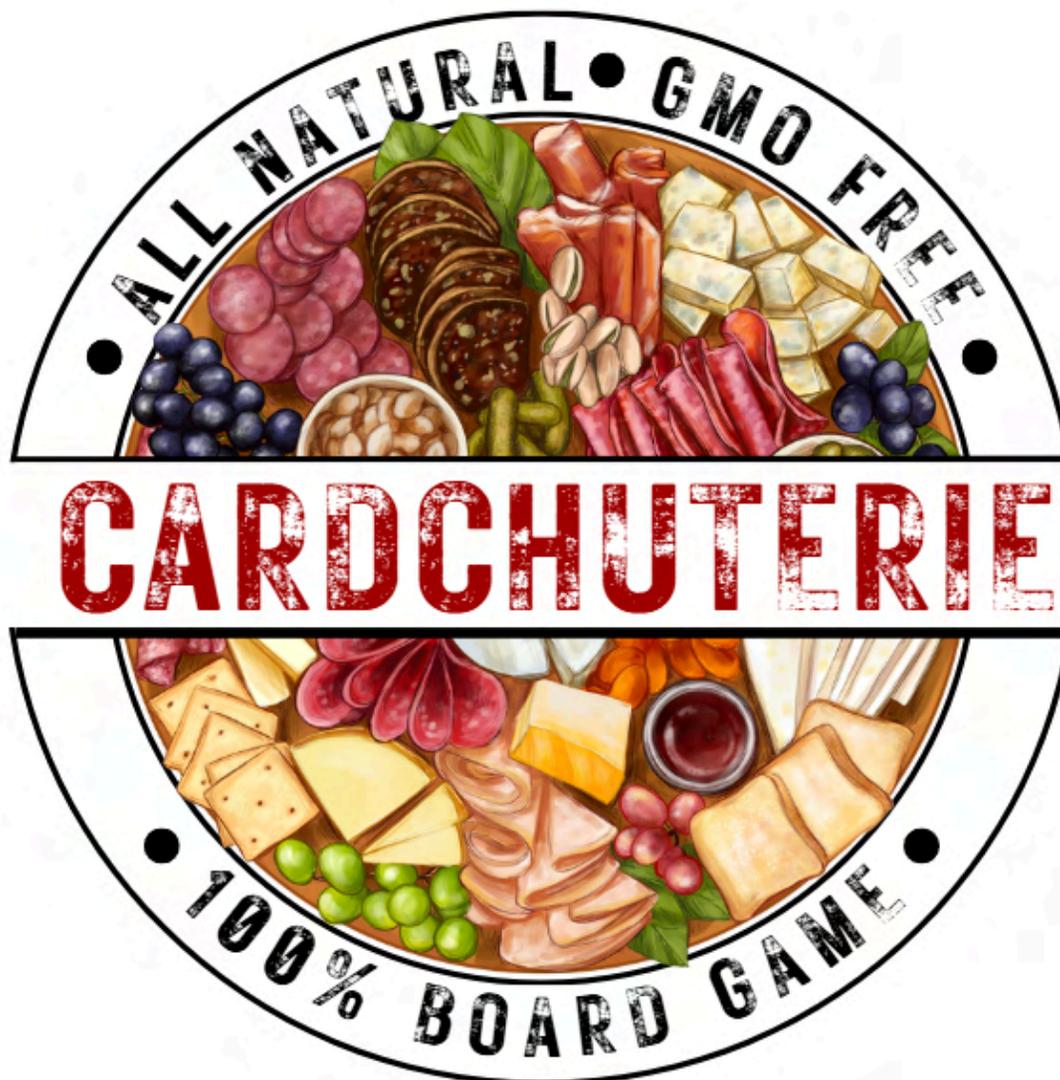


Cardchuterie: Savor the Fun!

Ruleset version 9



Overview

In *Cardchuterie*, players collect ingredients from the pantry and add them to their charcuterie board. Once a player fills their board, they then serve guests by chaining together 3 to 7 ingredients by matching flavors. Longer chains are worth more points. The player with the most points wins!

