First Master Cook

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All the tribes have Harvested for the First Master Cook competition. You oversee your prehistoric tribe's kitchen tent. Harvest ingredients, hire helpers, and cook your dish dishes quickly to earn your place in history as a legendary
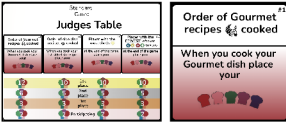
First Master Cook!

1-5 Players -- Duration: 30 - 120 minutes -- Ages: 14+ -- Competitive

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Contents:

1 x Judge table 12 x Public goals 20 x Chef hats (4 per player)

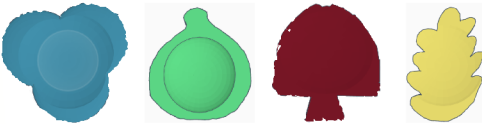5 x Cutting Boards (1 in each player colour)

60 Helper cards / 18 x Side dish cards / 12 x Gourmet dish cards (12 in each
player colour)

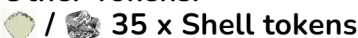5 x Player aids / Harvest Token / First Player Token

16 x Field tiles

4 x Blue- 4 x Fig 4 x Mush- 4 x Wheat
berry   room

Ingredient tokens:

🐚 / 🔵 35 x Blueberry 🐚 / 🔵 35 x Fig
🔴 / 🔴 35 x Mushroom 🟡 / 🟡 35 x Wheat

Other Tokens:
⬜ / ⬛ 35 x Shell tokens

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Ingredients

Ingredient(s): The main resource of the game. There are 4 types of ingredients: blueberry 🫐 🟢 🔵, fig 🧄 🟢 🟢 , mushroom 🍄 🔴 🔴 and wheat 🌾 🟡

🔴 Any Ingredient of your choice (any of 🟢 🟢 🔴 🟡 or 🔵 🟢 🔴 🟡)

Tokens representing ingredients (= symbol printed on cards):

Ingredient	Symbol	Deluxe Token	Basic Token
Blueberry	🫐	🔵	🔵
Fig	🧄	🟢	🟢
Mushroom	🍄	🔴	🔴
Wheat	🌾	🟡	🟡
Any ingredient	🔴	🟡 or 🔴 or 🟢 or 🔵	🔴 or 🔵 or 🟢 or 🟡
Shell	⬜	⬜	🪨

Shell token: 🛡️ this game component is similar to money in other games. Shells are used to hire tasters and cook Gourmet Recipes.

Fields

Field / Field Tile: Game tile that hold the ingredient tokens.
4 types of field game tiles:

🔵 Blueberry, 🟢 Fig, 🔴 Mushroom, 🌾 Wheat.

🔴 **Field Circle:** Any field on the player board. In your Harvest step you may take ingredients from any field in the field circle.

Whenever a field tile only has 1 or 0 ingredients, it is depleted. Immediately refill the tile back to 4 ingredients from the bag.

If the bag is empty divide the last ingredients as equally as possible between depleted fields.

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Setup:

1. Place the Judges Table in the middle of the table Standard Game side up if playing with new players.
2. Place the shells to the side and in reach of everyone.
3. Arrange the 16 field tiles in the same pattern (Blueberry, Fig, Mushroom, Wheat, repeat) in a circle around the Judges Table.
4. Place **one** ingredient matching the colour of the field on each field.
5. Add the remaining Blueberry (⬤), Fig(⬤), Mushroom(⬤) and Wheat (⬤) to the bag.
6. Refill the fields: Draw ingredients (⬤) from the bag to fill all the field tiles until each field contains **exactly 4 ingredients.**
7. Give the first player marker 1st Player and the harvest marker

   Harvest to the last player who cooked a recipe or a random player

Field Circle setup:
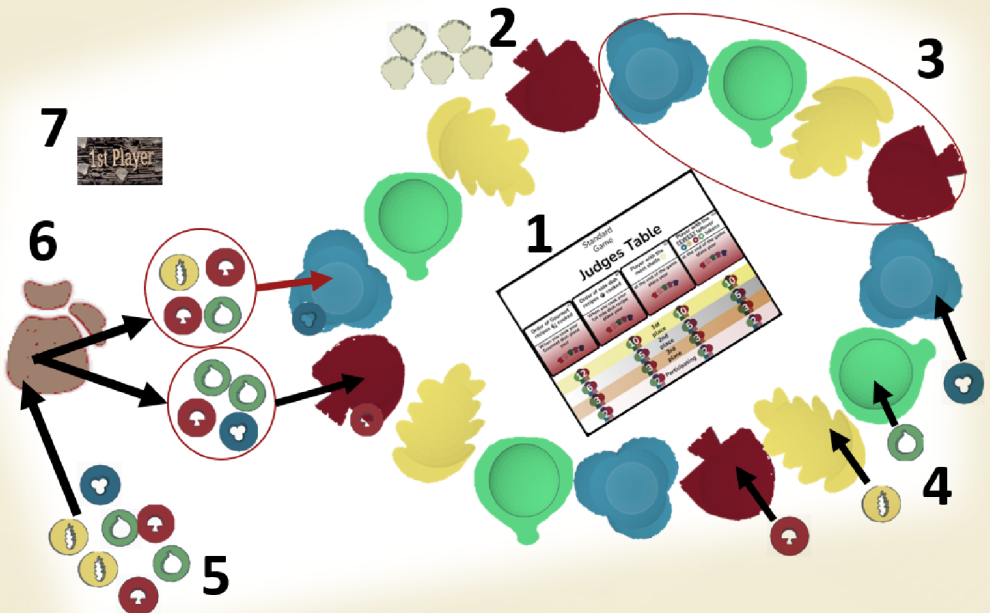
Player Setup

8. In their <u>player colour</u> each player takes:

   1 x Cutting board
   4 x Chef's hat
   1 x Player Aid
   12 x Helper cards (#1 to #12)

9. From the Side Dish and Gourmet cards find the all the cards marked with the * in the top left hand corner. Shuffle each type separately. From these, each player takes 2 random side dishes and 1 random gourmet dish. Return the rest of the cards with to the * to the box.

