

Too Many Cooks

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Introduction:

Greetings fellow robots! Welcome to the 100th Annual Cooking Festival! Now featuring exciting upgrades and authentic human currency!

Like the humans before us, our competitors today will engage in the cutthroat contest of "Cooking." In a battle of high-stakes drama, four "Cooks" will race against each other to fulfill the assembly of various "Dishes."

Through the course of the competition, the cooks will complete a total of three dishes. Each dish will have its own "Recipe:" a blueprint that details the amount of each ingredient that must be assembled to complete the dish. Our cooks will make these dishes together, completing them one by one by gathering the required ingredients and submitting them to the Cookatron.

In keeping with human tradition, the cook who submits the final ingredient to complete the third and final dish will be the champion, claiming the title of true "Master Chef."

Materials:

- Cookatron 2000 (Game Board)
- Upgrade Market
- 7 Lids (Transparent Acrylic Pieces)
- 40 Ingredient Cards (10 per flavor)
- 30 Upgrade Cards
- Authentic Human Currency (Token Coins)

Setup:

The Coin Reserve:

Place all the coins on the table in a pile. Coins earned and spent in the game are taken from and put back here, unless stated otherwise.

Ingredient Piles:

Sort all ingredient cards into four decks by flavor (Salty, Spicy, Sweet, Bitter). Set these decks face up on the table. These decks are the ingredient piles.

Upgrade Cards & Market:

Place the Upgrade Market on the table. Separate the upgrade cards into three decks based on their face color. Place them to the left of the upgrade market.

The Starting Hand:

Take 3 cards from each ingredient pile and shuffle them together. Distribute these cards evenly to all cooks. Everyone should end up with 3.

The Starting Cook:

The cook who most recently made a meal will go first. They are the Starting Cook.

The Goal:

The cook who completes the final dish wins the game. To complete a dish, cooks must submit ingredients to the Cookatron 2000.

The Cookatron fabricates dishes by mixing ingredients from the 4 flavor categories: salty, spicy, sweet, and bitter. Each flavor category has 6 designated slots, one slot for one ingredient. Recipes will ask for a certain amount of ingredients from each flavor category. For example a recipe may require 6 salty, 4 spicy, 3 sweet, and 4 bitter ingredients. This means that some of the slots in the Cookatron will be unused. Those will be covered by lids to avoid input errors.

A cook completes a dish by placing the last ingredient needed to fill all the open slots in the Cookatron.

Game Overview:

The competition is divided into 3 dishes. Complete a dish by placing the last ingredient to win coins, and complete the final dish to win the game. Each dish is split into 3 stages.

The Prep Stage (pg. 3):

- The cooks set up the board and the upgrade market
- Everyone takes turns to create a new recipe

The Cooking Stage (pg. 3):

Everyone takes turns to make the dish. A cook can execute 2 of 4 possible actions in their turn:

- Draw Ingredients
- Submit ingredients to the Cookatron to earn coins
- Spend coins or trade in to buy upgrades
- Spend coins to run several upgrades

Every time it's the starting cook's turn again, a new round begins. Before taking their turn, the starting cook must start the round by:

- Giving 1 coin to each cook
- Updating the upgrade market

The Cleanup Stage (pg. 4):

When someone completes the dish by placing down the last ingredient:

- The cook who completed the dish gets 3 coins while everyone else gets 1.
- The Cookatron is cleared.
- All the cards currently on the market are discarded.

The Prep Stage:

Cookatron 2000:

Place 1 coin on each of the circular slots on the board.

The Upgrade Market:

Pick up an upgrade deck based on the current dish:

- 1st Dish: use the pink deck
- 2nd Dish: use the green deck
- 3rd Dish: use the purple deck

Shuffle the deck and place it face down on the leftmost slot of the Upgrade Market which says draw.

- Draw a card from the draw deck.
- Place it face up on the rightmost open slot with an arrow on it.
- Do this until the middle three slots are filled.

The Recipe:

It is necessary to formulate a recipe before starting a dish. Like the humans, cooks will make these decisions through a voting process where some players will have more votes than others.

The cooks use lids to vote on the recipe. The total amount of lids used for this process is based on the current dish:

- 1st Dish: use 7 lids
- 2nd Dish: use 5 lids
- 3rd Dish: use 3 lids

A lid is placed in the Cookatron to cover 1 slot under a flavor category. The recipe will now require 1 less ingredient of that flavor.

The starting cook starts the process by picking up all the lids needed for the dish and then voting. To cast a vote, a cook places 1 lid down and then pass the remaining lids left for the next cook to vote. The voting continues until all the lids are used up.

The Cooking Stage:

The cooks take turns in this stage, going clockwise until the dish is completed.

On a Turn:

A cook must take 2 actions in their turn out of 4 possible actions: drawing ingredients, submitting ingredients, buying upgrades, and running upgrades.

Drawing Ingredients:

- Draw 1 ingredient card from the ingredient pile.

