

2-4

13+

40'-75'

A game by Nika Mlinarič Hribar and Blaž Hribar
with art by Dagmara Gaska

Secret Recipe

Rulebook



SnowBoardGames is an
independent board game
publishing studio.

We are passionate about our free time.

*We believe in activities that challenge you, create meaningful
connections, and take you to an adventure.*

*We create thinky board games for two players and up, with a play
time of 20-90 minutes, which fit into a busy day and whisk you
into a tabletop adventure with your friends.*

Join us on our journey!



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Overview

Grandma, the best baker in town, has decided to retire and pass on her book of recipes, which she has carefully selected and perfected over the years.

Interested?

Well, it looks like you're not the only one, as the family and friends are all secretly hoping the book will be theirs!

But grandma has a test for you! She has sent out letters containing recipes to everybody. But wait – it looks like the letters only contain parts of the recipes!

Can you get the missing information from your family and friends by trading in some of your information, and bake grandma's famous dessert?

Prepare for a series of deciphering clues and sealing pacts, to see who will impress grandma the most and become a worthy successor to her recipe book!

At the start of the game, each player receives one or two pieces of the recipe with 4 hidden ingredients that only they know.

The goal of the game is to impress grandma and score Grandma's points (GPs). You can do that by discovering other people's ingredients, which moves you forward on the score track.

You also gain points and other bonuses for communicating your ingredients so that other people discover them. This marks the progress you are making in baking your part of the recipe and brings you point tokens. These points are revealed at the end of the game.

The player with the most GPs wins!

Components

Game board

3 - 4 players side

2 players side



1 clue type token

Front side

Back side



3 clue markers



Active player basket



25 recipe ingredients

Back sides

(9 different ingredients on the front side of the tiles)

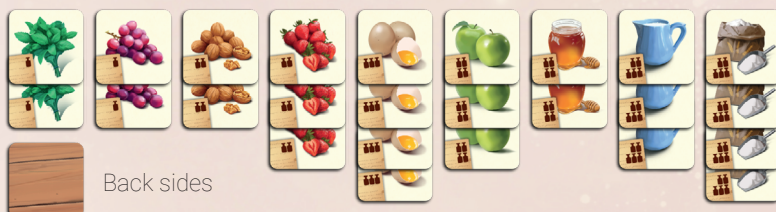


8 tea break tokens



25 pantry ingredients

(9 different ingredients on the front side of the tiles)



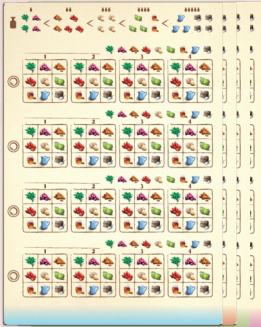
Back sides

Bag for the pantry ingredients



4 player boards

Front sides



Back sides in player colours



4 chefs' hats



16 think markers



4 recipe boards

Back sides in player colours



Front sides



4 discussion cards

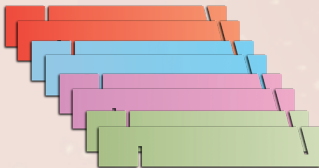
Front sides



Back sides in player colours



4 player board stands



4 erase markers



36 fingerprints
(9 in each colour)



1 rulebook

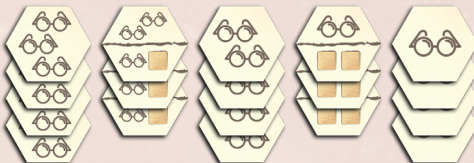


18 Point tokens

Back sides

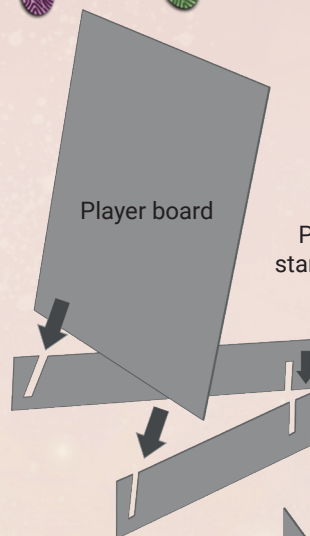


Front sides

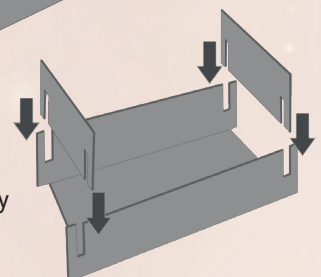


Player board

Player board
stands assembly



Active player
basket assembly



Credits

Game design: Nika Mlinarič Hribar and Blaž Hribar
Graphic design: Katarzyna Kosobucka
Illustrations: Dagmara Gaska

Special thank you to Secret Recipe Kickstarter backers
who helped us make this game a reality!

