all players reveal simultaneously. You earn a score (number of diners) for each of the three categories (appetizer, entrée, dessert) on your menu card., based on its ranking within its category. *See scoring examples for details on how to score your menu.*

Clean Up ❻

Remove sample cubes from the choices that were most popular (or tied as most popular) at lunch. There will be less dinner demand for these menu items. For each color of cube on that item, remove one cube of that color.

Players may either discard or keep the remaining card in their hand. Reshuffle discards back into the deck, and deal all players back to 5 cards.

Hidden Sample ❿

The final Sample Round is a secret vote for a single choice. Select the menu card you wish to play. Place the clip next to your selection. Lay your card on the table, then cover with your hand. All players reveal simultaneously. Place the marker on the sample tally board, and discard the card.

Dinner ⓫

Just like lunch, except you have the potential to attract more customers.

Scoring & Winning the Game

	Most Samples	Most Samples (Tied)	2nd Most Samples (if 1st not tied)	Others with at least 1 Sample
Lunch Customers	5	4	3	1
Dinner Customers	7	6	4	2

At lunch & dinner, you score customers based on the popularity of the appetizer, entrée, and dessert on your menu card. The meal score is the sum of those three scores.

Add your lunch and dinner scores for your final score. Whoever attracted the most customers that day wins the game,

Game Tiebreaker: Add the total sample markers for the appetizer, entrée, and dessert choices on your dinner menu card. Higher count wins the tiebreaker.

Scoring example:
Final Sample Tally Board
Appetizer: Salad 5, Mushrooms 3, Soup 3, Clams 1
Entree: Cornish Hen 7, Flounder 7, Steak 2, Lamb Chop 0
Dessert : Torte 8, Cake 4, Bananas 3

Your final **Lunch** menu card has Soup, Steak, and Torte.

You attract 9 lunchtime customers.
 Appetizer: Soup attracts 3 customers - 2nd most samples
 Entree: Steak attracts 1 customers - No 2nd because of 1st place tie, but there is at least one sample.
 Dessert: 1 Torte attracts 5 customers - Most samples, no tie

The Marketing Tiles

<u>Single</u>– Give one sample from your menu card.

<u>Double</u> - Give samples for two different choices on your menu card.

<u>Generous Portion</u>– Give two samples for one choice from your menu card.

<u>Triple</u>– Give one sample for each of the three choices on your menu card.

<u>Cooperation</u> - . Give one sample using one of your neighbor's (right or left) menu cards. (not your own card)

<u>Hi Neighbor</u> - Give one sample from your menu card. Leave the menu cards on the table while others give their samples. ***And then*** following the same player order, give a second sample using a choice from the menu to either your right or left.

<u>Underrated</u> - Give one sample from your menu card. ***And then*** following the same player order, you MAY move one of your color sample markers already on the Tally Board to a different choice of any category, so long as that new choice is not leading (or tied for the lead) in its category.

<u>Copy Competitor</u> - Give one sample from your menu card. ***And then*** following the same player order, you MAY move one of your color voting markers already on the Tally Board to a different choice that has at least one sample other than yours.

Chef's Choice was publically playtested under the name Space Station Vacation was at the following events:

Playtesters: TaniaS, RandyH, JasonK, BenB, DuaneK, MattS, RyanS, JeffW, DesmondJ, AdamS, CameronC, BenR, NatL, GaryD, MattD, TamM, JordanM, CraigW, HopeW, BrianK, AmandaK, SarahS, Marcy, BonnieN, ChristinaH, AndrewH, ThomasH, WilliamN, BobN, RobertN, KivaF, EugeneP, ToddW, IanF, BonnieN, GilN, AlF, DanielP, DavidS, WillB, CatP, IanR, TineD, FTS, WillN, AndrewG, JonathanF, DavidK, BrianB, DanielK, RichB, AndrewM, MartinB, GiovanniD, The Moses Family, JohannK, JasonK, LisaK, CalvinK, BurkeD, MelanieD, StephanieD, MikeD, EdB, BeatriceG, MelissaE, NickH, AndreaB, TorrenceB, AndrewM, MatthewS, JonF, BruceV, BryanM, DuaneK, DanielP, JasonS, JonF, DarleB, StephenS, JayF

Unpub Mini 7th Dimension Games, Jenkintown PA, July 2015
Unpub Zone Congress of Gamers Sep 2015
Break My Game at Trident Con, Oct 2015
Metatopia Nov 2015
Break My Game, Boards & Brews College Park MD, Jan 2016
Break My Game, Third Eye Games, Annapolis MD Feb 2016
Unpub6, Baltimore MD Apr 2016

Chef's Special Playtesters and Events

Playtesters: TamM, SteveC, LukeP, DanC, AustinS, Steve, JesseR, RowanC, JoshuaK, DavidT, ChrisZ, LizP, LeoG, MarainM, DavidH, BryanS, AnnS, MegW, JimW, AndrewB, JeffS, NatalieH, JaredJ, BrentK, AndrewM, JackieS, JayQ, MikeQ, JamesC, DorothyC, JimC, DarinH, ChelseaG, DavidY KatieG, JawrayY, ArleneC, EddyY, VivianN, StephenM, AndrewW, RobG, DougF, LesaF, Alf, RLH, Dustin, DrewA, BrentK

Metatopia 2016, Morristown NJ, Nov 2016
Unpub7, Baltimore MD, Mar 2017