- A Note on Rules: The rule sets described below are intended to create a chill, lightly-thinky experience for two players that keeps you engaged but doesn't prevent conversation. It is competitive without being cutthroat. But if you're looking for a different feel, check out the rules appendix! Just like crafting your charcuterie board, there are many ways to make the game fit your tastes.

Components

Deck Only Version:

- 68-card Ingredient Deck

Standard Edition also includes:

- One Pantry Board
 - 8 spaces for fresh ingredients
 - 2 spaces for spoiled ingredients
- Two Player Boards
 - 14 spaces for ingredients

Cheese Wheel Edition also includes:

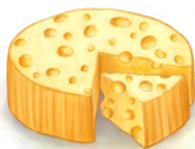
- Cheese wheel storage with room for expansions

The Ingredient Deck

The ingredient deck contains 7 types of ingredients:



Bread: 12 Cards



Cheese: 12 Cards



Meats: 12 Cards



Fruit: 10 Cards



Nuts: 6 Cards

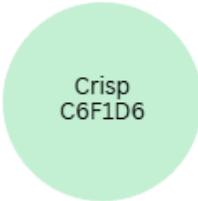
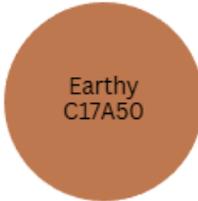
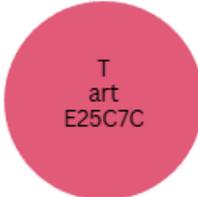


Veggies: 6 Cards



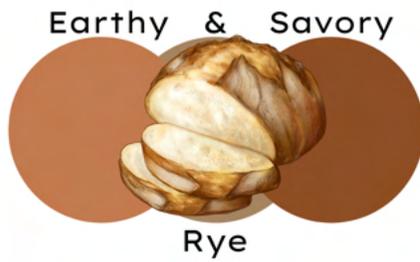
Spreads: 6 Cards

Each card has two of the following flavors, except spreads; they just have one. Each flavor has a color.

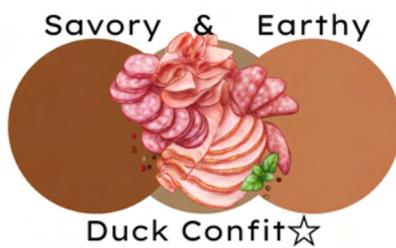
 Creamy F6EBD9	 Crisp C6F1D6	 Salty B0C4D8	 Earthy C17A50	 Savory #8d4f26
 Buttery FDE8A9	 Tangy FFD936	 Smoky #8f857d	 Spicy E24E42	 Sweet E8A7A7
	 Nutty D7B895	 Sharp 6A8D92	 T art E25C7C	

Ingredients with uncommon flavor profiles are indicated with a star next to the name. Rare flavor profiles have two stars. Stars are worth extra points when scoring, so grab those rare ingredients!

Common:



Uncommon:



Rare:



Play Modes

Cardchuterie can be played two different ways:

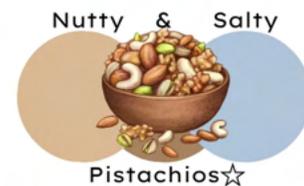
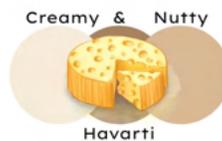
1. Grazing Table mode is great for a light snack. You only need the deck of cards - no boards. This version is a faster trick taking game.

2. Charcuterie mode is great when paired with coffee or wine. This version uses the player boards and takes a little longer.

Grazing Table Mode

Cardchuterie's Grazing Table mode is a faster-paced trick-taking game that shares the flavor-chaining rules of the original Charcuterie mode. Your goal in Grazing Table mode is to collect sets of three to seven ingredients that create a chain of flavors. The first person to collect three sets wins the round. Play as many rounds as you want!

