

Thieving Chefs ~ Rule Book

Introduction

Game Description: Thieving Chefs is a card game for 2~5 players. Each player is an immoral chef who is trying to become the best in the restaurant by cooking dishes and stealing other chef's ingredient while they are cooking.

During the game, the players will draw Ingredients/Sauce Cards, play them to cook delicious dishes and score points for each completed dish. Players can also summon cute pets to steal other's ingredients!

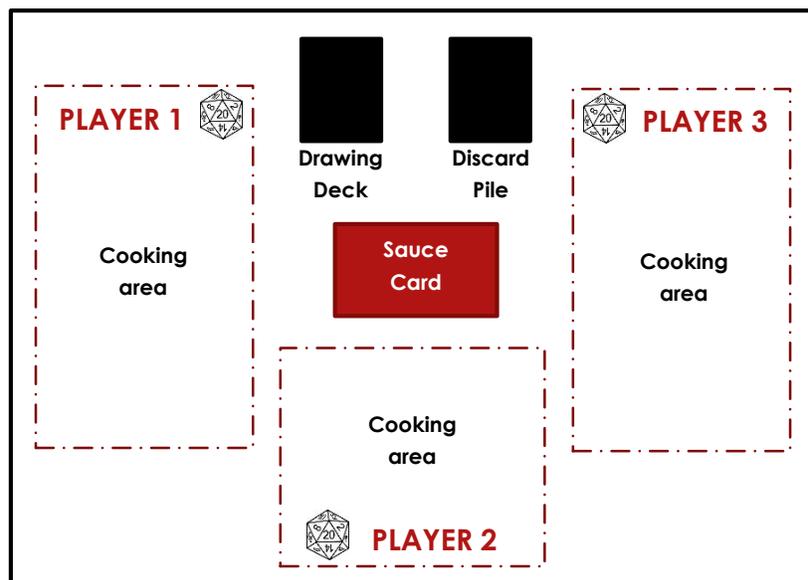
The object of the game is to score **victory points (VP)** by cooking as many dishes as you can during the play. The first player who has scored 20 VP wins the game!

Game Components

- 1 **rule book**
- 3 **game aids**
- 55 cards:
 - 39 **Ingredient Cards**
 - 6 **Sauce Cards**
 - 10 **Pet Cards**
- 3 **20-sided dice**

Setup

- Shuffle all the cards as the **drawing deck**. The drawing deck and discard pile are reserved in the center of all players. If the drawing deck is empty during the play, shuffle discard pile to the drawing deck.
- Reserve some space in front of each player for cooking. Place a **D20** as their VP counter.
- Each player starts with **3 cards** in hand and keep their hand secretly.
- **The most experienced chef in the restaurant begins.** Play then proceeds in a clockwise direction.



Turn Order

1. Score Phase (Eating dishes) & Check for victory
2. Action Phase (Preparing dishes or destroying other players' dishes)
3. Announce Phase (Cooking dishes)
4. Discard Phase
5. End of turn

Score Phase (Eating dishes) & Check for victory

This step may happen anytime during the turn.

If no dish is announced or the ingredients for an announced dish are stolen, do nothing.

If the player has ingredients (and sauces) on board that are announced for cooking dishes, discard the ingredient cards and score the points. Flip the D20 to represent the current VP.

After scoring points, check if the player has scored 20 VP or more. If yes, the player wins the game.

Note:

- Only discard the ingredient cards. If there is a sauce on board, it remains.
- Points can only be scored if a dish is announced the last turn.

Action Phase (Preparing dishes or destroying other players' dishes)

In a turn, the player performs 3 actions in total from either drawing a card from the deck or playing a card on board in front of them. Below are the combinations of actions that a player can take during a turn (the order doesn't matter):

- Draw 1 card, play 2 cards
- Draw 2 cards, play 1 card
- Draw 3 cards
- Play 3 cards

When playing a card:

- If it is an **ingredient**: Place it in your cooking area.
- If it is a **sauce**: Place it in the center of the table. Remember that **sauce is shared by everyone** in play. If there is already a sauce, discard the old one and replace the one that is just being played. **The player may score points with the bonus from the sauce that is just played. (The dish still needs to be announced last turn.)**
- If it is a **pet**: Pick another player and use the pet on them, take an ingredient that the pet is capable of stealing from their cooking area, and **add it into your hand (it doesn't go in your cooking area)**. Discard the pet card after using. The other player can still use the rest of the ingredients to make another dish on their turn.

Notes:

- In each turn, the player can perform 3 actions in any order.

Example:

In a player's action phase: The player may draw a card, play it and draw another card.

- The player can only steal an ingredient in another player's cooking area. (The player can't take an ingredient from another player's hand.)
- If **there are two ingredients of the same that you are stealing** from another chef. The target chef (not you) gets to choose which ingredient to be taken by you.

Example:

If Emily has two Onions in her cooking area and she announced that she was making a salad with Onion 1 from her last turn, and Onion 2 was doing nothing. When John tries to steal an Onion from Emily, Emily gets to choose which Onion would be taken. So she may protect her salad by letting John take Onion 2.

Announce Phase (Cooking dishes)

If the player has ingredients on board that are ready to cook a dish, the player can announce that they are cooking this dish (and score points at the beginning of their next turn if the ingredients are still there). Put the ingredients next to each other so that it is easy to be viewed by everyone.

Discard Phase

The hand limit is 5 cards. If the player has more than 5 cards in hand before ending the turn, they have to discard down till 5 cards to move on.

End of turn

Game passes to the next player clockwise. The next player repeats this turn order.

Strategy Tips

- **Hand limit?** You don't want to discard any card unless it is necessary. So plan your turn (action phase) wisely so that you don't need to discard. Since you only discard during your Discard Phase, you can have more than 5 during the Action Phase.
- **How to protect my dishes?** You may play two ingredients of the same to protect you dish. (If one of them is stolen, you can still score points with the other one.)
- **Who should I play against?** If someone is winning, consider working with each other to stop the one from getting more VP!

Card List (55)

1. Ingredients (39)

Cards	Greens	Rice	Bread	Onion	Meat	Cheese	Fish
Quantities	10	8	5	5	5	3	3

2. Sauces (6)

Cards	Spicy	Ketchup
Quantities	3	3

3. Pets (10)

Cards	Greens	Rice	Bread/Onion/ Meat	Fish/Cheese
Quantities	10	8	5	1

Recipes & VP

	Ingredients	Spicy (+2)	Ketchup (+2)
Salad	Greens + Onion (3)		
Congee	Rice + Greens (3)	✓	
Burger	Bread + Meat (4)		✓
Grilled Cheese	Bread + Cheese (5)		✓
Sushi	Greens + Rice + Fish (7)	✓	
Chili	Rice + Onion + Meat (8)	✓	

Turn Order

1. Score Phase (Eating dishes)
2. Check for victory
3. Action Phase (Preparing ingredients or harassing other players)
4. Announce Phase (Cooking dishes)
5. Discard Phase
6. End of turn