

RECIPE

Each **player/team** begins with a restaurant that has only Average kitchen and dining room staff (as shown on your Staff Board). These staff have no game value and don't contribute to your success. Your goal is to hire Excellent staff to replace your Average ones. The first player or team to have a Staff Board with all Excellent staff wins the game.



INGREDIENTS

STAFF DIE: This twelve-sided die has two functions:

- Roll this die to determine whether you get a bonus for Excellent staff on your Staff Board (see PLAYING THE GAME).
- Roll this die to determine whether you get or lose Excellent staff (see Help Wanted and Staff Quits in RESTAURANT SQUARES).

RESTAURANT SIGN: Make up your own restaurant name, write it on this blank sign with the felt pen provided, put it in the plastic stands and place it in front of your Staff Board. The back of the sign shows the Excellent staff values plus the bonus Duckats for Excellent staff (see STAFF DIE and PLAYING THE GAME).

STAFF BOARD: This board shows the twelve Average staff that you start the game with. Average staff have no game value. As you play, you try to replace them with Excellent staff. Place the Excellent staff tiles on top of their average counterparts.

EXCELLENT STAFF TILES: These are the staff that you must hire to win the game. Each staff has a value (indicated in the top right corner), based on their rank in the restaurant. Staff values are also listed on the back of the Restaurant Sign.

STAFF BOX: Contains the Excellent staff tiles.

DUCKATS: Duckats are the currency of the game; they come in denominations of 5, 20 and 50. Use your Duckats to hire Excellent staff and to pay for situations on Restaurant cards.

SOUPER DUCKATS: A Souper Duckat enables you to advance your pawn one additional square after the roll of the dice. You may play more than one Souper Duckat at one time to advance multiple squares. You may purchase Souper Duckats during your turn for 50 Duckats each; you may cash them in during your turn for 25 Duckats each. You begin the game with three Souper Duckats. If you land on the Duck Soup square, you receive one Souper Duckat and get to roll again.

BANK: Contains Duckats and Souper Duckats.

RESTAURANT CARDS: These cards present various situations, opportunities and obligations.

QUESTIONS BOX / CARDS: This box contains 300 Question cards. Each card has four letter choices: A, B, C or D which correspond, in no particular order, to three types of questions and one **ROLL STAFF DIE!** True/False: 30 Duckats
Multiple Choice (3 choices): 40 Duckats
Multiple Choice (4 choices): 50 Duckats

TWO DICE, FOUR COLORED PAWNS, ONE WET ERASE PEN

GETTING READY TO PLAY

SET OUT THE INGREDIENTS

- Place the game board in the middle of the table.
- Shuffle the Restaurant cards and place them on their spot in the middle of the board.
- Place the Staff die and dice on the board.
- Place the Questions box, the Staff box and the Bank on the table.
- Each player takes one pawn, one Staff Board, 300 Duckats, three Souper Duckats and one Restaurant Sign card.
- Each player thinks up a name for their restaurant, writes it on the Restaurant Sign with the wet erase pen, and erects it in front of their staff board with the plastic sign holders.

BEFORE PLAY BEGINS, EACH PLAYER HIRES 3 EXCELLENT STAFF

- One player rolls the Staff die, hires the Excellent staff rolled, pays the required Duckats (value indicated on the tile) into the Bank, takes the Excellent staff tile from the Staff box, and places it on top of its average counterpart on the Staff Board.
- Next, the player to the left does the same. This continues clockwise until each player has hired three Excellent staff.
- Players must hire the Excellent staff rolled. If a player rolls an Excellent staff that they already have, they roll again, unless they roll a cook or a server (players can hire up to three cooks or servers).
- Now that each player has hired three Excellent staff, regular play begins.

PLAYING THE GAME

To determine who goes first, each player rolls the dice. The highest rolling player places their pawn on the Duck Soup square and begins, followed clockwise by the others.