10. From side dish cards without the * take 2 cards per player and shuffle them into a side dish deck.

11. From the gourmet dish cards without the * take 1 per player and shuffle them into a gourmet dish deck.

12. From the Helper cards take the Blueberry-, Fig-, Mushroom- and Wheat Harvester cards (#1, #2, #3, #4, marked with * in the top left) into your hand:

13. Tuck one of these helper cards under your cutting board at the <u>top</u> of any of the helper slots . Use the helper's prep ability (🥣) immediately to take an ingredient from a non-matching field and place it on the helper's storage space

Example: 🥣 : 🧅🚫 Immediatly take a 🫒 from any non-fig field 🚫

14. Take the remaining 3 helper cards into your hand, Then shuffle the rest of the helper cards and place them face down next to your cutting board.
This is now your helper deck. 🌮/🤝

15. Draw 1 card from the helper deck

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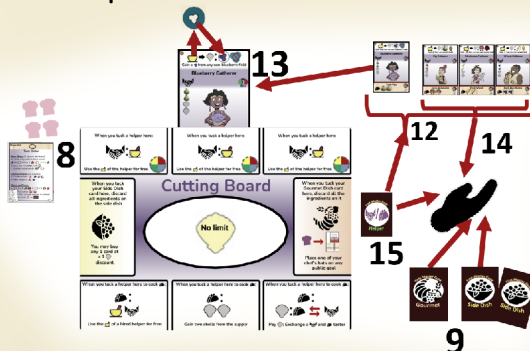
Player Setup - continued

14. **Take the following cards in your hand:**

4 x helper, 2 x side dish 1x gourmet dish

4 x   2 x   1 x

15. **You are ready to start the game. The player with the first player token takes their turn.**

Two player setup example:
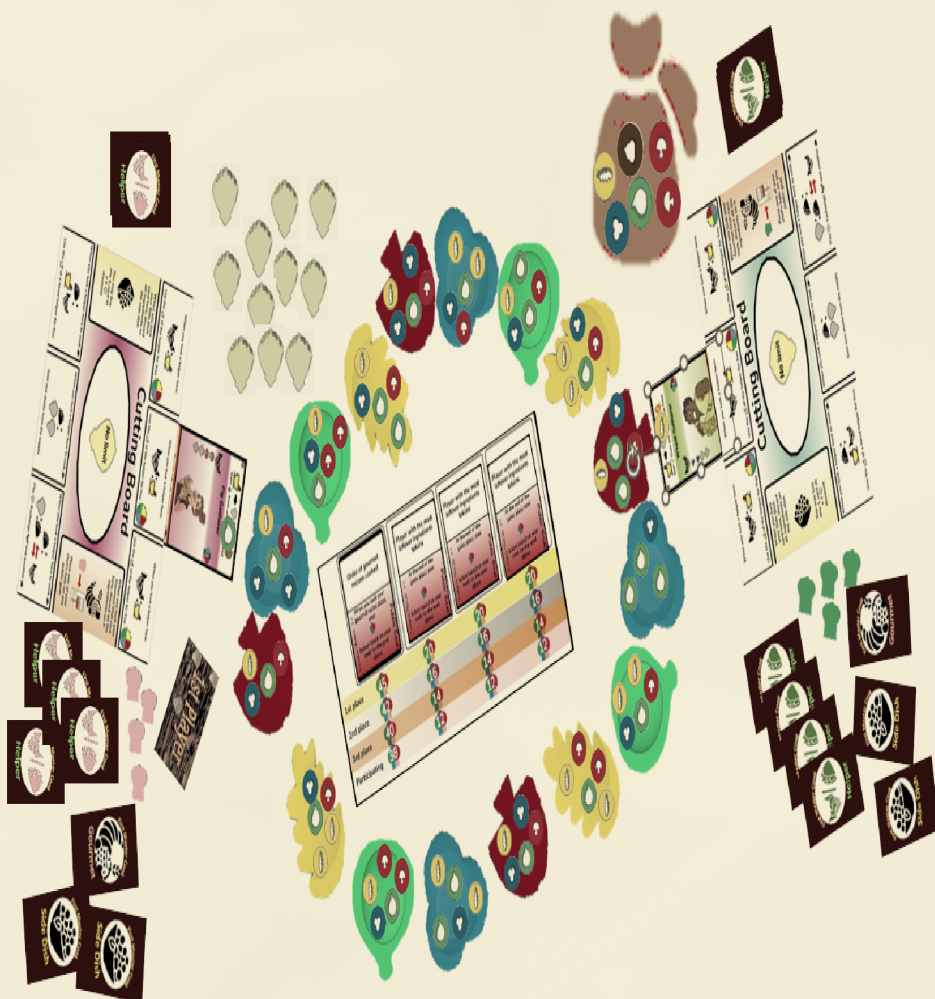
Overview and Goal

In First Master Cooks, you play the role of a pre-historic cook competing to be the best cook in the yearly meeting of tribes.
You aim to Harvest ingredients to cook your Gourmet Recipe. take victory points from, the Dishes you cook (Tasters, Sides and Gourmet), Helpers and Judges Notes (Public Goals)
Earn the most victory points to be crowned the Ultimate First Master Cook!

