

Restaurant

Setup

- Each player chooses a color and takes all of the pieces of that color.
- Place the game board in the center of the table.
- Shuffle the cards. Place one card face down on each space of the game board.
- Choose who will start the game.



Playing the Game

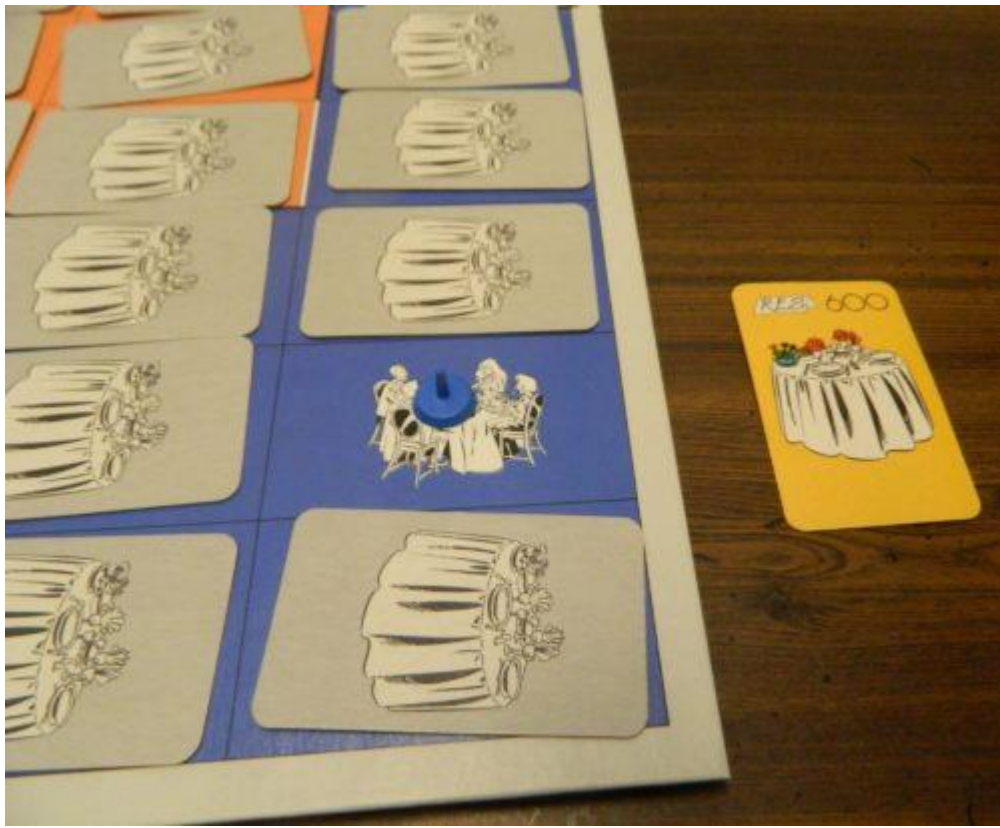
Restaurant is played over two different phases. In the first phase the players will take orders and in the second phase they will deliver the orders.

Taking Orders

The player who is starting the game will choose one of the cards along the edge of the board. They will remove the card from the board and replace it with one of their colored pieces. The player looks at the card. If the card is not a meal card (see below), the player shows the card to the other players so the appropriate special action is taken. After any special action is taken, the card is added to the player's hand. Play then passes to the next player clockwise.

All players will begin their turn by taking a card from a table next to the card that was taken by the previous player. They may take a card

from any adjoining table that is horizontally or vertically (not diagonally) next to the previously chosen table.



The blue player has chosen the space indicated by their colored piece. They take the corresponding card and add it to their hand. The next player can either take the card above, below, or to the left of the space claimed by the blue player.

The first phase continues until either all of the cards have been taken or the players have reached an area where there are no adjoining tables that still have a card. The first round can't end until at least 30 cards have been taken.



The players have reached a dead end so the first phase has ended.

Before the second phase begins, players will count up the values of their meal and reserved meal cards. The players will score points equal to the total of all of their meal cards. The player who scored the least amount of points will start the second phase. All cards still on the game board are returned to the box.

Delivering Orders

The second phase of the game begins with the player who scored the least points in the previous round, choosing one of the tables with a marker on it on the outer edge of the board. They will place one of the cards from their hand face up on the space. The next player will then place a card on one of the neighboring tables (not diagonal) that have a piece on it.



The blue player has started the second phase by placing a 300 meal card under the table they control. The next player will have to play a card under the table with the yellow piece even if they are not the yellow player. They have to play a card to this table as that is the only neighboring table that was claimed in the first phase.

A player does not have to put a card on a table of their own color. Players want to try and place valuable cards on their own tables and worthless cards (dish of the day, double stroke, and jump) on other player's tables. There are a few rules about which cards can be placed on certain tables:

- Dish of the day, double stroke, jump cards, and meal cards worth 300 points can be played on any table.
- Meals that are worth 600 points can only be placed on the tables in the center of the board (orange background).
- Meals worth 100 or 200 points can only be played on tables on the outside of the board (blue background).

If a player is unable to legally play a card, they will lose their turn.