Create a flavor chain by matching flavors on your cards. For example, you might chain milk bread's creamy flavor with Havarti's creamy flavor. Havarti can then chain with its nutty flavor with that of pistachios.



Setup

1. Shuffle the cards.
2. Place the deck between the players and flip over the top card to create the discard pile.

Gameplay

The player who last snacked from a charcuterie board goes first. On your turn:

1. Choose one of the following:
 - a. Select the top card of the discard pile, OR

- b. Choose two cards from the draw pile, keeping one and discarding the other.
2. (Optionally) Play one flavor chain of up to three cards. Each ingredient must be of a unique type (i.e. you can't have two cheeses or two breads).

When a player places their third flavor chain, the round immediately ends. Tally your score, reshuffle the deck, and start again!

Scoring

Flavor chains are scored by counting cards + stars. The player with the higher score wins the round.

Charcuterie Mode

In Charcuterie mode, players use three boards: The pantry, which is shared, and two player boards.



Setup, Gameplay, and Scoring

Setup

1. Give each player a player board.
2. Set the pantry between the players.

3. Shuffle the ingredient deck, then divide the deck roughly in half.
4. Place each half on the designated spot on the pantry board.
5. Fill each side of the pantry with ingredients, starting on the spots labeled Fresh. Do NOT fill the Spoiling spots during setup.
6. The last person to eat from a charcuterie board goes first. Rotate the pantry board so that the arrow points at the first player.

 Note that you can combine decks and use more boards for 3 or 4 player games, but we only tested thoroughly with 2 players.

Gameplay

Cardchuterie typically takes place over two rounds, though that can vary with the number of players. Each round consists of two phases:

1. Selecting ingredients and restocking the pantry.
2. Plating flavor chains and scoring points.

Ingredient Selection Phase

During the ingredient selection phase, take turns selecting cards from the pantry. You may choose two ingredients on your turn. Choose a variety of ingredients but look for matching flavors. Rarer ingredients are worth more points when scored.

Restocking the Pantry

After all players have taken their turn, players restock the pantry as follows:

1. If there are any ingredients on the Spoiling spaces, move them to Waste.
2. Any ingredient cards remaining on the pantry advance as far as possible, filling the Spoiling space and any adjacent spaces.
3. Players refill the empty spaces by drawing cards from either deck.
4. Rotate the board so that the arrow points at the next player in clockwise order.

Scoring

Players score points by chaining **3 to 7 unique ingredients** together by matching flavors. Rotate cards to make matches. You can place your flavor chains next to your boards.



Then score your flavor chains by **counting cards + stars**. In the example above, the player would score 8 points: 4 for cards and 4 for stars.

Note that spreads only have one flavor, and so can only be used to start or end a chain.

 If you have a chain of all 7 ingredients types, give yourself 2 bonus points!

Start a New Round

As long as cards remain in the deck, you can keep playing! Just remember to rotate who picks ingredients first. For a shorter game, play until the pantry runs out of cards. If you want a longer game, shuffle plated ingredients back into the deck when you run out.

Alternate Rules - Experiment to Find What Tastes Best!

It's hard to believe, but not everyone likes goat cheese. And not everyone wants a chill, lightly thinky experience. Experiment with the rules below to find a combination you like best! If you have ideas for other rules — let us know! [\[link\]](#)

Name	Rule	Effect	Submitted By
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Picky	Players pick one ingredient each until pantry is empty, then refill and rotate.	More thinky; slower	Patrick
Spoilers!	Players may place a card into the Waste pile instead of moving it to their board.	More competitive	Patrick
Fridgeless	Cards on the Spoil and the adjacent space move to Waste each round.	More difficult; shorter game	Patrick
Tick Tick	Set a 5 minute timer; whenever the timer goes off, cards spoil!	More hectic	Patrick
Ravenous	Why take turns? Grab cards, refill the pantry, and fill up that board as fast as you'd like.	Very hectic	Patrick