

# Dinner Rush

A Crazy Cooperative Cooking Game for 2-4 Players

by John du Bois

## Introduction

Your shift is almost over. All you have to do is get through one more dinner rush before you get to go home, kick back, and relax. One. Very. Hectic. Dinner. Rush.

## Components

10 Role Cards	28 Recipe Cards
6 Grills (ribbed coasters)	4 Plates (black cubes)
4 Placemats (flat coasters)	1 Score Reference Card
10 16mm Green Dice	1 Set of Tongs
10 12mm Yellow Dice	1 30-Second Sandtimer
10 10mm Brown Dice	

## Setup

At the start of the game, assign role cards to players.

- In a four-player game, assign one role to each player.
- In a three-player game, one player takes the Head Chef and Server roles. The other two players each take one of the remaining roles.
- In a two-player game, one player takes the Head Chef and Sous-Chef roles, and the other player takes the Line Cook and Server roles.

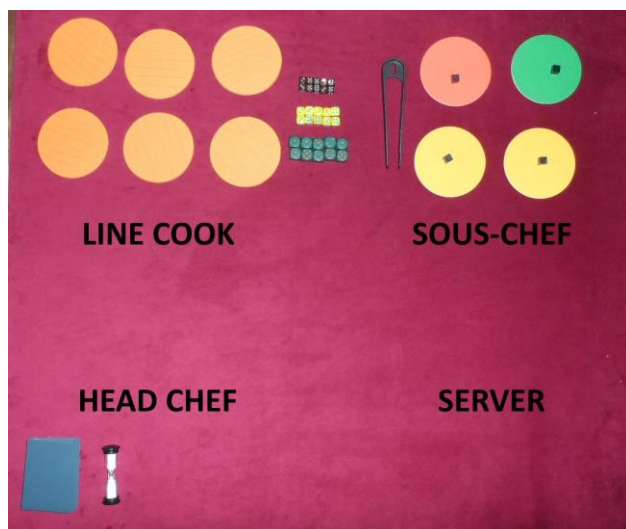
The Head Chef takes the Recipe cards and the timer. That player shuffles the Recipe cards face-down and sets the timer such that the sand has run out in the timer.

The Line Cook takes the dice and the grills. That player arranges the grills so that they do not touch.

The Sous-Chef takes the placemats, plates, and tongs, and places one plate on top of each placemat.

The Server does not begin the game with any components.

The play area for a four-player game should look like this:



**Difficulty Options:** As a group, the players should decide whether they will be using the Easy setting (left-hand ingredients) or Hard setting (right-hand ingredients) for the Recipes. The Hard setting increases difficulty for all players, and should only be attempted by experienced or exceptionally courageous kitchens.

In addition to the difficulty settings on the recipes, each player's role has different difficulty options that primarily affect only one player. The difference between difficulties is explained on the role cards as well as in the Turn Sequence section below. Players should decide what individual difficulty options they are using before the game begins. It is recommended that players not try harder difficulties until they have played at least one game. Additionally, players who are controlling multiple roles will find harder difficulty settings exceptionally difficult to manage without experience at those roles.

When all players are ready to begin, the Head Chef turns over the timer and starts the game.

## Recipe Cards

The recipe cards are the blueprint for the meals the kitchen staff are preparing. Items to pay attention to include:

- The name of the recipe.
- That the Easy difficulty level (and its minimum quality) is on the left side of the card, and the Hard difficulty level is on the right side of the card.
- That the colors in each column indicate both the color of the die required for the recipe as well as the order in which they must be plated (lowest ingredient on the bottom).
- Most of the ingredients, represented by squares, can be of any quality, assuming that the sum of all ingredients' quality equals or exceeds the recipe's minimum. However, some ingredients are represented by numbers. For these ingredients, the ingredient must have at least one of those numbers as its quality in order for the recipe to be completed accurately.

## Turn Sequence:

As a real-time game, Last Meals does not follow a traditional turn sequence. Below is the process for completing a recipe.

The **Head Chef** introduces each recipe by flipping over the timer, and drawing recipe cards:

- If the Head Chef is using **Easy** difficulty, he or she draws two cards.
- If the Head Chef is using **Hard** difficulty, he or she draws three cards.

The Head Chef keeps all recipe cards he or she draws.

If the deck is empty after the Head Chef draws cards, the end of the game is triggered; see "Ending the Game" for details.

The Head Chef reads the names of the recipes, ingredients and order needed appropriate to the group's difficulty level, and qualities needed for the recipes, but does not show the recipes to the other players.

When the timer is about to run out, the Head Chef flips the timer over and draws new recipes. If the timer runs out before the Head Chef flips it over, the players lose the game.

The **Line Cook** uses the dice to cook the recipe's ingredients. In order to cook an ingredient, the die must land on a grill without touching the play surface (an overhang that does not touch the play surface is fine). In addition:

- If the Line Cook is using **Easy** difficulty, all dice on a grill must be rerolled if there are ever more than two dice on a grill.
- If the Line Cook is using **Medium** difficulty, all dice on a grill must be rerolled if there are ever more than one die on a grill.
- If the Line Cook is using **Hard** difficulty, all dice on a grill must be rerolled if there are ever more than one die on a grill, *and* the Line Cook must roll all dice from at least one hand's width above the grill.



The Line Cook also needs to roll ingredients totaling a specific quality number for the recipe to be successful (usually, higher numbers are better). The Line Cook may reroll dice as often as he or she wants to get the desired quality, and may check with the Head Chef to verify the needed quality for a recipe.