Gameplay

Your turn, will have **3 phases.**
Prep phase to **use helpers** abilities.
Kitchen phase to **Harvest** ingredients OR **cook** dishes OR **hire** more helpers.
Clean-up phase to **discard** ingredients and **draw** a new card.
The **game ends** when your helper deck runs out.

Turn Structure

1. **Preparation Phase**

A. **Use** 🥣 ability on helping tasters (optional)
B. **Harvest** ingredients
C. **Place ingredients** on your cutting board

2. *Kitchen Phase* **(Choose only 1)**
A. **Cook** dishes
or
B. **Hire** helpers

3. **Clean-up Phase**
A. Check for **Public Goals**
B. **Discard** ingredients if more than 15 (15 Max)
C. **Clear** overgrown fields
D. **Buy** cards

Refill depleted fields back up to 4🔴in any step

Turn Structure in Detail:

1. Prep Phase 🥣:

During this phase you will **use** your 🤝 helpers to Harvest ingredients for you.
This is an optional action you may perform every turn in addition to your other actions.

Helpers

During this phase, you will be using **previously hired** helpers with a 🥣 (prep phase) ability at the top.

(You ***don't hire*** helpers *in this phase but during your kitchen phase*)

Helpers are printed on the helper cards (in the middle) (🌮/🤝)

Anatomy of Helper Cards
(🌮/🤝)

Starting card symbol

Gain a 🫐 from any non-blueberry field

Blueberry Gatherer

Helper symbol

Helper hire cost

Taster recipe name

Taster recipe cost

Taster recipe Icon

Fresh Figs

Helper ability

Helper name

Helper victory points

Storage spaces

Taster recipe Victory points

Card number

#1

Helper

Taster Recipe
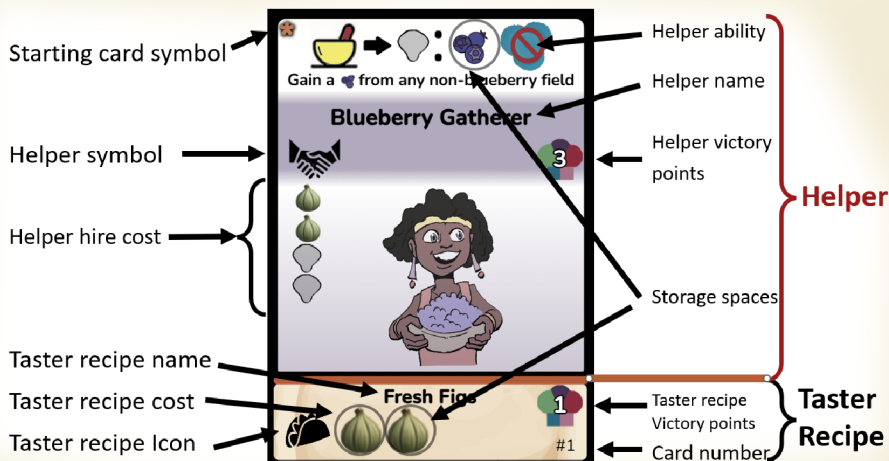
A. Use 🥣 ability on Helpers

a. To use the 🥣 ability, pay 🔘 then take the ingredient printed on the helper card's storage area from a non-matching field and place it on the storage area of the helper.

b. The 🥣 abilities are all optional. You can use the ability of **any number of hired helpers** with a prep symbol 🥣 ability at the top of the card as long as you have 🔘 to pay the cost AND their storage area does not already contain an ingredient.

c. You may **only use each ability once** during your turn. (Except when you use the Support helper to use another helper's ability atake). Place the new ingredient on the Support helper's 🥣 ability.

d. Helpers with a 🥣 ability that Harvest specific ingredients at the start of your turn, may only take the ingredient from a field that does NOT share a colour with the ingredient. The symbols 🚫🚫🚫🚫 are used to indicate that a helping taster may not Harvest an ingredient from this type of field.

e. Expert helpers 🤝⇄🤝 take two ingredients. The ingredients are takeed one at a time. They can be takeed from the same or different fields that does NOT share a colour with the ingredient.

If you are unable to take an ingredient when using a 🥣 ability take a shell (🔘) instead. Expert workers take their intredients one at a time. In rare cases you could take the last ingredient of the type and take a shell instead of the last ingredient with an expert helper's ability.

Example:

The Fig Harvester (1) has the ability 🥣 ➡ 🔘 : 🧅🔘
In the Prep Phase you may pay 🔘 to take a ⚪ from any non-fig field (like the wheat field 2) but not the fig field (3).

You may also use the Mushroom Harvester (4) in the same Prep Phase to take a 🔘 from any non-mushroom field.

