

# RESTAURANTRE

## HOW TO PLAY

A 'How to Play' video can be found here: [www.TheDarkImp.com/how-to-play-restaurantrepreneur](http://www.TheDarkImp.com/how-to-play-restaurantrepreneur)

- Play is simultaneous.
- On each turn, one player rolls all three dice.
- Each player chooses how to use the three dice. Other players may make other decisions.
  - 1 die shows which numbered mini game you are playing this turn. If you choose a six for this die, you may pick any of the five games.
  - 1 die shows what number you will use within that mini game.
  - 1 die shows the account you will spend money from in the bank.
- Follow the rules of each mini game to make sure you are placing the numbers correctly.
- You have the chance of earning bonuses as you progress through the game.
  - Dice bonuses allow you to immediately use the number on the dice icon within any of the five games.
  - Rosettes will give you extra points at the end of the game.
- If you are unable to use a throw to progress within a mini game you must still spend money from an account at the bank.
- Your last turn will be the turn that one of your three bank accounts becomes overdrawn. Other players may continue to play until they too have become overdrawn in one account.
- Total your points from all mini games. Count up the number of rosettes you have acquired across the mini games. If you have scored the maximum number of victory points in any of the five mini games, you will receive an extra rosette as a bonus for that game. Refer to the box in the bottom right to add your rosette points to your score. The player with the most points wins.

Your life-long dream of opening your own restaurant will soon become a reality. But first you must work on the menu, hire some staff, find a location, choose some fixtures and fittings and get the word out across the town. You have money in three different accounts at the bank. Use them wisely, or you may run out of money before you're ready to open.



## 1 THE MENU

Cross out numbers in any order. Use exact die rolls. Name the dishes on your menu. Score complete dishes as shown.

### Cakes & Pastries



Row Bonus



### Breakfast



Row Bonus



### Lunch



Row Bonus



Column Bonus



Column Bonus



Column Bonus



Score



## 2 THE STAFF

You will first interview... write the number... to interview them. In the box to hire. Use top to bottom, but hired employees. employees you hire

### Cleaners



### Waiting



### Chefs d



### Manag



### Staff hired

1 or 2 3 or 4

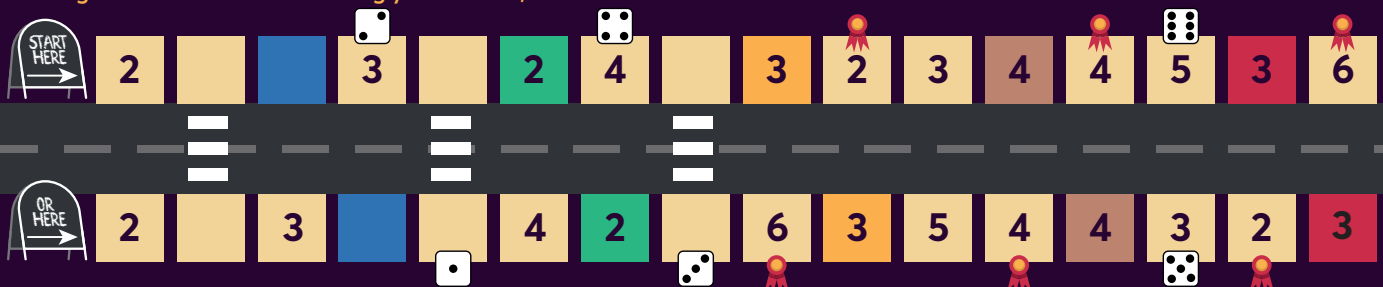


## 3 THE LOCATION

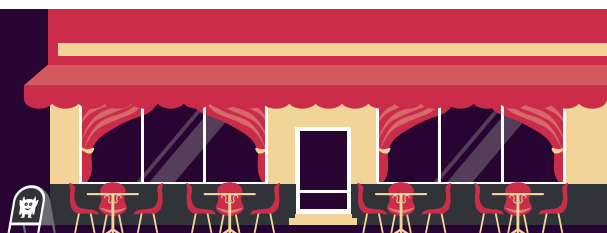
Choose which side of the road to start on. Use the number on the building or higher to progress. Where a building has no number, you may use any number to proceed. Move along that side of the street from left to right, one building per roll. Use the number on the building or higher to progress. You may cross the road at the zebra crossings. The last building you reach is your chosen restaurant location. Score your building according to the last coloured building you reached, as shown.