Submitting Ingredients:

- Submit any amount of ingredients to the Cookatron 2000. Each one must be placed on an open slot under its flavor category. So a bitter ingredient will only go on an open bitter slot.

- Take 1 coin from the reserve for each ingredient you submit.
- If you fill all the open slots under a flavor category, you can take the 1 coin above that flavor category. Each flavor category only gives this completion bonus once per dish.

Buying Upgrades:

- Buy 1 upgrade from the 3 face up cards in the Upgrade Market. You can not buy an upgrade you already own.
- You can buy an upgrade by spending coins or by trading in abilities.
 - The buy cost on an upgrade card tells how many coins you need to buy it.
 - To trade in, discard 2 upgrades that you own by placing them face down on the discard slot of the Upgrade Market.
- After buying an upgrade, slide the remaining cards to the right so that all the cards are grouped together and there is one empty slot adjacent to the upgrade deck. Draw a card from the upgrade deck and place it on the open slot.

Running Upgrades:

- Run as many upgrades as you can afford, but you can not run the same upgrade twice in 1 action.
- Each upgrade has a cost that must be paid before you can use them. This run cost is stated on the card. It is usually coins but it may be other things.

On a Round:

A new round begins whenever the starting cook gets their turn again. The starting cook has to do some bookkeeping before taking their turn.

Distributing Coin:

- Distribute 1 coin from the coin reserve to each cook, including yourself.

Updating the Upgrade Market:

- Discard the rightmost upgrade in the market by placing it face down on top of the discard slot.
- Move the remaining upgrades to the right by one space, so the slot right next to the draw deck is open.
- Draw another upgrade and place it face up on the open slot.

The Cleanup Stage:

Once a cook completes the dish, it is time to clean up. A lot of things are reset, but the coins, upgrades, and ingredients each cook holds is carried over to the next dish.

To prepare for the next dish:

- Take coins from the Coin Reserve. The cook who competed the dish take 3 while everyone else takes 1.
- Clear the Cookatron of all ingredient cards and put them back in their ingredient piles.
- Discard all the upgrades on the market, including the draw deck. Place them all face down on the discard pile.
- The new starting cook is the one to the left of the cook who completed the dish.

The Upgrade Cards:

There are 2 of each upgrade card in the deck.

Dish 1:

"Yes Chef"

- Buy Cost: 2 coins
- Use Cost: 1 coin
- Description: Submit 1 random ingredient from an opponent's hand to the Cookatron to gain 1 coin. If the ingredient can't be submitted, place it in the ingredient pile.

Grocery Run

- Buy Cost: 3 coins
- Use Cost: 3 coins
- Description: Draw 2 ingredients of your choosing.

Extra Arm

- Buy Cost: 3 coins
- Use Cost: 3 coins
- Description: Gain one extra action for this turn. (Running this upgrade on its own does not count as an action).

Future's Market

- Buy Cost: 2 coins
- Use Cost: --
- Description: Discard this upgrade to buy any upgrade in the market for free. You cannot use this upgrade on the turn that you purchase it.

Hand Exchange

- Buy Cost: 3 coins
- Use Cost: 3 coins
- Description: Swap some amount of ingredient cards from your hand with an equal amount of random ingredients from an opponent's hand.

Dish 2:

It's Still Fresh

- Buy Cost: 2 coins
- Use Cost: 2 coins
- Description: Replace this upgrade with an upgrade from the discard deck.

Overcooked

- Buy Cost: 2 coins
- Use Cost: 2 coins
- Description: Replace 3 random ingredient in an opponent's hand with 3 ingredients of 1 flavor.

Recipe Change

- Buy Cost: 3 coins
- Use Cost: 3 coins
- Description: Swap the lids of one flavor with another.

Hacking

- Buy Cost: 4 coins
- Use Cost: 2 coins
- Description: Discard this card to use an opponent's upgrade.

Butcher's Fee

- Buy Cost: 3 coins
- Use Cost: 4 coins
- Description: Gain 2 coins for every upgrade an opponent runs until your next turn.

Dish 3:

Meltdown

- Buy Cost: 4 coins
- Use Cost: 4 coins
- Description: Choose an opponent's upgrade, they cannot use that upgrade for their next turn.

Trim the Fat

- Buy Cost: 3 coins
- Use Cost: 4 coins
- Description: Place 1 lid in a slot of each flavor.

Golden Fish

- Buy Cost: 5 coins
- Use Cost: 7 coins
- Description: Ask an opponent if they have an ingredient. If they do, they must submit it to the Cookatron, and you get to run this upgrade again. If they don't, you must stop running this upgrade. No one gains any coins for the ingredients submitted.

Mystery Meat

- Buy Cost: 4 coins
- Use Cost: --
- Description: Discard 1 Upgrade or 4 ingredients to run 3 random Upgrades from the discard deck.

Spill the Beans

- Buy Cost: 4 coins
- Use Cost: 5 coins
- Description: Shuffle an opponent's hand of ingredients and submit half of it to the Cookatron. (round up for an odd number of ingredients).