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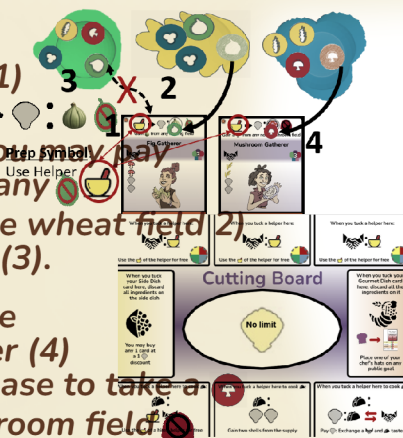
What is the mancala mechanism

Mancala is one of the oldest known board game systems, dating back thousands of years to ancient Africa and the Middle East. It was played with seeds moved between pits carved into the ground. The mancala mechanism involves picking up a group of seeds (or tokens) from one spot and dropping them one by one into a series of connected spaces, often in a circle or a line.
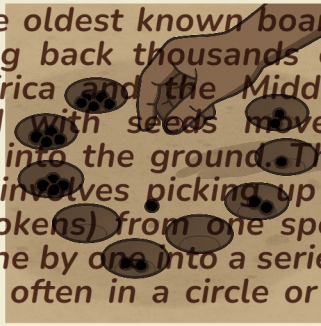
B. Harvest ingredients

In this action, you'll Harvest ingredients using a fun **mancala-style move**.

First, **pick a field** where you want to **get ingredients from**. (End field)

Then choose any **other field to start** from and **scoop up** all its **tokens.**

Drop <u>one</u> token next to each field going <u>clockwise or counterclockwise</u>.

Stop when you reach the **end field**. Return ingredients still in your hand to the bag.

Place each token on the field next to it, and take a **shell** when the token **matches the field** type.

Then <u>take all</u> the ingredients **matching** the **End Field's** <u>type</u>

Harvest ingredients in detail
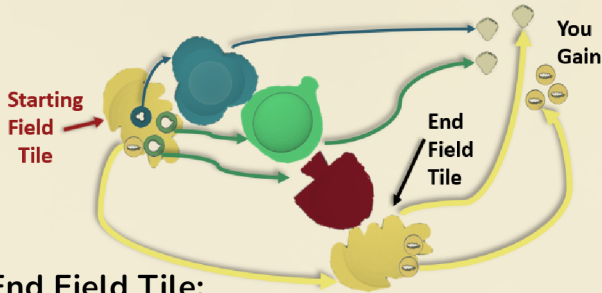
1. **Choose an End Field Tile:**
   - Pick a field that has the type and colour of the ingredient tokens you want to collect. This is your End Field Tile.

2. **Choose a Start tile and Scoop:**
   - Choose any other field to start from.
     - The starting field tile should have at least enough tokens to drop one token next to every tile between the starting- and end field tiles.
   - Take all the tokens from that field into your hand.

3. **Distribute tokens:**
   - Moving around the circle (in either direction), drop one token next to each field as you go.
   - Stop when you reach the End Field.
   - Any tokens not placed are returned to the bag.

4. **Take Shells:**
   - Place each token onto the field next to it.
   - For each token placed into a matching field, take 1 shell.
   (A fig token ⬤ *into a fig field* ⬤ *takes one shell* ⬤*)*

5. **Harvest Ingredients:**
   - Collect all tokens from the End Field that match its type and colour *(all wheat tokens from a wheat field)* and add them to your cutting board.

6. **Past the Harvest Token to the player to your left:**
   - Finally, pass the Harvest Token 🪙 to the player on the left. That player can now take start their turn.

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<u>Harvesting Example</u>

Alaine, the red player, wants to cook a Taster Dish (1), this costs 🌾 (2). To take 🌾, Alaine plans to end her Harvesting step at the Wheat Field (3). The tile where you end your Harvest step is known as the End Field Tile. This Wheat Field Tile (3) contains 🌾🌾 along with other resources (🫐🍄).

Next, Alaine picks a Starting Field Tile (4) (the wheat field) containing four ingredients (🍄🍄🍇🌾). Between the Starting Field Tile and the End Field Tile, there are four tiles (including the End Field Tile). The four ingredients in Starting Field should at least be the same or more than the number of field tiles between Starting Field and Ending Field. So, 4 ingredients = 4 field tiles.

Then, Alaine scoops up all the ingredients from the starting field tile and places each of the ingredient, one at a time, next to each of the field tiles between the starting and ending field tile (the starting tile does not get an ingredient):

- Alaine places the **mushroom** (5) from the Starting Field Tile next to the mushroom field tile moving clockwise.
- She places one **fig** (6) next to the fig field and the other **fig** (7) from the Starting Field Tile next to the Blueberry Field.
- Finally, she places the **wheat** (8) next to the Wheat Field (End Field Tile, 3).

  Now Alaine adds each of the ingredients next to the fields into that field and takes:

  - **1 shell token** (9) from the Mushroom Field, where she added a mushroom token (5).
  - Another **1 shell token** (10) from the Fig Field, where she placed a fig token (6).
  - And **1 shell token** (12) from then End Tile where she placed a wheat token
  - **All the wheat tokens** (13), (three wheat tokens, the two there already plus the one just added) from the End Field Tile.

  However, Alaine does not take a shell from her Blueberry Field (11) because she added a fig token (7) to the blueberry field.