Full Mark Bonus Score



# ENTREPRENEUR



You will need 3 dice

## STAFF

Interview staff, then hire them. Select a die and roll it. The number shown on the die in the box next to an employee. In a future turn, cross out the number in the box. Use exact die rolls. You must interview from 1 to 6. You may hire in any order. Name your employees. Score according to the number of employees hired as shown below.

Employees & Porters	Bonus
	
	
	
	

4 5 or 6 7 or 8

16 25

Full Mark Bonus	Score
	

## THE BANK

Every turn, one die must be used as money taken from an account in the bank. Cross out a money bag to indicate it has been used.

When one of the three accounts is overdrawn that is your last turn.

<div><div></div><div></div></div>	
	
	
	
	
	
	
	
	
<div>OVERDRAWN</div>	
	

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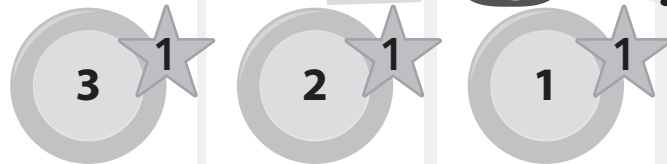
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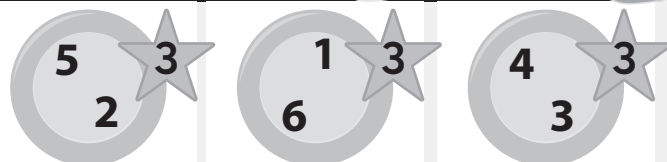
### Cakes & Pastries



Row Bonus



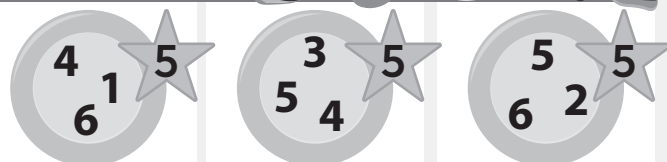
### Breakfast



Row Bonus



### Lunch



Row Bonus



Column Bonus



Column Bonus



Column Bonus



Full Mark Bonus



Score

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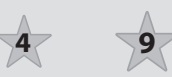


### Manag



### Staff hired

1 or 2 3 or 4



## 3 THE LOCATION

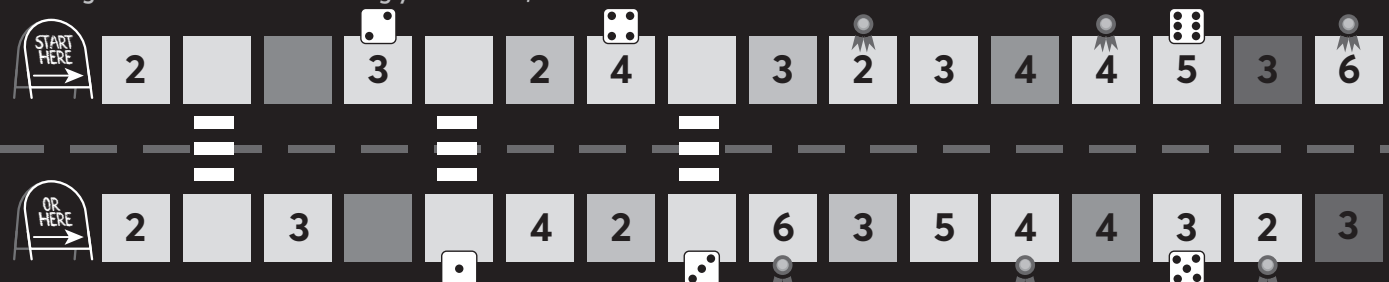
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Staff	Bonus