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<https://snowboardgames.si/>

Game setup

This is the setup for 3 and 4 players. For the 2-player version, see page 17.

3.

Shuffle the recipe ingredients face-down on the table. It's important that all recipe ingredients remain hidden during setup. Assign 4 random ingredients to each player. In a 3-player game, assign 4 ingredients to an imaginary 4th player. Place the remaining recipe ingredients on the recipe shelves in the pantry. Make sure they stay hidden, face-down!

I think grandma keeps some recipe notes in the pantry. I wonder if they could be useful?

2.

Randomly draw 9 pantry ingredients from the bag and place them in 9 pantry shelf spaces face-up. Place the bag with the remaining ingredients next to the board.

Mmm, do I smell freshly picked strawberries? Grandma's pantry is always well-stocked.

1.

Place the game board in the centre of the table.

Welcome to grandma's kitchen!

Note these important spaces on the board:



4.

Shuffle the point tokens and place them on the board face-down.

Grandma will be keeping an eye on the progress and giving some hints.



11.

In a 3-player game, prepare the recipe board for the imaginary 4th player, and place their ingredients on it face-up. Everybody can see the ingredients of the imaginary player.

Does anyone know where uncle Bruno is?

5. Place the players' chefs' hats on the 0 space on the reputation score track, which keeps track of Grandma's Points (GPs). The score track is a loop, so you can cross over the 0/30 field if you get more than 30 points or you fall below 0.

*That's how I look in grandma's eyes.
I hope I can impress her!*



10. Take your discussion card, erase marker, think markers and fingerprints.
I have my notes and my whisk!

GP = Grandma's Point.
These are the victory points.



1 GP



-1 GP



6.

Prepare the active player basket with clue markers and a clue type token and set it aside for the starting player.

I'll use the basket to bring the ingredients from the pantry.



7.

Place the tea break tokens, one for each player, between fields 5 and 6 on the score track.

Tea breaks are a good time to chat with family.

8.

Place your recipe board in front of you. Place 4 recipe ingredients you were dealt on the recipe board spaces face-down. Place them randomly, and make sure the other players don't see them.

This is the part of the recipe grandma sent me.



9.

Prepare your player board. You can hold it in your hand or use the stand.

This will be my personal space where I hide from the others and work on the recipe.

Check out the online version of the rulebook:



Player board

You will use your player board to track the clues you give and receive.

Let's look at the blue player's board.

2.

This row contains all of the recipe ingredients that are in the game. There are 25 of them, 4 in each player recipe, and 9 on the recipe shelves in the pantry.

Whenever you know the whereabouts of a certain ingredient, you can cross it out in this row. Be mindful that you are only crossing out the recipe ingredients (on the small tiles), not the pantry ingredients (on the big tiles).

For example, if you know you have one honey in your recipe, you can cross one honey out in the top row. There is only one other honey in the game. Maybe you will learn later that the player to your right has it. You will cross the second honey out then, and you will know that there's no more honey in the game, not in other recipes, not on the recipe shelves.

1.

These are the player's recipes. Use the top space to track your recipe, the second space to track the player to your left, and so on.

The recipe spaces have 4 squares, and they correspond to four ingredients in each player's recipe. Each square on your player board has all of the ingredients in it. You will use them to track clues and you will cross out individual ingredients when you receive clues.

7.

Look at the top row with ingredients and cross out all of the ingredients from your recipe. In this case, you cross out one of each: honey, flour, cream and strawberries.

You know there's only one more honey in the game, there are two more sets of strawberries, two more creams, and three more flours.

Sometimes, you will cross out all of the ingredients of one type, for example, you will cross out two sets of grapes. If so, you are in luck! You know that there are no more grapes in the game, so no other player has them. Therefore you can cross out grapes in all of the squares in all of the other players' recipes.

