

Menu concocted by Florent Toscano and Julien Prothière. Dishes lovingly prepared by Egidio Marsico, Marion Cheucle, Sébastien Flavier, Jennifer Krzonowski, Emilie Ribeiro and Sophie Kern.
Tables set by Stéphane Escapa

{Contents}

A notepad



Loads of cards

8 Character cards:

1 Waitress
1 Maître d'Hôtel
6 Chefs







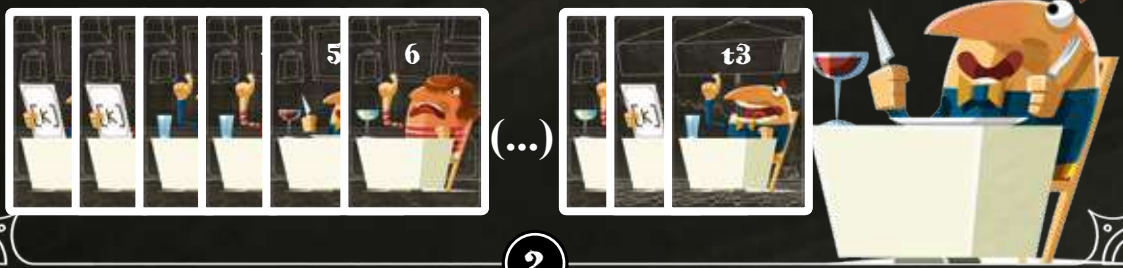
57 Ingredient cards:

6 categories in 6 different colors



9 Table cards:

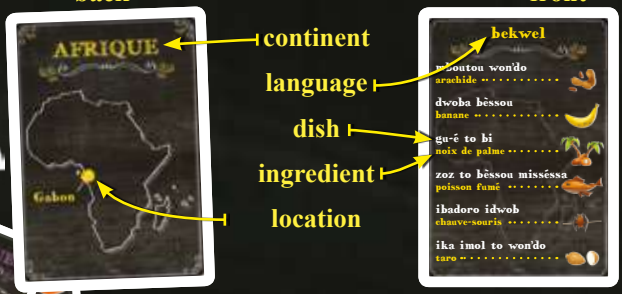
6 cards numbered 1 to 6 + 3 Terrace cards numbered t1 to t3



Each card represents a language and contains 6 dishes. The names of the dishes (shown in white) are transliterated, which uses the English alphabet to write how they sound...
For example, the word "sausage" would be transliterated as "sossidj".

36 Language cards:

- 6 Africa cards
- 6 America cards
- 6 Asia cards
- 6 Europe cards
- 6 Oceania cards
- 6 French regional language cards





Refer to the "Food for Thought" booklet (p.53) for more information about transliteration, and how it differs from phonetics!

Last but not least, the essential "**kosmopolit**" application, which you can download here:

Android: ANDROID APP ON Google play

Apple: Available on the iPhone App Store



To play the game, you will need a tablet PC or a smartphone with the app installed on it, some headphones and a pen!

{How to play}

Welcome to your restaurant!

You are in charge of the world's most cosmopolitan eatery! People from all over the world, speaking a host of different languages, come to enjoy their favorite specialty dishes!
In theory at least…
The reality will depend on you and your staff!
If you improve from game to game, you will be able to serve even more dishes in even more languages...

[kosmopoli:t] is an adaptive cooperative game: That means you play together as a team and achieve a shared score. It also means that the more you play, the better you will become, gradually unlocking new abilities and more challenging levels of gameplay!

Aim of the game

The evening service lasts only 6 minutes, during which you must serve as many customer orders as possible!

Setup

Regardless of the number of players, there will always be a Waitress, a Maître d'Hôtel and a number of Chefs.
Each player chooses their role and takes the corresponding Character card.
The Waitress will manage the app. She wears headphones (or earphones).
Run the app and then select "JOUER".
IMPORTANT: You must create an account before you play the game for the first time: Click on the seated customer and follow the onscreen instructions.
You can also play around with the other options.



