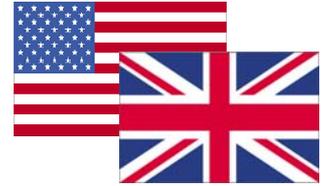


# Kitchen Chaos

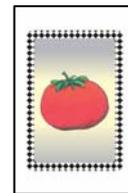


by Thomas Camenzind and Robert Stoop  
A fast-paced card game for 3 to 6 players

Chaos in the kitchen: all guests ordered a soup but the cooks are falling behind. The chef de cuisine gives the tempo and the cooks throw the ingredients into the pots as fast as they can. Each cook wants to accomplish the best soup, of course. If in the end you have your wooden spoons in the right pots you will get points. The player with the most points wins..

## Game material

60 vegetable cards (with a cook on the backside, having numbers 1 to 5)



12 starting vegetable cards (black background)



9 cooking pot cards



15 wooden spoon cards (with numbers 1 to 5)



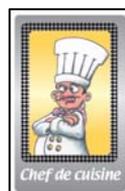
5 lid cards (with numbers 1 to 5)



5 cook cards (with grey background)



1 card "chef de cuisine"



1 rule card



Additionally the players need a pen and paper to note the points.

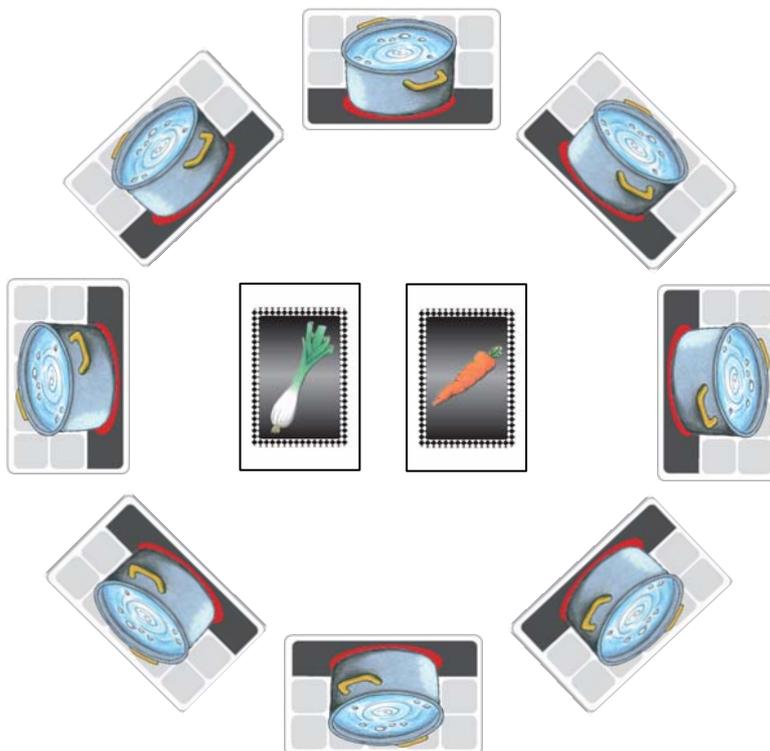
Aim of the game: Score a maximum of points by having one's spoon in a "good" soup

Below you'll find the rules for 4 to 6 players. At the end are the rules for 3 players.

## Setup:

One player is assigned chef de cuisine, the other players are cooks. After each round the roles rotate. (Example: with five players there are four cooks and one chef de cuisine.)

The chef de cuisine sets up the game. Depending on the number of players some cards are not needed and are put back into the box. He places the cooking pot cards in a circle in the middle of the table. You need 6 pots for 3 cooks, 8 pots for 4 cooks and 9 pots for 5 cooks.



Each cook gets a set of five cards: 3 wooden spoons, 1 lid and 1 cook of the same number (and color). The cooks place these cards face up on the table in front of them.



Now the chef de cuisine takes the 12 starting vegetable cards, mixes them and deals each cook two cards as their starting hand. He places the remaining cards on two piles in the middle of the pots.

He then takes the 60 vegetable cards and sorts out all cards with a number greater than the participating cooks. (Example: with four cooks, you sort out all cards with number 5.) Then he mixes these cards and takes them into his hand, cook-side up.

### Now the game starts!

The chef de cuisine calls the number of the first card on the deck then places this card vegetable-side up on one of the two piles in the middle. He continues calling the next number and places the card on the other pile and so on until he has called all cards.

Whenever a cook is called by the chef de cuisine he places a card from his hand into one of the pots. This can be a vegetable but later in the game also a wooden spoon or a lid.

**Important: you can't place a card on a pot with a lid card on it.**

The cooks have to be quick placing their cards. Once the chef de cuisine called the next number, they are no longer allowed to play but have to wait until next time, when their number is called.

Whenever a cook placed a card on a pot, he may draw a card. He may draw a card even if the next number has already been called by the chef de cuisine. He may either draw a vegetable from one of the piles in the middle or a card in front of him (wooden spoon or lid).

**Important: A cook always has to first play a card before drawing a card. Under no circumstances he may play a card directly from the table into a pot.**

The chef de cuisine watches the actions of his cooks and stops the game when he detects a mistake. He corrects the mistake before he continues to call the cooks.

The chef de cuisine sets the pace. The faster he calls the numbers, the higher is the pressure on the cooks.

If you play the game for the first time, do not push the speed too hard. But cooks with some experience will be annoyed by a lame chef de cuisine.

During the game, each cook will be called twelve times, but the order in which the cooks can place their cards is determined randomly by the deck.

### End of a round and scoring points

As soon as the chef de cuisine has called the last card of the deck and the last cook played his card the round ends.

The chef de cuisine will now "open" the pots one after another. He places all cards of a pot in a row, ascending from bottom to top.

### How many points does a soup score?

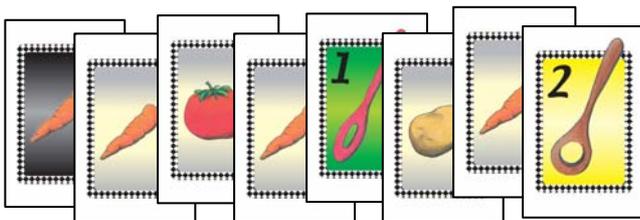
- The vegetable with the most cards in the soup counts one point (+1) for each card.
- The vegetable with the second most cards in the soup counts minus one point (-1) for each card.
- If there are two or more sorts of vegetable with the same amount of cards in the soup, take only one into account.
- If a soup has at least three vegetable cards in it and all are of the same sort, this soup scores an additional bonus of 3 points (+3).

### Who scores the points?

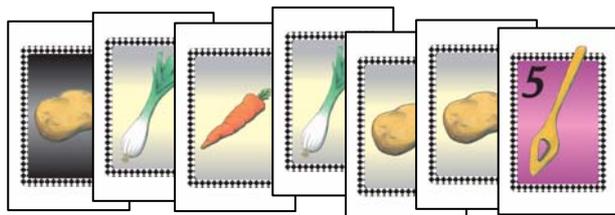
The cook who placed his spoon in this pot scores the points. If there are several spoons in the pot, the cook who played his spoon last, scores the points and the others miss out.

The chef de cuisine scores all points from each pot and writes them down.

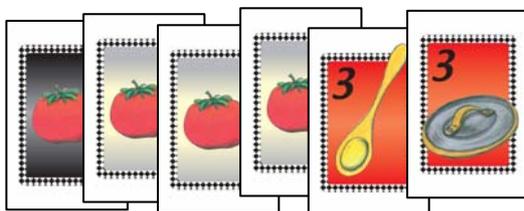
### Example of scores:



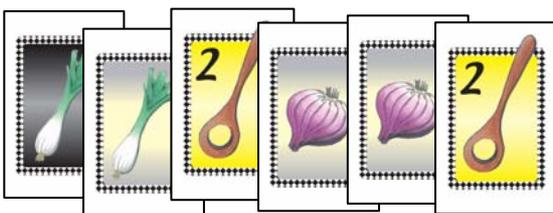
➤  $(4 - 1) = 3$  points for cook no. 2  
4 points from the carrots, second most is a draw for tomato and potato with both 1 card and therefore -1. cook 2 was the last to put his spoon in the pot.



➤  $(3 - 2) = 1$  points for cook no. 5  
3 points from the potatoes, second most vegetable is leek with 2 cards. Cook 5 was the only one to put his spoon in this soup



➤  $(4 + 3) = 7$  points for cook no.3  
4 points from the tomatoes and since the soup has at least 3 vegetable cards, and all are the same (tomato) there is a bonus of 3 points. Cook 3 was alone on this soup and he secured it by putting the lid on the pot.



➤ 2 points for cook no. 2  
there are two onions and two leek in this soup so only one sort is taken into account +2. There is no second most sort of vegetable. Cook no. 2 scores the points only once even though he has two spoons in this soup.

### New round and end of game

Now the role of chef de cuisine rotates to the next player.

The chef de cuisine of the last round is now a cook.

The new chef de cuisine prepares the next round as described above.

The game ends after all players where once chef de cuisine. The player with the most points wins.

### The game for 3 players

There is one chef de cuisine and two cooks.

The cooks play with two numbers.

One cook gets for instance the wooden spoons with the numbers 1 and 2 and the other with the numbers 3 and 4.

The chef de cuisine places 8 pot cards in the middle. Each cook gets a hand of three starting vegetable cards.

The chef de cuisine calls four different numbers. A cook may place a card whenever one of his numbers is called.

### Option for experienced players

The chef de cuisine calls the cooks either by their number or their color. He switches freely between number and color. (For instance: 3 – yellow – 1 – blue – 2 – red ...)

A cook may place a card whenever either his number or his color was called.

You can try an additional increase if you like: the chef de cuisine calls the number, the color or the name of the cook.

Bon appétit!