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Harvesting Example:
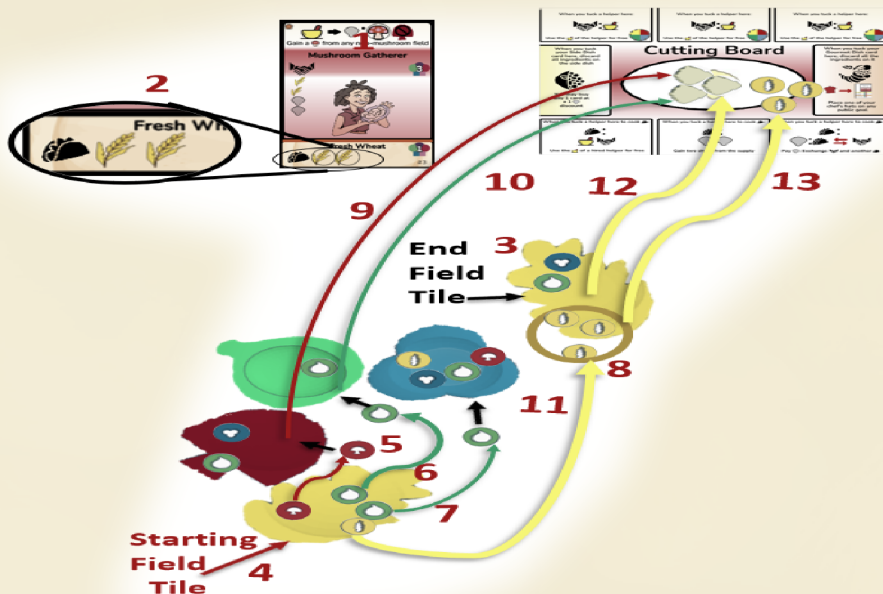
C. Move ingredients to cutting board

Move all the ingredients currently on any storage spaces (🫐🎃🍄🌾🔴🟢) to the centre of your cutting board (off the storage spaces).

Only ingredients in the centre of on your cutting board can be used to cook or hire during your kitchen phapse.

Ingredients used for taster recipes will remain on the taster recipe storage spaces and can not be used again this round. They are available in your next round.

Ingredients used for Side Dishes and Gourmet recipes will be discarded to the bag.

Kitchen Phapse

A. Cook Dishes

One of the actions you can choose during the kitchen phase, is cook a dish. You cook a dish by to choosing a dish card (taster, side, gourmet) in your hand to cook (play), and pay all the ingredients listed in the recipe cost from ingredients in the your personal supply. You will then take a bonus when you tuck this card under your cutting board.

Cook as many dishes as you can afford with your available ingredients

Helper Card | Side Dish Card | Gourmet Dish Card
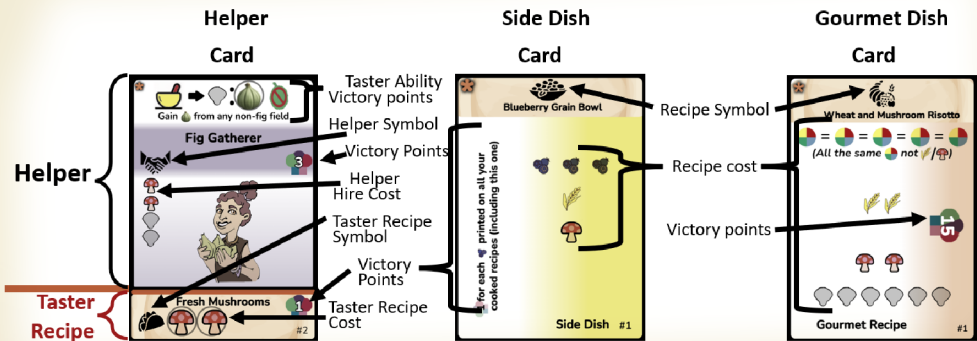
To cook (play) a dish:
1. Pay the recipe cost
2. Tuck the card under the cutting board
3. take the bonus

1. **Pay the recipe cost:**
   Choose a card in your hand and pay the recipe cost from your ingredients on your cutting board. Place the ingredients required on the recipe card.
   A cost of 🔴 is paid by any one of 🔵🟢🔴 or 🟡
   A cost of 🔴 = 🔴 = 🔴 = 🔴 = 🔴 can only be paid with 5 of the same ingredients. *Example:* 🟡 🟡 🟡 🟡 🟡

Example: Paying the cost printed **(2)** on a dish card **(1)** by paying the exact type and number of ingredients **(2)** from your cutting board **(3)**. Ingredients are placed on the taster recipe (at the bottom of the helper card) **(4)**. After you cook a dish, **tuck** the cooked **dish** under your cutting board into the **appropriate slot** and take the reward.

Bottom: Taster slots (🌮) **(5)** for taster dishes.

Left side: Side Dish slot (🍲) for side dishes.

Right side: Gourmet dish slot (🍧) for your gourmet dish.

2. Tuck the card under your cutting board :

To tuck the card: slide the cooked dish card behind the cutting board under the slot associated with the type recipe:

a. Taster dish (🌮) cards slots are on the bottom of the cutting board. Tuck the card in behind the cutting board up to the orange line, leaving the cost and everything below revealed.
All ingredients stay on the taster card for use in your next round.

b. Side dish (🍲) card slot is on the left, players tuck the side dish card behind the cutting board. **Discard all ingredients on the side dish** back to the bag.

c. Gourmet dish (🍧) cards slot is on the right. Tuck the gourmet recipe under the cutting board. **Discard all ingredients on the gourmet dish back to the bag and shell back to the supply.**

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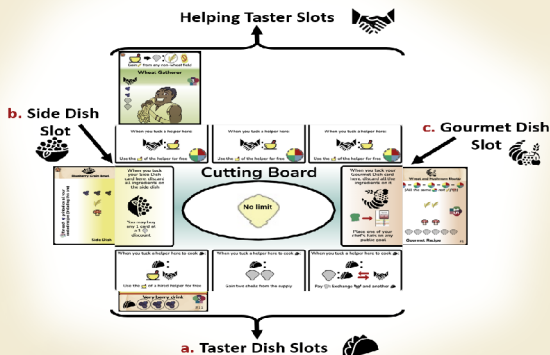
3. Bonus from cooking a dish:

take a bonus from the cooked dish. You take the bonus every time you cook a dish, even more than once a round. A bonus can be takeed multiple times. The bonus is always optional.
Bonuses for dishes are listed below: A: Taster, B: Side, C: Gourmet.

