

COOK OFF!

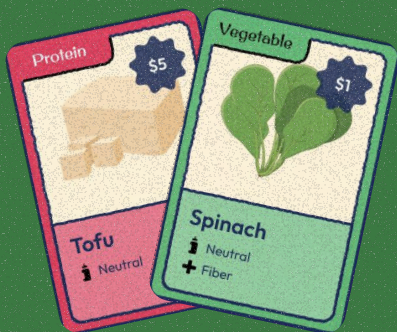
Rulebook

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Welcome to Cook Off!

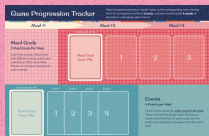
Do you have an appetite? You will by the end of Cookoff! Come together with your friends to figure out the wackiest, tastiest, and most affordable meals you can make. In this game you'll learn how to feed yourself on a tight budget—and have some laughs along the way!



Components



Store Mat



Game Progression Mat

Score Card				
	Player 1	Player 2	Player 3	Player 4
Meal #1				
Meal #2				
Meal #3				
Total				

Score Card



36 Meal Cards



30 Event Cards



80 Bucks
(\$20x10, \$10x20,
\$5x20, \$1x30)



180 Ingredient Cards



20 Savings Goal Cards



Voting Cards



First Player Token



Game Progression Token

Game Setup

1. Choose a player to receive the **first player token**. For example, you could ask around the table to find out which of the players was the youngest when they cooked their first dish. If there aren't any players who know how to cook yet, then the youngest player goes first.
2. The first player will
 - a. Shuffle the **Ingredients** deck
 - b. Shuffle the **Event Card** deck
 - c. Shuffle the **Meal Card** deck
 - d. Deal 3 **Ingredients** to each player from the top of the **Ingredients** deck

NOTE: Players can buy more Ingredients throughout the game, but no player can have more than **5 Ingredients** cards in their hand at one time.

- e. Open the **Grocery Store** by drawing 5 Ingredients from the Ingredients deck, placing them right to left on the Grocery Store card slots
 - f. Distribute **Voting Cards** to players (1x each of: 1, 2, 3)
3. Separate money into different denominations in the supply (1, 5, 10, 20)
 4. Set out **Savings Goal** cards near the Grocery Store
 5. Place the Game Progression Token at Meal #1

Example Setup

Game Progression Tracker

Place this game progression tracker below on the corresponding meal, starting from #1. Each game consists of 3 meals, and each meal includes 4 rounds of playing (i.e. each player gets 4 turns).

Meal #1 **Meal #2** **Meal #3**

Meal Goals
3 Meal Goals Per Meal
Each Meal reveals 3 Meal Goals. Each player gets 3 Meal Goals. Players start choosing 1 meal goal to work towards.

Meal Grid

Ingredient Draw Pile

Events
4 Events per Meal
Event card is drawn for each round of the meal. Player with the 0th player, 1st round of the meal will draw the event card. The event card will apply to all players until the round ends.

Event Goals (Draw Pile)

Event 1 Event 2 Event 3 Event 4

3 4

1st Player

Vegetable 10
Lettuce
Health
Veg

Protein 10
Fish
Meat
Protein

Protein 10
Shrimp
Meat
Protein

3 2 1

20 \$ 20

20 \$ 20

Vegetable 10
Spinach
Health
Veg

Protein 10
Onion
Health
Veg

Meal 10
Meal
Health
Meal

3 2 1

20 \$ 20

20 \$ 20

Ingredient Draw Pile

Ingredient

Savings

Cash Back 50
EARN BACK
Cash Back from the savings for earned ingredients and bills.



Grocery Store

Players can buy an ingredient from five store as an action in their turn. If a player chooses to pass their turn, the grocery store refreshes by two ingredients in the order it was revealed.

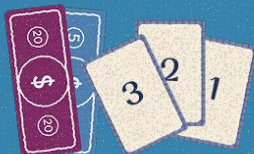


Computer Overcard Plus



Goals

Players can buy a savings goal as an action in their turn. Savings goals have different abilities and can be used as an action on the player's following turns.



Order Of Play

In Cook Off, you'll be cooking up 3 (hopefully) affordable meals.

Creating a meal takes hard work, you can expect each meal to go something like this:

1. Meal Reveal & Income
2. Meal Prep Round 1
 1. Event Reveal
 2. All Players Take Actions
 3. Repeat for Rounds 2-4
3. Cook Off!
4. Scoring Points
5. Grocery Cleanup
6. Repeat from 1 for next meal



Meal Reveal & Income

The first player will, on the **first round only**:

1. Draw the top **3 Meal Cards** from the Meal Card deck face up.
 - This Meal Cards are the goals for all players and each have a list of requirements. Upon meeting these requirements, players will receive points (discussed in **Scoring Points**).
2. Distribute **Income** to each player from the supply. Income starts at \$25, but can be modified with **Event Cards**.

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Meal Prep

Event Reveal

1. Draw the top Event Card from the Event Card deck face up
2. Read the Event Card out loud.
3. Perform the Event Card as per the specifications on the card (e.g. giving each player extra money, or taking money from each player, etc).

Meal Prep Example

Game Progression Tracker

Place the game progression tracker taken on the corresponding meal, starting from #1. Each game consists of 3 meals, and each meal includes 4 rounds of playing (i.e. each player gets 4 turns).

Meal #1 **Meal #2** **Meal #3**

Meal Goals

3 Meal Goals Per Meal

Each Meal reveals 3 Meal Goals with different scoring criteria and restrictions. Within each Meal, Players can choose 1 meal goal to work towards.