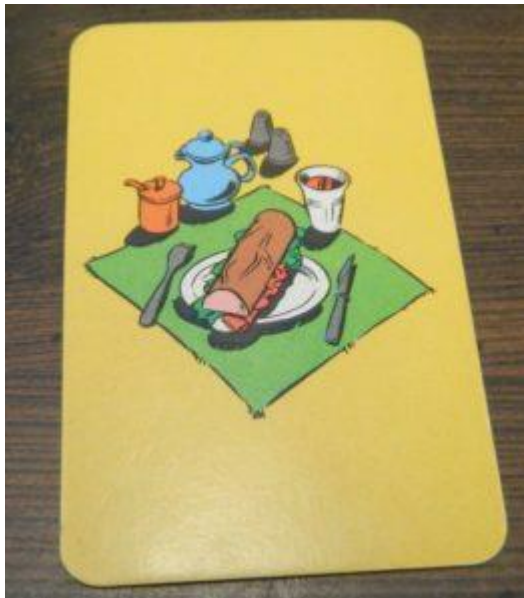
The second phase of the game can end in one of two ways. The game ends immediately if a player plays their last card. The game can also end if the players reach a dead end and there are no neighboring tables with a piece on them that don't already have a card.



The last card played was the RES 200 card in the bottom left corner. As there is nowhere for the next player to play a card, the second phase ends.

Cards

Each type of card in the game can be used in both the first and second phase of the game. Some of the cards have different actions for the first and second phase of the game though.



Dish of the Day: In the first round the dish of the day cards are worthless. Whenever a player draws a dish of the day card they can immediately exchange it for a card from one of the other players. The player chooses who they would like to trade with. They will randomly

take a card from that player's hand and exchange it for the dish of the day card they just drew.

In the second phase of the game, all Dish of the Day cards are worth zero points.

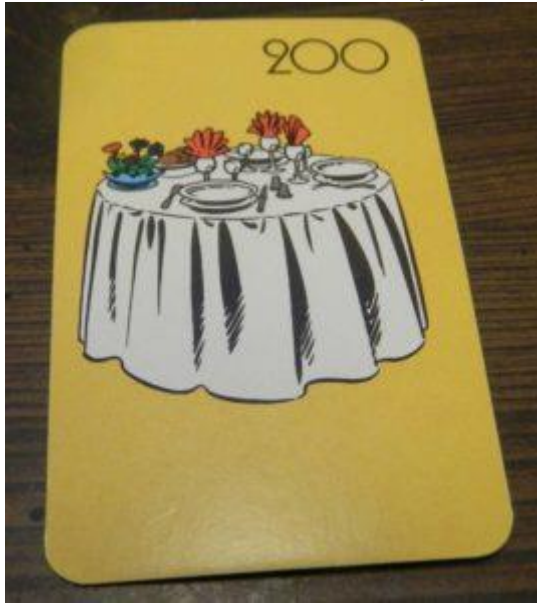


Double Stroke: When a player draws a double stroke card, they will add the card to their hand. They will then get to immediately take another turn. This applies to both the first and second phase of the game.

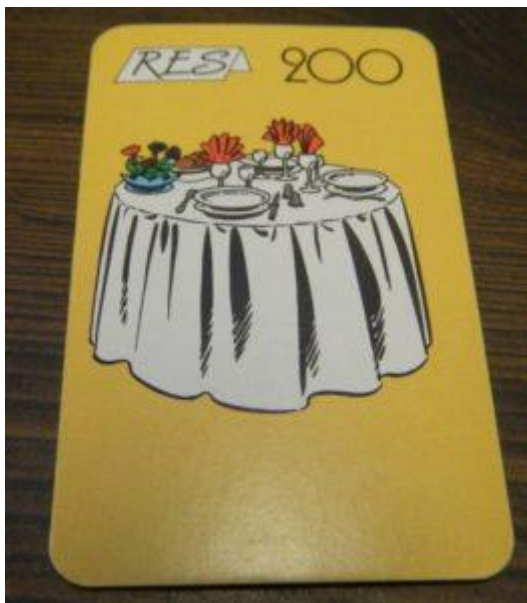


Jump: When a player takes a jump card, they will add the card to their hand. They will immediately get to take another turn. Instead of having to remove/place a card on an adjacent space, a jump card lets

the player choose any unoccupied space on the board. This applies to both the first and second phase of the game.



Meal: In the first phase the meal cards count for points for the player who draws them. Each meal card is worth the value shown in the top right corner. In the second phase of the game, meal cards are worth their value to the player who controls the space that they are played on.



Reserved Meal: Reserved meal cards look like meal cards except they have the letters "RES" on the card. In the first phase reserved meal cards are worth the value printed on the card. A reserved card also allows a player to set aside all of the meal cards they have acquired so far. This prevents these cards from being taken due to a dish of the day card.

In the second phase reserved meal cards are worth their value to the player who controls the space they are played on. They are also worth double negative points if a player is unable to play them before the end of the game.

End of Game

When the game ends, players will add up the points they scored in the second phase. Players will score points for the cards placed on the tables that have their colored pieces. All dish of the day, double stroke and jump cards are worthless. All other cards are worth the value printed on the card.

The players will then add up the value of the cards left in their hand. These cards are worth negative points equal to the number on the card. Reserved meal cards are worth negative points equal to double the value on the card. This value is subtracted from the points they earned this round.



These are the cards left in one of the player's hands at the end of the game. The player will lose 200 points for the left card since it is a reserved card. They will lose 600 points for the second card. They won't lose any points for the last two cards.

The players will add up the points they earned in both rounds. The player who has scored the most points wins.

Variant Rules

Players can choose to add these variant rules to the game if they want.

You can only enter and exit the center of the board through the stairways.

The players can choose not to use the points earned in the first phase for their point totals at the end of the game.