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Full Mark Bonus

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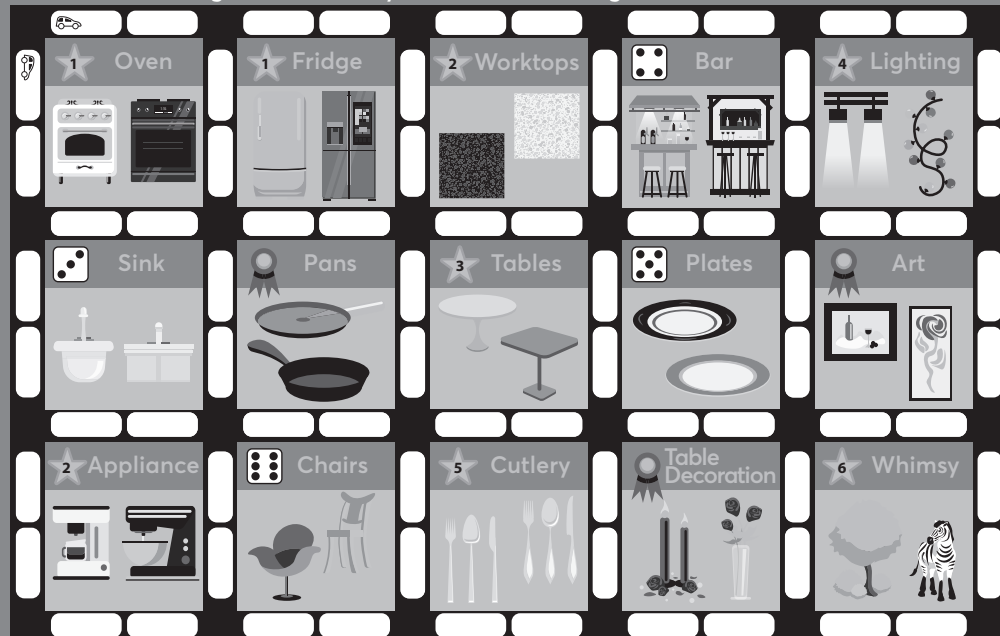


## 4 THE FIXTURES AND FITTINGS

The boxes below represent shops. Each shop sells something you need for your restaurant. You must travel around the edge of the shops, shading in one white box for each pip on the die (e.g., if you are using a 6 within this game, you will shade in 6 white boxes. Completely surround a shop on all four sides (8 shaded boxes) to access the points and bonuses shown within. You must start in one of the boxes containing a car and always shade in connecting boxes.

Full Mark Bonus

Score

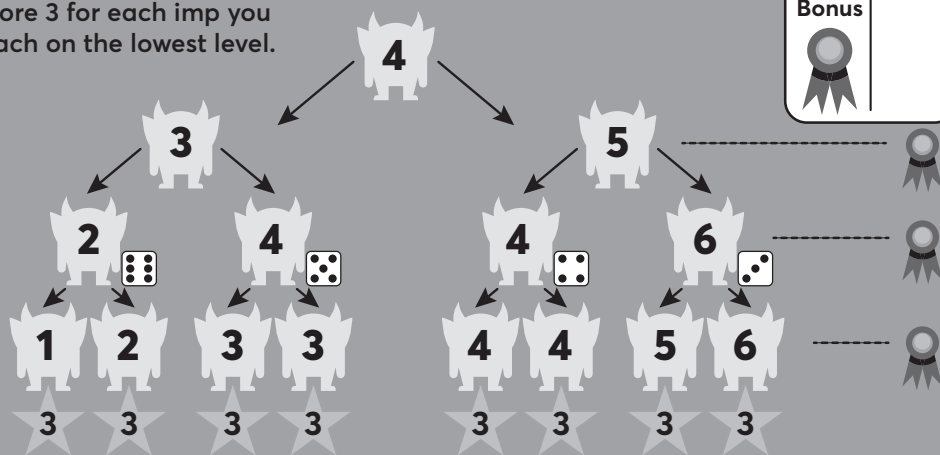


## 5 THE MARKETING

Start at the top and progress along any (or all) arrows. The number on the die must match the number on the game. Score 3 for each imp you reach on the lowest level.

Full Mark Bonus

Score



## ROSETTES

7 or 8

10

11 or 12

30

9 or 10

20

13+

40

## GRAND TOTAL