Meal Goal

Balanced Meal

- 1 Protein 1 Pts
- 1 Vegetable 1 Pts
- 1 Carbs 1 Pts

Ramen Night

- 1 Carbs 1 Pts
- 1 Vegetable 1 Pts
- 1 Seafood 2 Pts
- 1 Umami 2 Pts

Facet Fill For A King

- 2 Protein 3 Pts
- 2 Seafood 3 Pts
- 1 Carbs 1 Pts

Event Card Draw Pts **Event 1** **Event 2** **Event 3** **Event 4**

Event

Received Promotion at Work

Your hard work paid off! Increase income by \$5 for remainder of game.

3 4

Events

4 Events per Meal

1 Event card is drawn for each round of the meal. Player with the first player token will draw an Event card at the start of each round, and the Event card will apply to all players until the round ends.

The revealed Meal Cards and Event Card for the first Meal

Player Actions

Starting with the first player and moving in a clockwise direction, players will take an **action** on their **turn**. There are **four** actions a player can take, which are:

1. **Buy Ingredient.** The player returns money to the **supply** to draw a face-up Ingredient from the Grocery Store to their hand. Ingredients to the **left** of the drawn Ingredient move to the right to fill in the empty space, and another Ingredient is drawn from the top of the Ingredients deck to fill the **leftmost** space in the Grocery Store.

If buying an ingredient would leave you with more than **5** ingredients, be sure to put some in the dumpster!

NOTE: Be sure to not forget any Event Card or Savings Goal effects that might change the dollar value of the Ingredient!

Buy Ingredient Example



1. Player chooses to buy Kale.



2. Ingredients shift over to fill the right slots.



3. Top Ingredient is drawn and placed in the leftmost slot.

Player Actions

- Buy Savings Goal.** Instead of buying an Ingredient, a player buys one of the available Savings Goals and places it directly in front of them. Savings Goal bonuses begin on the turn **after** the Savings Goal has been purchased.
NOTE: Be sure to not forget any Event Card or Savings Goal effects that might change the dollar value of the Savings Goal!
- Pass.** The player passes their turn and does not spend any money. The **two rightmost Ingredients** in the Grocery Store (nearest the **Dumpster**) **expire** and are discarded to the Dumpster. Then, all Ingredients left in the Grocery Store are moved down to fill the empty slots and two more Ingredients are drawn from the Ingredient deck to fill the two **leftmost** spaces in the Grocery Store.

Pass Example



1. Player chooses to pass.



2. The two leftmost Ingredients go to the Dumpster. Ingredients shift over.



3. Top two Ingredients are drawn and placed in order in two leftmost slots.

Bonus Action

Trade. The player offers to trade with other players. Players can offer trades of any kind (i.e. money for ingredients, ingredients for ingredients, or ingredients for money). Trading does not cost an action, so players are allowed to trade as much as they'd like.

NOTE: Although Trading **does not** cost an action, Buying and Passing **do** cost an action. Make sure to Trade before you Buy or Pass!

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Cook Off!

1. At the end of 4 rounds (each player takes 4 actions and the first player reveals 4 Event cards), the table should be ready to make a meal! Each player combines at least 3 Ingredients in their hand in order to satisfy requirements listed on the Meal Card and submits their meals face down.
2. Flip cards around one meal at a time and **score points**.

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Scoring Points

Players gain points in the following order:

1. Players who fulfill **any** Meal Card requirement gains points equal to that requirement's **point value**
2. Players who fulfill **all** requirements will receive an additional **+2pts**
3. Player with the cheapest dish gets a point (**+1pt**)

Score Card				
	Player 1	Player 2	Player 3	Player 4
Meal #1	1	5	3	4
Meal #2				
Meal #3				
Total				

Scoring Card

4. Players can choose the meal they think is tastiest (Player's Choice) **(+3pts)**
 - a. **No voting for yourself**
 - b. Players are given **Voting Cards** with 1-3 votes on each, which they will award to other dishes
 - c. Player's choice is decided by **total votes awarded**
 - d. On a two-way tie, each member of the tie receives **+1pt**
 - e. In an event of a larger tie, **no points are awarded**
 - f. Player's choice meals are kept by winners, others return their ingredients to the Dumpster

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Grocery Cleanup

1. Place all Ingredients in the Grocery Store in the Dumpster, refresh with 5 new Ingredients starting at the Dumpster.
2. The first player gives their first player token to the next player in turn order. Repeat from **Meal Reveal & Income for 3 Meals in total** (including the one you just made).
3. Move Game Progression Token to the next Meal on Game Progression Board at the end of each Meal
4. At the end of 3 Meals (or as many as you'd like), the player with the most points **wins the game!**

FAQ

Money and Income

- If a player runs out of money, they continue play **as normal** until the next round so they can receive Income. If a player does not have enough Ingredients to play a hand (3), they cannot submit a Meal and must wait for the following Meal.
- If an Event Card modifies the Income, it is modified until **another Event Card** that says otherwise is drawn.
- If an Event Card reduces prices to be less than \$1, set all prices that would be under \$1 to \$1

Money and Income

Q: Do we keep Ingredients from Meal to Meal?

A: Yes! If you have not used an Ingredient for a Meal, it stays in your hand until you use it.

Q: Do we keep money from Meal to Meal?

A: Yes again! Try to budget as much as you can so you can save up for emergencies or spend on a Savings Goal!

Q: What is a Savings Goal?

A: Savings Goals are permanent items that players have the opportunity to buy instead of Ingredients. They have powerful abilities that players can use to get ahead in the game, but be careful – they are pricey! Spending all your money on a Savings Goal without budgeting correctly may leave you with little cash left to play your dishes...

Q: What if I don't know how to cook?

A: Don't worry! This game is about teaching people how to budget and think creatively about how to create meals with the ingredients they collect. If you have any doubts or questions about what to make, feel free to ask your fellow players for advice!