

Objective

Win the game by competing against other players to be the best short order cook. The player with the most points by the end of the game wins the title of Short Order Hero.

The Recipe values are listed in the bottom right corner of the recipe cards. Bonus points are cumulative and listed as grayed out ingredients.



The Best Setup in Town!

1. Shuffle the Recipe Deck and deal out 5 Recipes face up in reach of all players.
2. Shuffle the Ingredients Deck and deal out 7 cards to each player.
3. Place the remaining Ingredients Deck face down in reach of all players.
4. Lay the gameboard flat on the table.
5. Place the round marker on the starting position based on the number of players.

Game Play

The player who last ate at a diner goes first.

Starting with the first player and continuing clockwise around the table, each player will complete a turn.

A player always begins their turn by drawing a card and then completes one of the two Turn Options.

Turn Options

Take one or more Actions
(all shown to the right)

OR
Draw an additional card
to end the turn.

Action: Draw

Discard one or more cards to draw that many cards to your hand. This action can only be performed once per turn.



Acquire new cards by playing cards that allow you to draw new cards or steal cards from other players

Action: Garnish

Add Spices and Seasonings to an already completed Recipe

Sabotage other players by adding Black Hairs and Cockroaches to another player's already completed Recipes.



Action: Cook

Cook Recipes by laying down all of the required Ingredients listed on an available Recipe Card. Once a Recipe has been cooked the player who cooked it takes the Recipe and adds it to their completed orders.



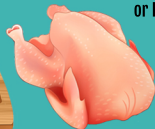
Daily Specials



Some Recipes allow for bonus Ingredients. Those bonus Ingredients can only be added when first cooked.



If an Ingredient is listed as "Any Meat" Beef, Chicken, or Pork can be used.



Once a Recipe is completed only Spices, Seasonings, and Sabotages* can be added.



Once a player's turn is over replace any cooked Recipes with new Recipes so that there is always 5 Recipes in play.

Once play returns to the first player, move the Round Marker.



* Sabotages cannot make a Recipe's value go below zero.

Game End

The end of game is triggered when a player completes their 5th recipe OR when the round tracker gets to the "All Done"

If the end of the game is triggered by a player completing their 5th

recipe, all remaining players that have not had a turn, take a turn. If the end of the game is triggered by the tracker reaching the "All Done" space, then the game immediately ends.

Game Design: Phil Loyer
Art: Greg Wray, M. Wayne Miller
Business Operations: Brad Ellis
WYVERN GAMING
Vice President: Kai Nesbit
Studio Manager: David Hanold



Winner

Once the game is over add up the total Recipe value from each player's completed Recipes. The Recipe value is listed on the bottom right corner. If the Recipe has bonus Ingredients completed, add the values to the recipe total. EACH bonus ingredient points add to the total.

You must also account for all Spices, Seasonings and Sabotages. The player with the highest total Recipe value is the...

Short Order Hero!



Ages 9 and Up



20 ~ 30 Minutes



2 to 5 Players



How To Play