Every turn, before you roll the dice and move your pawn, you have a chance to earn more Duckats. It goes like this:

- First, choose a letter: A, B, C or D. Each letter corresponds randomly to either one of three types of questions or **ROLL STAFF DIE!**
- The player to your left then takes the first card from the Questions box, and based on your letter choice, either reads a corresponding question or tells you to **ROLL STAFF DIE!**
- If the letter chosen is a question and you answer correctly, collect the Duckats for that question from the Bank. The card is then placed at the back of the box.
- If, however, the letter chosen is **ROLL STAFF DIE!**, roll the twelve-sided Staff die. If you have the Excellent staff rolled, collect half their value as a bonus from the Bank (see the back of the Restaurant Sign). If you roll an Excellent cook or Excellent server and you have more than one, collect for each one.
- Next, whether or not you have answered correctly or collected a bonus for Excellent staff, roll the dice and move your pawn.
- As you move around the board, refer to RESTAURANT SQUARES on the next page.



RESTAURANT SQUARES

DUCK SOUP: Collect one Souper Duckat and roll again.

BUSINESS IS GREAT: Roll the dice and collect five times the roll in Duckats from the Bank.

RENOS AND REPAIRS: Roll the dice and pay five times the roll in Duckats into the Bank.

RESTAURANT: Take the top card from the Restaurant card deck and follow the instructions. Then place the card at the bottom of the deck. If you don't have enough Duckats to pay on a card situation, you may return one or more Excellent staff to the Staff box, take one-half their value from the Bank and pay what you owe into the Bank.

KITCHEN: You may hire any one Excellent kitchen staff. Pay the value of that staff into the Bank. If you already have all your Excellent kitchen staff, your turn ends.

DINING ROOM: You may hire any one Excellent dining room staff. Pay the value of that staff into the Bank. If you already have all your Excellent dining room staff, your turn ends.

HIRE KITCHEN OR DINING ROOM: You may hire any one Excellent dining room or Excellent kitchen staff. Pay the value of that staff into the Bank.


STAFF QUILTS:

- Roll the Staff die. If you roll an Excellent staff that you have on your Staff Board, that employee has just quit.
- However, other players may now try to hire that person. The first interested player to your left offers the value of the employee in question. Proceeding clockwise, these players must bid higher amounts; play continues thus until the highest bid is reached.
- The successful bidder pays the required Duckats into the Bank and transfers the staff tile from your Staff Board to theirs.
- If no other players are interested in hiring that staff, the tile goes back into the Staff box and your turn ends.

HELP WANTED:

- Roll the Staff die. If you roll an Excellent staff that you would like to hire, pay their value into the Bank, take the staff tile from the Staff box and place it on your Staff Board.
- However, if you do not need or want to hire this staff, other players may try to do so.
- The first interested player to your left offers the value of the staff in question. Proceeding clockwise, these players must bid higher amounts; play continues thus until the highest bid is reached.
- The successful bidder pays the required Duckats into the Bank, takes the staff tile from the Staff box and places it on their Staff Board.
- If no other players are interested in hiring this staff, your turn ends.

VACATION: Lose your next turn. You may not enter into any bidding while on vacation.



Disclaimer

The world of gastronomy can be very subjective. The answers to the questions in DUCK SOUP... *The Restaurant Game* are based on the consensus of opinion on a wide range of culinary topics.

We understand, though, that there may be passionate and knowledgeable people who might disagree with us. For the purposes of the game, the supplied answers should be considered correct.

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Duck Soup: (slang) Anything requiring little effort, easy to do and often remunerative; a cinch.

For many people, the idea of owning a restaurant conjures up thoughts of fun and easy money. In short, they think that it's all going to be "duck soup."

The reality, however, is that running your own restaurant also involves plenty of hard work, often with little monetary reward.

But there is a way to get a taste of the restaurant business without losing your money and your sanity.

Introducing DUCK SOUP...*The Restaurant Game*, where you use your knowledge, skill and luck to be the best restaurateur in town!

