CHEF ALFREDO

An amusing game about creative chefs
for 2 – 4 players aged 5 years and up by Michael Schacht

There's chaos in the kitchen as Chef Alfredo has forgotten which soup is boiling in which pot! Can you help him out by adding the correct ingredients to the different pots?

OBJECT OF THE GAME

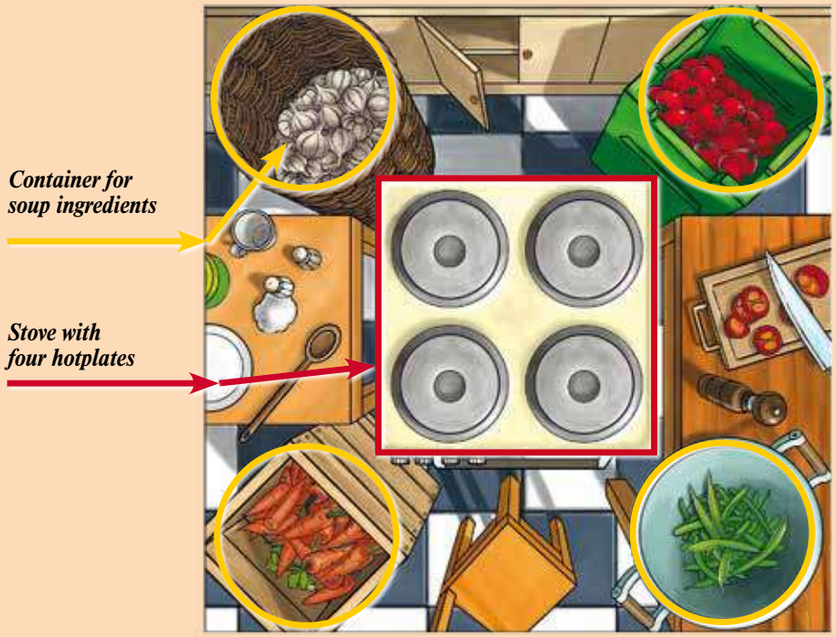
Chef Alfredo is renowned worldwide for his delicious tomato, carrot and bean soups, but his specialty is somewhat unusual: Alfredo's garlic soup!

Today, though, Alfredo is desperate because he can't recall which soup is boiling in which pot. He needs your help to put the carrots, garlic, beans and tomatoes into the proper pots – and to keep an eye on your fellow players to make sure they've done so, too!

The player who best spots the pots – even when they change hotplates – will win this amazing cooking game.

GAME COMPONENTS

• **1 game board** – this is Alfredo's kitchen. In the center of the kitchen is a stove with four hotplates, which is surrounded by four containers for soup ingredients; place the game board in the center of the playing area within reach of all players.



• **40 soup ingredients** – with 10 each of carrots, tomatoes, beans and garlic bulbs. Place these ingredients in their proper containers: carrots to carrots, tomatoes to tomatoes, etc.



• **4 recipe tiles** – 1 each for carrots, tomatoes, beans and garlic bulbs.



• **4 cooking pots** – put 1 recipe tile in each pot, then cover each pot with a lid and place them on the stove; there's one pot for each hotplate.



• **36 cooking tiles** – these represent the points you earn during the game; keep these tiles next to the game board.



• **1 die** – before your first game, place the ingredient and cooking stickers on the die, with the two cooking stickers on opposite sides of the die.



The player who last helped cook a meal is the starting player and takes the die. Now you can begin!

PLAYING THE GAME

Players take their turns one after another in clockwise order. Before the game begins, everyone can look inside Alfredo's pots to see what's cooking. Remembering which recipe tile is in which pot is important as putting the correct ingredients into the proper pots is the only way to help Alfredo.

The starting player now rolls the die.

What did you roll on the die?



Chef Alfredo?



Choose any two pots and swap their places – but without looking inside those pots! Try to remember which pot is now where on the stove. After the swap, the next player rolls the die…







An ingredient?





Take the ingredient shown from its container and place it in a pot.

Do you think you really know in which pot that ingredient goes? Lift the lid, take a peek, then throw the ingredient into the soup. Make sure that no other cook can look into the pot while you do this!

Did you choose the proper pot? Even if you chose the wrong one, don't let anyone else know – maybe they didn't notice…



After your turn ends, pass the die to the next player on your left without changing the die result – this is important!

Does your fellow cook think that you placed the ingredient in the proper pot?

Yes!

If your left-hand neighbor thinks that you tossed the ingredient into the proper pot, he gives you one cooking tile from beside the board (which you keep in front of you), then he rolls the die.

No!

If your left-hand neighbor thinks that you placed the ingredient in the wrong pot, he says "That was the wrong soup!", then pour out the contents of that pot, placing the recipe tile from that pot next to the die. All players can now easily check whether you added the ingredient to the right or wrong pot.

✘ If your fellow player is right and you placed the ingredient in the wrong pot, he takes one cooking tile as a reward and you get nothing! Then that player rolls the die for his turn.

✔ If you did place the ingredient in the correct pot, then that player gives you a cooking tile from beside the board. As a penalty for mistrusting you, that player must pass the die to the next player in clockwise order, losing his turn.

Important: *It doesn't matter whether anyone else placed the wrong ingredients in the pot before your turn! You check only the recipe tile and the die!*



Whether you were right or wrong, place all of the ingredients from the now empty pot into the appropriate containers, return the recipe tile to the pot, place the lid on the pot, then place the pot back on the hotplate. Now the game continues.

Miscellaneous rules:

- If a rolled ingredient is no longer available, empty all of the pots, return all of the ingredients to their proper containers, then finish your turn.
- If no ingredients will fit in a pot because it's too full, empty this pot, return the ingredients in it to their proper containers, then finish your turn.

END OF THE GAME AND WINNER

Once the last cooking tile has been claimed, the game ends. Players then count the cooking tiles in front of them, and whoever has the most cooking tiles wins. Congratulations – that player has won the game and can now assist Chef Alfredo in the kitchen!
In case of a tie, the tied players share the victory.

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