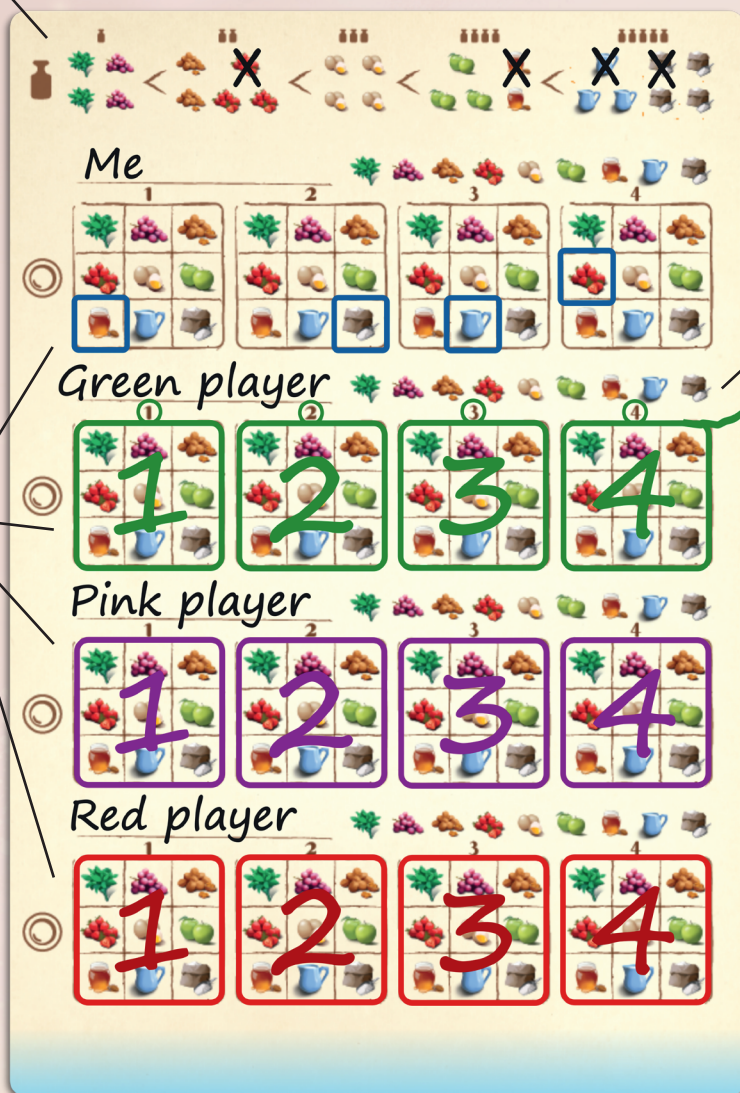
If you haven't crossed out any type of the ingredient, don't worry! You'll cross them out soon when you receive some clues from the other players.

3.

The ingredients in the top row are ordered by weight:

- mint and grapes weigh 1 unit = the lightest ingredients.
- walnuts and strawberries weigh 2 units.
- eggs weigh 3 units.
- apples and honey weigh 4 units.
- flour and cream weigh 5 units = the heaviest ingredients.

Mint and grapes weigh the same. Eggs are heavier than walnuts. Strawberries are lighter than flour. And so on.





4. The plate icon and numbers help you identify which ingredient is which in each of each player's recipe.

5. On your player board, next to the name lines are lines of all 9 ingredients - you will use them to mark the clues you get during tea breaks. We will talk about that a bit later.



6.

You can now look at your recipe ingredients! Make sure you don't show them to the other players in the process.

First, look at the ingredient number 1 (closest to the plate). It's honey. Mark it in the corresponding square on your player board (leftmost square, number 1, closest to the plate icon) by circling it.

Next, look at the ingredient number 2. It's flour. Circle flour in the second square on your player board. Repeat the process for ingredient number 3, cream, and ingredient number 4, strawberries. Double-check you marked it right!

Now you have all of your ingredients marked in your player board, so you don't have to look at your recipe again during the game.

Gameplay

Turns

The starting player collects the active player basket with clue markers and clue type token, and the game begins.

On a standard turn, you get two actions.

That's the time to work on my part of the recipe, fetch my ingredients from the pantry, prep everything and bake.

1. (Optional.) You can discard any one face-up pantry ingredient and replenish it with a new ingredient from the bag. You do this if you hope to get an ingredient that was not in the pantry, or if you want to get rid of one ingredient, or, most commonly, if you are hoping the new ingredient will enable you to give a better clue.

The discarded ingredient is placed face-up next to the board. If the bag ever runs empty, refill it with the discarded tiles.

2. You give a clue and peek at the corresponding recipe ingredient on the recipe shelves. We will talk about this in the next subsection.

The actions are followed by a discussion phase. All of the players get the option to guess any of the ingredients in any of the other players' recipes using their discussion cards and score points accordingly. This will be described in the subsection Discussion phase.

That's when everybody talks about the theories they have about other people's recipe parts, and where we try to collect some ingredients from those parts.

After that, the turn ends and the player passes the active player basket to the next player.

Giving clues

You give clues with a clue type token and one of the clue markers. The clue focuses on one ingredient in your recipe and can be given based on ingredient type or weight.

To give a clue about an ingredient in your recipe, place the clue type token next to the ingredient in your recipe, with the appropriate side up. The ingredient has to be one of the ingredients that is still hidden. If there are no more hidden ingredients in the player's recipe (this happens later in the game), the player does not give a clue about their ingredient but rather asks about someone else's. We will discuss it in the section Asking a clue question.

Then choose the clue marker and place it next to a row or a column in the pantry. This will tell everybody how your ingredient compares with the ingredients in that row or column.