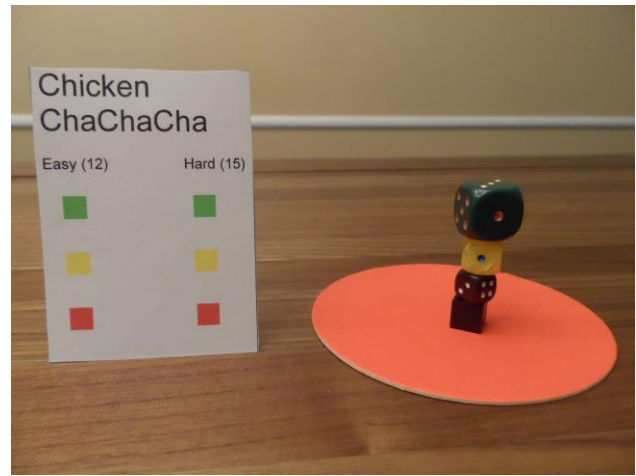
While the Line Cook needs to roll a minimum total for each recipe, there is a benefit to rerolling and trying to get even higher numbers. Scoring at the end of the game is based on the dice saved as tips by the Server, and the higher the dice the Line Cook rolls, the higher the tips the Server can collect.

Once the Line Cook has rolled ingredients of sufficient quality to complete a recipe:

- The Line Cook passes those ingredients to the Sous-Chef, keeping the same number face-up.
- The Line Cook, and announces what recipe the ingredients are for.
- The Head Chef passes the card for the announced Recipe to the Sous-Chef.

Recipes do not need to be completed in the order drawn, so the Line Cook can pass ingredients for any incomplete recipe to the Sous-Chef.

The **Sous-chef**, using the tongs, plates the dish by stacking the dice on top of one another on a plate in the order indicated on the recipe, with the ingredient on the bottom of the recipe on the bottom of the dice stack, as shown below.



All ingredients, when plated, must still have the number rolled by the Line Cook recipe face-up; if the ingredients do not show the correct number or if the dice fall, the dish is **dropped** (the recipe card is discarded without being scored, all dice are returned to the Line Cook, and the plate and placemat are returned to the Sous-Chef).

When moving the dice, the Sous-Chef may touch the placemat with his or her hands, but not the plates or dice, plus:

- If the Sous-Chef is using **Easy** difficulty, he or she may use one or both hands to manipulate the tongs.
- If the Sous-Chef is using **Hard** difficulty, he or she must use only one hand to manipulate the tongs.

Once a dish is plated, the **Server** gives that dish's Recipe Card to the Head Chef. Then, the server take the plated dish from the Sous-Chef and delivers it to the Head Chef. The Server may only touch the placemat and may not touch the plate or dice. If the Server touches the plate or dice, or if the stack of dice on the dish falls, the dish is **dropped**.

- If the Server is using **Easy** difficulty, he or she may slide, drag, or carry the dish, as long as he or she only touches the placemat.
- If the Server is using **Medium** difficulty, he or she must carry the placemat, but may do so in any way he or she sees fit as long as he or she does not touch the dice or plates.
- If the Server is using **Hard** difficulty, he or she must carry the placemat, and must carry the placemat with only two fingers. He or she still may not touch the plate or dice.

Once the plated dish is in front of the Head Chef, the Head Chef confirms that the dish is correct (correct ingredients, plated in the correct order, and dice equaling or exceeding the minimum quality). If the dish is incorrect, it is **dropped**. If the dish is correct, it is served to the customer. The Server chooses two dice from the dish and sets them aside as tips; any dice not set aside are returned to the Line Cook.

Normally, a Server would want to take the two highest dice to generate the highest tips. However, dice taken as tips are not available to the Line Cook for future recipes. Taking too many dice of one color as tips early will make it harder – or impossible - for the kitchen staff to serve recipes at the end of the game.

Once a dish is served, place its recipe card off to the side to be counted as sales at the end of the game.

# Ending the Game

The game ends when one of the following conditions is met:

- The timer runs out of sand and there are recipe cards that have not yet been drawn. If this happens, the players lose.
- The last recipe card is drawn by the Head Chef. If this happens, the Head Chef may no longer flip the timer over, and the players continue playing until the timer runs out. Any recipes that have not been completed when the timer runs out are discarded without being scored.

If the game ends because the Head Chef has drawn the last recipe card for the second time, add up your earnings:

- **TIPS:** Each die set aside to be scored is worth \$1 per pip on the die.
- **SALES:** Each recipe set aside is worth its minimum quality divided by two in dollars (use halves). For example, a recipe with a minimum quality of 14 would be worth \$7, and a recipe with a minimum quality of 11 would be worth \$5.50.

A perfect score is \$322 on Easy difficulty, and \$370 on Hard difficulty. This would be a feat worthy of legend. See below for more reasonable outcomes:

Easy Score	Hard Score	Performance
64+	74+	One Star – Robert Irvine couldn't save this restaurant.
128+	148+	Two Star – Emeril would tell you just to kick it up a notch. BAM!
192+	222+	Three Star – You're good enough to be targeted for sabotage on Cutthroat Kitchen.
256+	296+	Four Star – Gordon Ramsay couldn't find anything bad to say about your performance!

Dinner Rush is a part of the UnPub program. Please leave feedback at <http://unpub.net/feedback/> and download the updated files at <http://tinyurl.com/DinnerRushGame/>