Example: You cook 2 taster dishes in one turn and tuck both under the second Taster card slot.
You take ⚪⚪ *for each.* ⚪⚪⚪⚪ *in total.*

A. Taster dish bonus:

Allows the player to activate the ability listed on the Taster dish slot.
• All taster recipe abilities are optional
• All Taster recipe abilities can only be used if the cost to cook the recipe can be fully paid before using the slot's ability

Taster recipe slot ability:

Use the ability any **one** of your hired helpers with a 🥣 atake **for free** (you do **not** have to pay a shell to use the helper's ability.

take two shells (⚪⚪) from the supply

Pay⚪: Exchange **any other** cooked taster dish with a hired helper. They swop places and the helper slot and taster slot activates a 🥣 ability.

B. Side dish bonus:

Activate a taster slot ability atake for free. Don't to play a card and don't pay any shell cost.

C. Gourmet dish bonus:

Place your 👨‍🍳 in the judges table to score victory points. **If two or more players cook their Gourmet Dish in the same turn, both players add their chefs hat 👨‍🍳 on the same line of the judges table.**
You may place a another chef's hat under the 1st publc goal if you score a second or 3rd gourmet dish.

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B. Hire Helper

You may hire as many helpers as you can afford.

Helpers are on the bottom of the helper cards, with details printed on the middle section, below their name.

How to hire a helper

- Choose a helper card from your hand **(1)**.
- Pay the hire cost shown on the left of the card **(2)** by returning the specified number of ingredients and shells from your supply **(3)** to the general supply or bag **(4)**. A cost of 🔴 is paid by any one of 🥚🧅🧄 or 🥔
- Any 🍃🍃 cost must be paid in full with the ingredients.
- Tuck the card under any of the slots at the top of the cutting board and use their prep ability (🥣) immediately. **(6)**

(A) Hire a Non-Expert helper (🤝 = Non-Expert)

- If the selected helper is non-expert (🤝) **(A)**, you can tuck the card into any helper slot at the top of the cutting board **(5)**.
- Use their prep ability (🥣) immediately.

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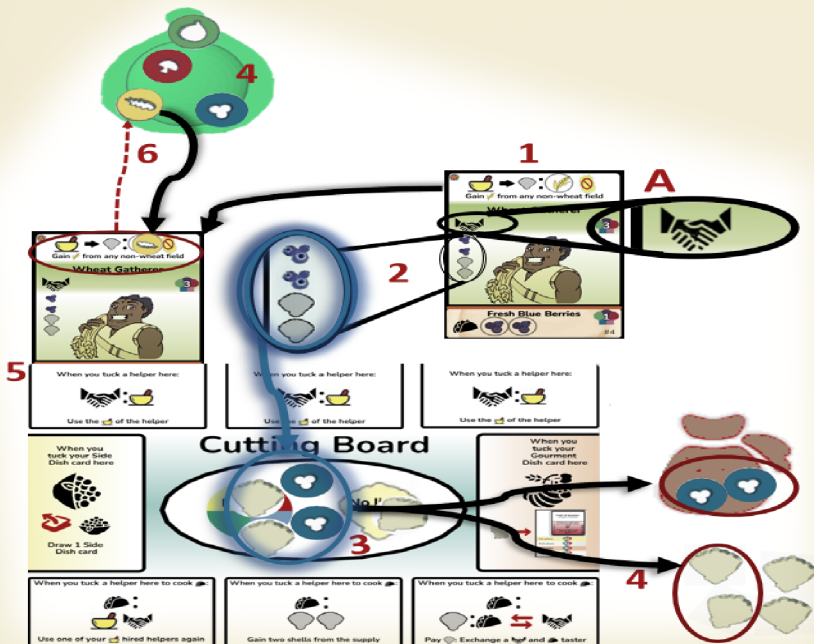
• If the Helper slot is not open:

○ Move a previously hired helper from the top slot to the bottom taster dish slot of the cutting board.
○ The card is now considered a cooked taster dish.
○ You may take the reward from the taster recipe taster slot.
○ Tuck the hired helper in this open helping taster slot. You also use their prep ability (🥣) immediately.

Example: Hire a helper when no helper slot is open:

*Tiaan wants to hire a helper **(1)**, there is no open helper slots. He chooses any helper slot and move the helper currently there **(2)** to any taster recipe slot **(3)** (open or not) at the bottom of the cutting board. He takes the reward **(4)** here. Then Tiaan slides the newly hired helper **(1)** under the cutting board into the open helper slot at the top **(5)**, use their prep ability (🥣) immediately. **(6)***

