

Kitchen Startup

Designed by Ellie Dix

1+ players | 20 minutes | Age 8+

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 are ready to open.

Components:

- 1 play sheet per player
- 3 regular D6 dice

How to play:

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 area you are playing this turn. If you choose a six for this die, you may pick any of the five areas.
- 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.

The five areas

1 THE MENU

- Cross out numbers on the plates in any order. You need exact dice rolls. So to cross off a number 4, you must have a die showing a 4.
- Complete a dish, by crossing off all the dice required. *For fun: When completing a dish, you may name the dish on your menu.*
- Score complete dishes as shown. Complete rows to gain dice bonuses. Complete columns to gain rosettes.

2 THE STAFF

- You will first interview staff, then hire them. Select a die and write the number shown on the die in the box next to an imp to interview them. There are no restrictions on the number you use when interviewing.
- In a future turn, cross out the number in the box to hire. You must have a die displaying the number you have written in the box.
- You must interview from top to bottom, but you may hire previously interviewed staff in any order. *For fun: When you have hired an employee, give them a name.*

- Score according to how many staff you have hired, as shown at the bottom of the section. Complete rows to gain dice bonuses and rosettes.

3 THE LOCATION

- You are scouting for a good location for your restaurant. The first time you play here, 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. Each time you play here, cross off a single building, moving along your chosen side of the street from left to right.
- You may cross the road at the zebra crossings, if you wish.
- The last building you reach is your chosen restaurant location. Score your building according to the last coloured building you reached. The points awarded for the coloured buildings are shown.
- Gain dice bonuses and rosettes for crossing out certain buildings.

4 THE FIXTURES AND FITTINGS

- The boxes shown represent shops in a retail park. Each shop sells something you need for your restaurant. Start at one of the boxes containing a car.
- You 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 area, you will shade in 6 white boxes). You must always shade in connecting boxes.
- When you completely surround a shop on all four sides (i.e. 8 shaded boxes), you access the points and bonuses shown within. *For fun: You may also choose one of the two items shown within to furnish your shop with. Circle this item.*

5 THE MARKETING

- You need to engage word-of-mouth marketing to spread the word about your new restaurant. Each person you tell will potentially tell two more.
- The first time you play here, you must start at the top. I.e. you need a 4 to play here. Cross off the top character.
- In subsequent turns, you may progress along any arrow from a previously crossed off character, crossing off the next character. The number on the die must match the number on the game.
- Score three points for each imp you reach on the lowest level. Score bonuses for completed rows.

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. If you are unable to use a throw to progress within an area you must still spend money from an account at the bank.

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

Bonuses

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 areas.

You can also earn rosettes. They will give you extra points at the end of the game.

Game end and scoring:

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 (numbers on ★) from all areas.

Count up the number of rosettes you have acquired across the areas. If you have scored the maximum number of victory points in any of the five areas, 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.