



Game End: Players should announce that they just played their “last card” to indicate the last round. The game ends instantly when it is a player’s turn to play a card, but he has no cards left to play. (Note that playing your last card does not yet finish the game.) All players discard their remaining hands face up into the middle. These cards do not count. Then each player scores the cards from his tricks according to his displayed menu:

• **Soup du jour - Pea, Mushroom or French Onion:** The player displaying the Pea soup menu receives one star for each Pea card in his tricks, and he loses one star for each Chili pepper card in his tricks. Likewise for Mushroom and French Onion. *Chili pepper spoils the taste of these soups.*

• **Soup du jour - Chili:** The player receives one star for each Chili pepper card in his tricks, and he loses one star for each Bouillon (small O) card in his tricks. *Bouillon spoils the taste of the Chili*

• **No Soup Today:** The player is not making soup today so he doesn’t want to take any tricks. The player receives five stars, and he loses one star for each card he collects. He can lose more than the 5 stars if he collects more than 5 cards. *Hey, if you’re not making soup today, get out of the kitchen!*

Game Variant- Instead of revealing the menus simultaneously, the player to the left of the dealer begins, and players reveal their menus in clockwise order. The dealer goes last but may not display the same menu as the player to his left (unless there is no other choice in the fifth game).

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You and your fellow players are proud chefs at a fine restaurant. Your speciality is the soup of the day: Pea Soup, French Onion soup, Mushroom soup or spicy Chili. You have only one objective in life: to collect more gourmet-stars than your rivals. And there is only one problem: you are all cooking from the same pot...

Players: 2 to 5 **Playing Time:** 45–60 minutes

Components:

★ **52 cards** - 14 Pea, French Onion and Mushroom cards each:
0, 0, 1, 1, 2, 2, 3, 3, 4, 4, 5, 5, 10, 0 (Boil-Over!)
10 Chili pepper cards: 1, 1, 2, 2, 3, 3, 4, 4, 5, 5

★ **25 menus** (Soup du Jour) – 5 sets of Pea soup, French onion soup, Mushroom soup, Chili and No soup today

★ **36 chips** – 8x 1 star, 8x 2 stars, 20x 5 stars



Overview: Each player receives a 5-star chip face up and a set of five different menus face down in front of him. These are kept separate from the rest of the cards you will receive. Five consecutive games are played requiring one Menu from each player per game. Select a dealer for the first game, then dealership changes clockwise.

At the beginning of each game, the dealer shuffles the cards and deals 13 single cards to each player's hand. With five players all cards are dealt out, and the first two players get one card more than the others. After studying his hand, each player selects one of his menus. When all players are ready, the menus are revealed simultaneously and remain displayed in front of each player. Then the game is played as described below.

After the game, each player scores his tricks according to his displayed menu and gains new stars or loses some – but a player's status cannot fall below 0 stars. Players can use each of their five menus only once per game, so they must discard them face down after each game and choose a new one from the menus they have left for the next game. The player with the most stars after five games wins.

Game Play: The player to the left of the dealer begins the game, plays one card from his hand face up into the middle, the pot, and announces its value. A 10 played as

the first card of the trick is announced as 0. Then play progresses clockwise from player to player. On his turn, a player must play one card from his hand into the middle and announce the total value of all cards in the middle. The total value indicates how much the pot is filled. (Note: A “trick” consists of all cards played into the pot until the soup is completed. See Completing the Soup below.)

Card play is restricted by the following four rules:

1- If the first card of the trick is a Pea card, then all further cards must be Pea cards too. Thereafter, if a player's hand does not contain any Pea cards, he may play any card. (the same goes for French Onion and Mushroom cards.)

2- As soon as a Chili pepper card is played, the restrictions are lifted, and players may play any card they wish. *Once the Chili pepper is in the pot, the taste is ruined, so it no longer matters what is added to the pot.*

3- All cards of the current trick should be visible when played in the middle. When a large 0-card (Boil-Over!) is played, the pot boils over. The total value is announced as 0, and the trick continues with this total.

Completing the Soup

When a player's card brings the total value to 10 or more, he wins the trick, takes all cards from the middle and places them face down in front of him (not into his hand!)

The player who fills the pot has to set up the next pot. This player begins the next trick by playing a new card into the middle and announces its value.

Example: Alison starts the trick with a 3-Pea card and announces “three”. Bill follows with a 1-Pea card, calling out “four”. Claire does not have a Pea card and decides to add a 5-Chili pepper card, bringing the trick up to “nine”. Dan plays for French Onion soup of the day. As the trick is now wild, he could take the trick with a French Onion card, but a trick with one French Onion card and one Chili pepper card would be neutral to him (see below). Instead he decides to play a large 0 French Onion card, announcing “zero” as the pot boils over. Now it is Alison's turn again. She plays a 4-Mushroom card, “four”. Bill adds a 3-Pea card “seven”. Finally Claire, who aims for the Chili soup of the day, adds a 4-Chili pepper card and wins the trick. This will later get her two new stars for the two Chili pepper cards (see below).