No open helper slot example:
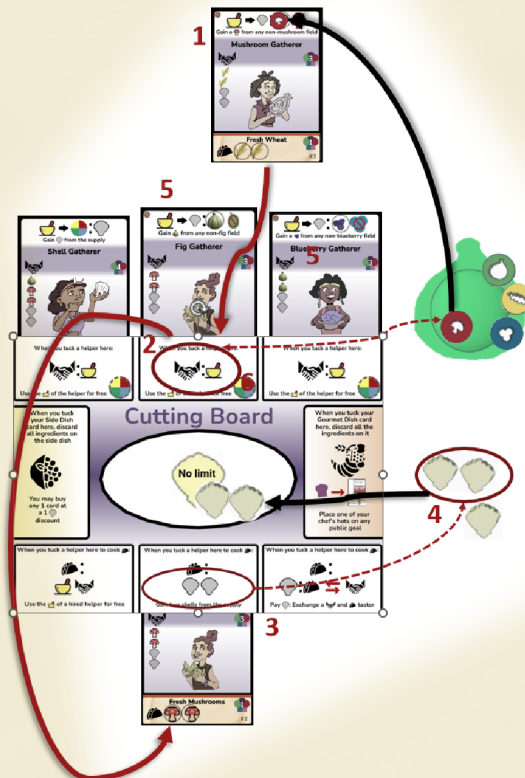
(B) Hire an Expert Helper (🐾⇄🤝)

- Can NOT be hired in an open helper slot and MUST replace a previously hired helper **(7)**.
- None of the open helper slots **(8)** can be used.
- After paying the cost, move any helper to the bottom of the cutting board **(9)**, slotting it into any taster recipe slot. Even if it already contains other taster dishes **(10)**. take the the taster dish slot reward **(11)**
- Tuck the expert helper into the helper slot you just opened at the top of the cutting board **(12)**.
- Use their prep ability (🥣) immediately for free **(13)**.

Expert helper example:
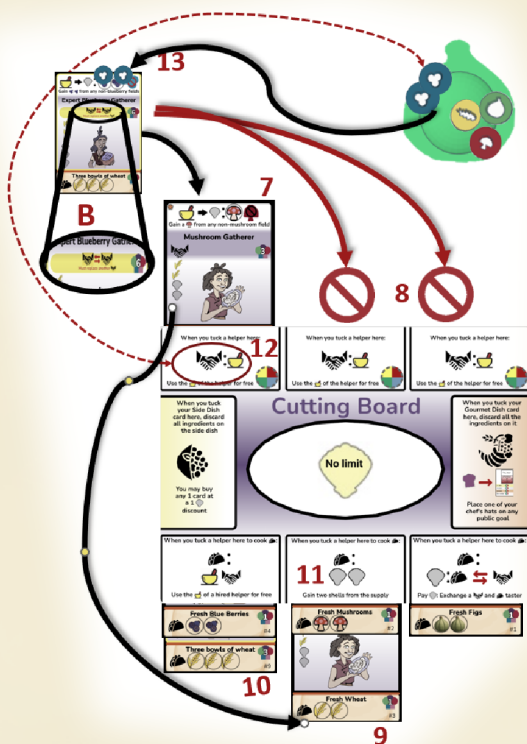
take the Helper Slot Bonus:

- **Helper Slot:** Spaces on the top of your Cutting Board. You tuck the helper cards under here when they are hired. You use their prep ability (🥣) immediately for free (you dont pay 🪨).

3. Clean-up Phase

A. Check for public goals (👕👕👕👕👕)

a. If you are the first player to score a public goal in this round, place your chef hat on the topmost row that does not already have a chef hat under the goal.

b. If you are not the first player to score a public goal this round, place your chef hat next to the first player who scored this goal this round. Ties are friendly.

B. Place ingredients on storage spaces 🥗 or 🥗

Any ingredients left over after your Kitchen Phase must be placed on storage spaces or discarded.

Ingredients must be stored on a space of their type (🍇 on 🍇) or a general storage space (🥗 or 🥗).

Example: 🍄 *can only be stored on* 🍄 *or* 🥗 *or* 🥗.
🍄 *can not be stored on* 🍇
🥗 *is* **only** *available if a helper is hired in that slot on the cutting board.*

<p style="text-align:center"><strong style="color:red">Discard all 🥗 not placed on 🥗 or 🥗.</p>

Shells does not need to be stored on storage spaces. No maximum limit on shells.

C. Clear overgrown fields

If any field contains more than 8 tokens, return all tokens on that field to the bag. Then add 4 🥗 to that field

D. Buy Cards:

Your maximum hand size is exactly:
4 Helpers, 2 Side Dishes, 1 Gourmet card.
You may only buy cards if you up to the number of each of these cards.

Use your 🦪s to **buy cards** at these costs:
🦪 for each helper card from your deck
🦪🦪 for each side dish card from the shared deck
🦪🦪🦪 for each gourmet dish from the shared deck

The next player in clockwise order takes their turn

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End of Game

The game ends triggers when anyone draws the last card from any deck (Helper,Side Dish or Gourment)

When anyone draws their last card from their Helper deck, the common side dis or the common Gourment Dish:
1. Finish the current round so all players have had the **same number of turns**.
2. Then, everyone **have one final turn** before the game ends and players score their victory points.

Scoring

Players score victory points (🍄) for the following:

1. Victory points printed on the **cooked taster dishes** cards.

2. Victory points printed on the **hired helpers**.

3. Victory points on each of the **cooked side dishes**:
   a. Separately count the two printed ingredients on each recipe including this side dish, gourmet dish and taster dishes. Victory points = Smallest number times 3.
   OR
   b. 1 or 2 victory points for each of the printed ingredients on each dish including this side dish, gourmet dish and taster dishes.

4. Victory points on each of the **Public Goals** (👕👕👕👕👕)
   a. You score the points printed on the space where your scoring marker is placed, based on the rank you achieved on of the public goal.

   b. If you did not have any of the listed criteria, you score no points for that goal and do not place a marker.

