

The Grand Opening

Designed by Ellie Dix

1+ players | 20 minutes | Age 8+

You've worked towards this moment for so long. You've spent countless hours on the menu, perfected the décor and spread the word far and wide... now it's time to fling the doors open and welcome the first customers to your new cafe. But can you get the right food to the right customers at the right time? Or will unserved dishes pile up while fussy customers get increasingly hangry?

Components:

- 1 play sheet per player
- 2 regular D6 dice

How to play:

Play is simultaneous.

On each turn, one player rolls both dice. Each round represents a different time slot in the restaurant. Write the dice rolls in the next time slot at the top of the page to keep track.

There are three actions you may take on any turn: 1) Seat Customers, 2) Make Food, 3) Serve Food. Choose one of the three actions in which to use both dice. You may not split dice rolls across two actions. Other players can make different choices.

Action 1: SEAT CUSTOMERS (in the restaurant)

The numbers shown on the dice represent customers entering the restaurant. You may use the dice separately to welcome two customers OR you may add the dice together to welcome a single customer. The number on the dice is the value of the customer. Higher value customers are more difficult to please but will give you more points if you satisfy them. You may always use up to the number rolled on each dice, so it is valid to give a customer a lower number than thrown.

Each customer is seated at a table in the section of the restaurant that corresponds to the current time of day (as shown at the top of the page). Write the customer numbers in the squares. The location of each customer within the section is irrelevant. In the crossover periods you may seat customers in either sitting or split customers created across both.

Try not to seat customers you will be unable to feed. Unfed customers will score negative points.

Special guests

Four times during the game, you can welcome a special guest into the restaurant. The special guests require the number shown. Circle the guest when you seat them to indicate their special status and cross off the box in the special guests' section to show that guest

has been seated. These guests bring greater rewards but carry more risk. If special guests are given food that is the same number or higher than their own, they will score double points. If they are given food that is lower than their own number, or if they are unfed, subtract double their number from your score.

Action 2: MAKE FOOD (in the kitchen)

The numbers shown on the dice represent food being made in the kitchen. You may use the dice separately to make two dishes OR you may add the dice together to make a single dish. Higher value food is more difficult to serve but is needed to satisfy high-value customers. You may always use up to the number rolled on each dice, so it is valid to make a lower number dish than thrown.

Each dish created corresponds to the menu for the current time of day (as shown at the top of the page). Circle the relevant food number, making the dotted line around the dish solid. You may only make two dishes of each value within each of the three sittings. In the crossover periods, you may make food for either sitting or split dishes created across both.

Try not to make food you will be unable to serve. Wasted food will score negative points.

Action 3: SERVE FOOD (move from the kitchen to the restaurant)

Move prepared plates from the kitchen to seated customers in the restaurant. The numbers shown on the dice indicate the value of food that may be served. You may use the dice separately to serve two dishes OR you may add the dice together to serve a single dish. You may always use up to the number rolled on each dice, so it is valid to serve a lower number dish than thrown. You may not serve a dish to an empty seat.

To serve:

- 1) Put a line through the prepared dish in the kitchen and
- 2) Write the number of the dish served in the circle underneath the seated customer in the restaurant.

Important: You must serve the right food to the right sitting, e.g. breakfast food for breakfast customers.

You may serve any value food to any customer but there are implications for scoring.

The Apprentice

Six times during the game you may call on the apprentice to help in any area of the restaurant.

Calling the apprentice allows you to add 1 to the die roll. When you do this, cross out one of the boxes in the apprentice section of the sheet.

Game end and scoring:

The game ends when all the time boxes are filled at the top of the sheet.

For each unfed customer, write their customer number in an 'unfed customer' box. Total the value of these boxes for your total unfed customer (negative) score.

For each item of food which has been made but not served, write their food number in a 'wasted food' box. Total the value of these boxes for your total wasted food (negative) score.

Each fed customer scores either the customer number or the food number, whichever is lower. Total up the three sittings then subtract the negatives from the total to give the final score.

The player with the most points wins.