Welcome screen

Enter the number of players and then tap "SUIVANT".

If you like, you can change which continents are used. Each Chef specializes in the cuisine of one of the selected continents and takes the matching Language cards. The Language cards for the remaining continents will not be used in the current game. Each Chef must also manage part of the stock of ingredients. Share the Ingredient stockpiles equally between the Chefs. For example:
• In a game with 2 Chefs, each Chef collects the stockpiles for 3 types of Ingredient.
• In a game with 4 Chefs, 2 Chefs take the cards for 2 types of Ingredient, and the other 2 Chefs each take 1 type...



Select the number of players

Then tap "SUIVANT".



Select continents

Select which difficulty level you want to play, from among the levels that you have already unlocked.
The Maître d'Hôtel takes an order sheet, a pencil and the Table cards required for the selected game. For example, for your first game, you will play with a single dining room with 6 tables. You will therefore need Table cards 1 to 6. Don't worry! Before each game begins, the app will tell you which Table cards to take.





Set the difficulty level

Now tap "PLAY".

Your restaurant is open for business!

Everybody ready?
The Waitress taps " Open!" and the game begins!



At the start of the game

When a customer sits down at a table, they briefly browse the menu and then order a dish. The Waitress (and only the waitress) can listen to the order by tapping the speech bubble. Tapping the speech bubble again prompts the customer to repeat their order. She can listen to it as many times as she likes. She relays the order to the restaurant staff:



"Table 3: Apeulflapeun"!

The Maître d'Hôtel notes down the order (as he understands it) on his order sheet, and is free to repeat it to the Chefs as often as necessary.

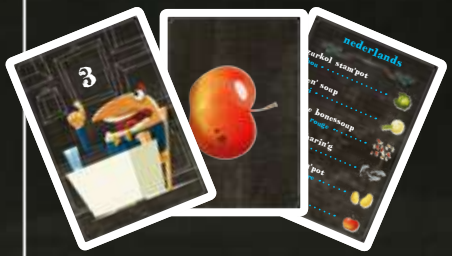
The Maître d'Hôtel is the only player to have an overall view throughout the game. As such, he plays an important role in keeping thing running smoothly, and the Chefs should feel free to ask for his help! The Maître d'Hôtel can (and should) continually repeat any backlogged orders to the Chefs. He is a nexus for communications between the Chefs and the Waitress. We're not saying that to put any pressure on you...
Just don't screw up!

The Chefs then look for the requested dish among the transliterated names on their cards. They can talk to each other, express their opinions, repeat the names of dishes, etc. Chefs may either hold their Language cards or lay them out on the table (depending on the size of the table, obviously. Some restaurants have bigger kitchens than others...).

Meanwhile, the Waitress continues to take orders from customers entering the restaurant. You will need to work well together to keep the orders from piling up!

When playing as a Chef, when you have found the right dish, ask the other Chefs for the signature Ingredient, so that they can look for it in their respective stocks. (Also check your own stock: it would be silly to ask the other Chefs for an ostrich steak if you're the one in charge of the meat!)

As soon as the Ingredient is found, give the Maître d'Hôtel the two cards that define the dish, i.e. the Ingredient card and the Language card. The Maître d'Hôtel adds the Table card corresponding to the dish and passes all 3 cards to the Waitress, who can then serve the order.



Here, Table 3 ordered "apoflapen", a Dutch dish featuring apples..

As soon as the Waitress has a free moment, she can serve the dish to the table that ordered it. Easy as pie! Simply tap the right table on the screen, then tap the right Ingredient in the displayed selection and lastly, tap the right Language from the displayed list.



At which point....



- Either everything is correct: Congratulations, you have successfully served a table! The Waitress sets the cards on one side (they will not be needed again during the game). You score 10 points!



- Or else... There has been a mix-up! The Maître d'Hôtel returns the Language and Ingredient cards to the relevant Chefs and the search resumes. When you eventually serve the rightdish, a three-point penalty is applied.