5. The player with the **most points** is declared the Ultimate Master Cook.

6. **If there is a tie**, the player with the most shells win. If there is still a tie the player with the most taster dishes cooked wins. If there is still a tie, players share the title of Ultimate First Master Cook

<u>*Scoring example*</u>

<u>VP on Cooked Taster Dishes</u> *(1)*
Victory points on the 5 cooked taster dishes above the cutting board
(2+2+1+1=) **6 VP**

<u>VP on Hired Helpers</u> *(2)*
Victory points on the 3 hired tasters below the cutting board
(3+4+3=) **10 VP**

<u>VP on Side Dish #1</u> *(3)*
(Printed condition on Side Dish: " 2 VP for each 🧅 printed on all your cooked recipes") Count all 🧅 on taster-, side-, and gourmet dishes)
(12 🧅 x 2 =) **24 VP**

<u>VP on Side Dish #2</u> *(4)*
(Printed condition on Side Dish: " Separately count 🧅 and 🍄 on all cooked recipes (including this one).
🎨 = smallest number of 🧅 or 🍄 x 2
🧅 = 12 > 🍄 = 7 🍄 is the lesser: (7 x 2 =) **14 VP**

<u>VP Gourmet Dish</u> *(5)* **15 VP**

<u>VP for Public Goal #1 (Gourmet Dish)</u> *(6)*
(Stuart cooked his Gourmet recipe after Tiaan, 2nd place =) **6 VP**

<u>VP for Public Goal #2</u> *(7)*
(Tiaan (Blue) had cooked his side dish first) **10 VP**

<u>VP for Public Goal #3</u> *(8)*
(Stuart had no shells left, and did not place a maker =) **10 VP**

<u>VP for Public Goal #4</u> *(9)*
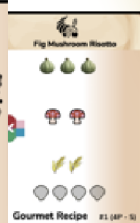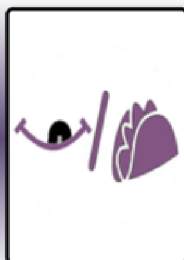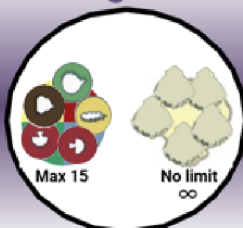*Both players had 5 ingredients left =* **10 VP**

Total = 105

1

When you tuck a taster recipe here:
Use one of your 🥣 hired tasters again

When you tuck a taster recipe here:
Gain two shells from the supply

When you tuck a taster recipe here:
Draw one card from the side dish deck
Discard one side dish card

When you tuck a taster recipe here:
Pay 🐚: Exchange a 🥣 and 🐌 taster

3

Fig-Blueberry Mushroom Mash
Side Dish #1

4

Fig and Mushroom Soup
Side Dish #4

Cutting Board

When you tuck your Side Dish card here

Max 15

No limit ∞

Draw 1 Side Dish card

When you tuck your Gourmet Dish card here

Fig Mushroom Risotto
Gourmet Recipe #1 (4P - 5)

When tuck a taster card here:
Gain 🍄 or 🌾 from a non-matching field

When tuck a taster card here:
Gain 🍄 or 🫐 from a non-matching field

When tuck a taster card here:
Gain 🫐 or 🌾 from a non-matching field

When tuck a taster card here:
Gain 🫐 or 🍄 from a non-matching field

2

Gain 🌾 from any non-wheat field

Gain 🫐 from any non-blueberry field

Gain a 🍄 from any non-mushroom field

Standard Game	Order of Gourmet recipes 🍴 cooked	Player with the most leftover ingredients tokens	Player with the most shells	Player with the most non-gatherer helpers
	When you cook your 1st Gourmet recipe place your ▲ below based on your rank for the goal above — Public Goal	At the end of the game place your ▲ below based on your rank for the goal above — Judges Notes #1 — Public Goal	At the end of the game place your ▲ below based on your rank for the goal above — Judges Notes #5 — Public Goal	At the end of the game place your ▲ below based on your rank for the goal above — Judges Notes #2 — Public Goal
1st place	12	10	10	10
2nd place	6	5	5	5
3rd place	3	3	3	3
Participating	2	2	2	2

Icons and symbols

🫐 / 🔵 / 🔵 = Blueberry (p. 3)

🫒 / ⚪ / 🟢 = Fig (p. 3)

🍄 / 🔴 / 🔴 = Mushroom (p. 3)

🌾 / 🟡 / 🟡 = Wheat (p. 3)

🔴 = Any one of 🔵/🔵, ⚪/🟢, 🔴/🔴 or 🟡/🟡 (p. 3)

⚪ = Shell (p. 3)

🔵,🟢,🔴,🟡 = Field / Field tile(s) - Blueberry, Fig, Mushroom, Wheat (p. 3)

🚫🚫🚫🚫 = ingredient matching this fields colour cannot be taken from this field (p. 3)

🔘 = Field Circle, Any field (p. 3)

🟢🌾🍄🫐 = Storage areas - taster dishes (8, 13)

🔴 = Storage area only active if helper in that slot

🔴 = generic storage area, stores any ingredient

🤝 = Helper (p. 8, 9)

🥣 = Use 🥣 ability during the Prep Phase (p. 8, 9)

🤝 ⇆ 🤝 = Expert Helper. Exchange this expert helper with a hired helper (p. 18)

🥗 = Gourmet Dish (p. 14-16)

🥗 = Side Dish (p. 14-16)

🌮 = Taster Dish (p. 14-16)

🌶️ = Draw ingredient from the bag to refill fields

🌶️ = Return all ingredients 🔴 to the bag