

# Roll'n'Cook

par/by Benjamin Gauthier



 1-∞

 20'-30'

## RULES



**Notice to all chefs around the world, you are invited to take part in the greatest culinary competition of all time! You will represent your restaurant in a gastronomic battle which will force you to prepare with speed, skill and restriction, dishes of all kinds with a limited choice of random ingredients.**

**The chef who will stand out by making the most points will win the right to add prestigious stars to his restaurant! Take part in large numbers and show us what you got!**

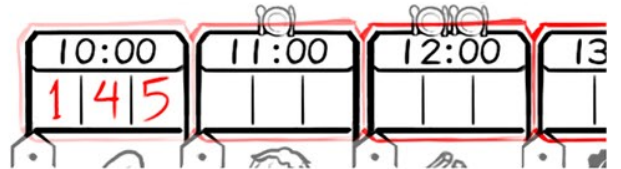
# Roll'n Cook



1 The game is played in 12 turns (hours). Each turn, cast 3 six-faced dice and note the result in the cases.

If you play with others, only one player casts the dice for everyone.

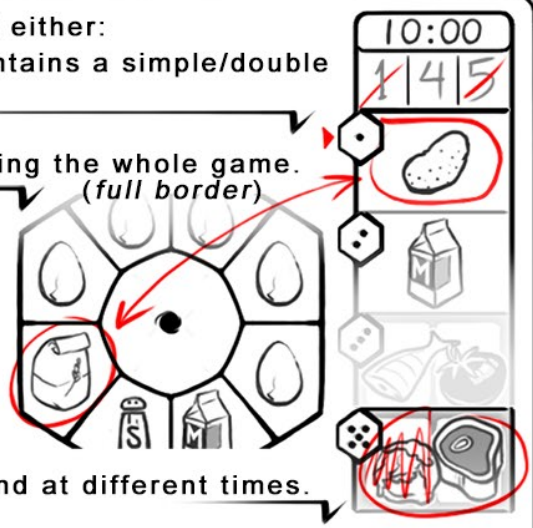
**ADVANCED OPTION:** Start a 1 minute timer each turn. When the timer ends, advance to the next round.



2 Then, according to the result of each die, take (circle) either:  
 A box corresponding to the result of the die, which contains a simple/double ingredient, between the 6 available this turn.  
 or  
 1 **basic ingredient** from the 6 hexagons, available during the whole game. (full border)  
 You can use each result only once.  
 Each box can only be circled once.

A mystery ingredient can be used as any **basic ingredient** and cannot be replaced when needed in a recipe. **WARNING!** It can't replace a **rare ingredient**.

Ingredients of a double box can be used separately and at different times.



Any time, after writing down the dice, you can use one or more of the 3 following actions any number of times (if possible):

<p>Use one of the 4 abilities, then cross it off.</p> <p>adjust a die of + or -1 </p> <p>choose the value of a die </p> <p>reuse a die </p> <p>create a 4<sup>th</sup> die and choose its value </p>	<p>Create a <b>rare ingredient</b> from a dotted hexagon. Circle it after crossing off the ingredients needed for its creation (no plate is needed for this action).</p>	<p>Cook a meal following a recipe at the right of the page if at least one empty plate is available this turn, cross off 1) a plate, 2) your ingredients and 3) a dish box over the recipe (from left to right).</p>
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3 Following the last round (hour), compile the value of each meal box with the bonus indicated inside.  
 Each box has the value specified under the meal.  
 For each **rare ingredient** left, score 1 point.  
 Add up everything.  
 According to your score, fill the stars at the top of the page.  
 You need at least one star to win a solo play.  
 The player with the highest score wins. In case of a tie, the player with the most **basic ingredients** left is the winner. If there is still a tie, the player with the most unused plates wins.



Thank you for playing!

# FEUILLE DE JEU | GAME SHEET

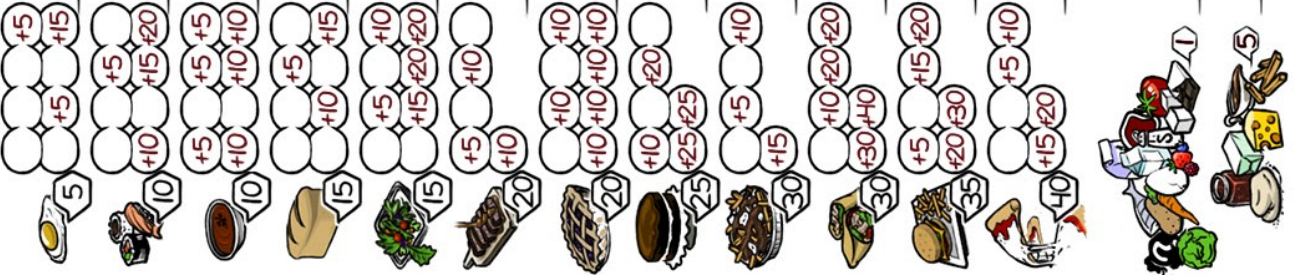
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NAME OF THE

COULEUR | COLOR

- ★ 200+
- ★ 220+
- ★ 240+
- ★ 260+
- ★ 270+

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TOTAL

← NOM DU RESTAURANT



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TOTAL \_\_\_\_\_