Important note:

- The Waitress can listen to a particular table's order as many times as she likes while the arrow is still blue. However, as soon as she listens to another table's order, the previous table's arrow changes color to orange. If she goes back to listen to an order again after taking other orders in between, a three-point penalty is applied.



- If everyone in the kitchen is completely lost, you can ask customers for a clue by tapping the " ? " icon. The customer will then tell you which continent you should be looking in. But, you guessed it, a three-point penalty is applied!



End of service and scoring



Service ends when:
- *You have served all the tables!*

Or
- *The 6-minute timer has expired.*

When service ends, all Chefs must immediately stop working. The Waitress can still attend to any tables that she did not have time to serve, on condition that the dishes had been prepared and placed in front of her before the timer expired. But you receive a three-point penalty per dish...
To see your score and a summary of your performance during the service, tap "Debrief".

Points:

Per table served correctly ..... + 10 points



Per clue requested ..... - 3 points



Per table listened to again ..... - 3 points



Per table served wrongly ..... - 3 points



Per table served after the end of service ..... - 3 points



All tables served before the timer expires: + 10 points



{important note}
from some smart cosmopolitan restaurateurs!

Your eatery is going places!

Each level sets you a target score that unlocks higher levels.
If you do a great job, you may be able to unlock multiple levels at once!
The first time you play, you will have a single dining room containing six tables. As you progress, an outdoor dining terrace and additional dining rooms will be opened! However, you will still see only one room (with a maximum of 6 tables) at any given time. You can move between rooms by tapping the arrows on the left and right of the screen. The arrow will flash if a customer in a different room is waiting to place their order.



New tables on the dining terrace

Getting better?

When you reach a certain score, the app will tell you to open the final deck of cards and include some of them in your games: tables 7 to 12 and the Language and Ingredient cards with a "fork" symbol.
This opens up new languages and new ingredients!
Important: Don't add all the cards in this deck at once. You must wait to unlock another achievement before including the remaining cards...
The app will tell you when the time is right!



Stay sharp!

On some levels, an inspector from the famous Micheloon guide visits your restaurant as a mystery diner, but you won't know which table is theirs… There is surely a tasty bonus up for grabs... It would be a shame not to serve the inspector correctly!

Smells like... baloney?



Can't find certain dishes, however many times you read your cards? Maybe you've stumbled on that rarest of specialties: pure baloney! This is a prank order from a cheeky customer that doesn't exist on any of the Language cards...
Show that smartypants who's the boss by serving them a baloney-flavored yogurt. That should keep them happy AND score you 10 points!



Your total score is the sum of your best scores for each level. Share it on social media and challenge your friends!

You're the boss!

Now that you know the rules of the game, it's up to you to run your restaurant as well as you can. Organize yourselves however you see fit: share ideas, swap roles, get excited and start shouting... Do your best to make your eatery the talk of the town!

Achievements



We have included a page full of goals to aim for on your quest to become champions of cosmopolitan service. Can you achieve them all?
Good luck!

A well-oiled machine

Three tips to help you fine-tune your organization:
- The Maître d'Hôtel should always give the Waitress the 3 cards in the following order (from top to bottom):
Table / Ingredient / Language.
- The Waitress should set aside all the cards for the correctly served dishes, face down in a single discard pile.
- At the end of the game, the Waitress should sort the discarded cards into 3 basic categories (Tables, Languages and Ingredients), which the other players then return to the correct piles.

MADE IN FRANCE USING LANGUAGES FROM ALL OVER THE WORLD!

Jeu éco-fabriqué en France

Everything in this game has been designed, illustrated, published and manufactured in France: the cards in the Doubs department; the booklet in Montpellier; the notepad in Lyon and the box in the Drôme department! It has also been eco-manufactured! The game was developed from end to end in Lyon, over a nearly four-year period. Read the other booklet for a much more detailed account!



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www.jeux-opla.fr

HEY! Let's be friends: