Catering Game Rules

Background

You come to an emerging city to start their restaurant business. Choose the restaurant that you want to serve your customers and realize your dream of wealth.

Phases and Goal

Each player chooses one type of restaurants to run and stick to the type through the whole game.

Since the resource supplement is limited at the beginning, taking control of the Resource Producing Places or planning the use carefully may help you gain advantages over others.

The goal for a player is to earn certain amount of money or accomplish the specific winning condition.

Game Component

- 50 blocks hexes (tiles)
- 20 restaurants (shaped like houses)
- 60 flags (15 for each color)
- Ingredient cards
- Recipe cards
- Environment cards
- 2 dices
- 6 restaurant cards (corresponded to 6 types)
- *You can refer all details of Recipes, Environment, or Strategy Trees in the overall sheet*

Restaurant

General

If not specified in abilities, each type of restaurant:

- Has 3 Recipe slots
- Can only equip the Recipes of Common and type of your own restaurant
- Purchase Ingredients for regular price and subject to other effects
- Can keep 3 restaurants in total
- Can cater at most 3 adjacent blocks (all of the blocks except for Resource Producing Places, including the one occupied by the restaurant itself)
- Gain revenue from its own and all captured blocks
- Has different Strategy Tree that get special ability by the game goes

Each type of restaurants has distinctive abilities, some of them has special winning requirements, players can check it on the **RESTAURANT CARDS.**

Other Types

Type	Slots	New Restaurant Cost/$	Maintenance Fee $/Week	Special Abilities
Fast Food	2	150	20	Can keep 5 restaurants in total
Seafood	3	350	40	N/A
Vegetarian	3	300	40	N/A
Barbecue	3	200	30	N/A
Café	3	200	25	Gain revenue from all revealed adjacent blocks, without selecting to cater
Premium	5	No new Restaurant	200	Can only keep 1 restaurant in total Cannot equip Common Recipes

Map
The map is constructed with hexagon blocks which are randomly distributed for each game.

Each block refers a "block" in a city, or a district. Because the city is "emerging", detail of a block is uncertain to players until they are revealed.

Blocks

There are **3** types of blocks:

1. Low-Income
   The blocks painted in **GREEN**. The low-income citizens can only afford **CHEAP** Recipes.
2. Middle-Class
   The blocks painted in **BLUE**. The middle-class who earn moderate salary prefer the **MEDIUM** Recipes to live in a healthier way.
3. The Wealthy
   The blocks painted in **GOLDEN**. The wealthy people do not care about the price but the quality of food, so they can only be served with **DELUXE** Recipes.

Once the block is revealed by some player, he/she can pay $10/$20/$50 to cater it (marked by the player's flag). One block can only be catered by one player.

And there are **5** Resource Producing Places:

1. Pasture, produce 1 🍖 /week
2. Diary Factory, produce 1 🧀 /week

3. Fishing Piel, produce 1 🦐 /week
4. Grain Field, produce 1 🍞 /week
5. Vegetable Farm, produce 1 🥦 /week

Players have to start an auction to obtain the ownership of these places. They can't be auctioned again unless the owner decide to do.

Recipe

- As mentioned before, each restaurant can only equip common and their own type of Recipes. Each type of Recipes has 3 classes: **CHEAP**, **MEDIUM** and **DELUXE** corresponded to the blocks with the same colors.
- Players can change the Recipes at any time, but it will won't be effective until the next week.
- Some Recipes may gain more/less revenue on some specific blocks.
- Players can exchange, sell or purchase Recipes from others. They can also cost $100 to open a Recipe Pack, which includes 5 random Recipes.
- Useless Recipes can be sold to the bank with 20% of its price.

Setting Up

Shuffle all the blocks and place them face down on the map.
Get your start-up fund, select your type of restaurant and get your beginning Recipes.
Each Player select a block to reveal as the initial position of his restaurant. Roll the dice to decide who moves firstly, then others go clockwise from him/her.

Game Play

There will be 12 months, and each month has 4 weeks, 48 weeks at total. If no player accomplishes the victory condition after 12 months, then the player with most money win the game.
At the beginning of each week, each player can purchase ingredients. However, there may be **SHORT SUPPLY** for a certain ingredient that is unavailable during the week. Roll the dice and the number will decide which ingredient to be short supply.
The first player draw and reveal an event card to see the special effects for this week.

1	2	3	4	5	6
🥩	🥦	🦐	🟫	🧀	N/A

After purchasing of the month, the 4 weeks will be executed in order. At the beginning of each week, discard all event card and Recipe card (if any). Draw 1 event card and 5 Recipe cards from top of the deck. Execute each player's turn in order. At the end of the month, each player needs to pay the maintaining cost.

Player's Move

Purchase Ingredients
- For each turn, players can only purchase 2 units of food (regardless of the type). The ones who own the Resource Producing Place can have 1 more unit.

Purchase Recipes
- You can spend $100 to open the Recipes Pack with 5 random Recipes.
- You can only equip the slots with wildcard Recipes and those of their own classes.
- You can sell redundant Recipes to open market by ⅕ of the price

Reveal and Cater Blocks
- You can spend $20 to reveal 1 block anywhere on the map.
- On all revealed blocks, you can spend **$10**, **$20** or **$40** to cater a blank block of **Low**, **Middle** or **High-Income** adjacent to his restaurant to gain revenue from this block (Place flags) each turn. A restaurant (except Cafe) can cater at most 3 blocks adjacently. Also, you can stop catering a certain block (Remove flags).
- **Cafe** can cater all revealed adjacent blocks without any cost. (No flags for Cafe) The revenue from overlapped blocks can only be calculated once.

Trade and Exchange
- If you want to purchase the block which has been catering by someone other, you may negotiate with him/her to make a deal. There is no extra cost for both of you.
- Players can sell/exchange their properties (Recipes, ingredients, restaurants or the ownership of blocks) with others in their round.

After your turn is over, you gain your revenue. The calculation could be:

Total Profit =

Revenue of Cheap Recipe × Numbers of Low-Income Blocks you are catering +
Revenue of Medium Recipe × Numbers of Middle-Class Blocks you are catering +
Revenue of Deluxe Recipe × Numbers of the Wealthy Blocks you are catering

Winning Conditions
1. Own $1000 in total
2. Achieve the winning requirement of your class