I'm going to go find my ingredients in the pantry. Do you think anyone is looking? It seems George is occupied with the scale, but I think I hear someone on the other side of the shelves...

Let's look at the possible clues:

A clue about ingredient type



This ingredient is the same as one of the ingredients in this row.
It's honey, walnuts or eggs.

This ingredient is NOT the same as the ingredients in this row.
It's NOT honey, walnuts or eggs.

Available spaces for clue markers



A clue about ingredient weight



This ingredient weighs the same as one of the ingredients in this row.

It weighs 4, 2 or 3 units, so it's either apples, honey, walnuts, strawberries or eggs.

This ingredient does NOT weigh the same as the ingredients in this row.

It doesn't weigh 4, 2 or 3 units. So it weighs 1 or 5 units. It can be mint, grapes, cream or flour.

This ingredient is LIGHTER than the ingredients in this row.

It is lighter than 4, 2 and 3 units. So it weighs 1 unit, which means it could be mint or grapes.

This ingredient is HEAVIER than the ingredients in this row.

It is heavier than 4, 2 and 3 units. So it weighs 5 units and is either cream or flour.

In general, you wish to give good clues - communicating your ingredients gets you points. Experienced players will find some occasions when it's beneficial to give a bad clue and keep the information about your ingredients hidden for longer, scoring fewer points on point tokens in the process.

The less/greater than marker can be used to compare ingredients with different weights.

This is the **smaller** side of the marker. The ingredient on this side is **lighter**.



This is the **larger** side of the marker. The ingredient on this side is **heavier**.

You can rotate the marker around when giving clues. No matter how you rotate it, the larger side should always be where the heavier ingredients are. So if the ingredients in the pantry are heavier than your ingredient, the larger side goes closer to the pantry. If the ingredients in the pantry are lighter than your ingredient, the smaller side goes closer to the pantry.

Peeking at ingredients in the recipe shelves

When you give a clue, you can peek at the hidden recipe ingredient next to the clue marker you place. As you do so, also place your fingerprint on the ingredient. This way, you know what recipe ingredients you've already looked at, as well as what the other players have looked at.

Aha, I found some grandma's notes! Cinnamon stars, walnut cake... Apple strudel... Sage? No, I don't think I need sage... Oops, I think I'll have to wash my hands. I hope grandma doesn't notice.



Don't forget to cross out the ingredients you learn about at the top of your player board, in the row with all of the ingredients.

Sometimes, you will cross out the last ingredient of one type, and therefore you learn that there are no ingredients of that type in other players' recipes anymore, so you can cross this type out in all other recipes.

In any case, this is a piece of information that is asymmetric, as each player learns about the hidden ingredients based on the clues they give, so it can give you an advantage in deducting what other players have in their recipes.

Marking clues

It's very important that you mark both the clues you receive - this will help you deduct the other player's ingredients - as well as the ones you give - this will help you to remember what information you have already communicated and give the next clues that complement it.

I know Anne wants us to think her part of the recipe says we have to add 3 tablespoons of honey, but she's not fooling me!

We propose this tactic:

- Cross things out. Look at the clue and figure out what it says this ingredient is NOT. Then cross all of that out.
- Circle an ingredient only when you are certain it is the right one. For example, at the beginning, you circle the ingredients in your own recipe. You know 100% what they are. You can also circle the ingredient when you are sure you know what the other player has, usually because you have crossed out everything else, or because that ingredient has already been revealed.

Let's see how this works in practice. Anne gives us a clue:



1. The clue is about ingredient number 3, and it is about the type of the ingredient.

2. The ingredient is the same type as one of the ingredients in this column. So it is either apples or walnuts.

This is a good clue, we're down to two ingredients already.

3. Ok, let's mark her clue on our recipe board. First, find Anne's recipe and locate square number 3 which corresponds to ingredient number 3.

She said her ingredient is walnuts or apples.

Cross out everything except for walnuts and apples.



5. Anne gets to peek at the hidden recipe ingredient on the shelf next to the clue marker. She doesn't tell us what it is, but she crosses it out in the top row of her player board.

She places her fingerprint on that ingredient, so we all know she knows it.

4. Anne will also mark her clue on her recipe board, so she knows what information she's given us for the next clues.

Her recipe is the topmost recipe on her recipe board, just as you have your recipe at the top recipe space.

After the clue phase, we would do a discussion phase (more on this later), and Anne would then pass the basket with clue markers and token to her left to the next player and the game would continue.

Let's look at some more clues that Anne might give us in the next rounds.



A clue about ingredient number 4. It's a clue about the ingredient type. The ingredient is grapes, eggs or flour. Cross out everything else.

Anne



Again a clue about type, this time about ingredient 1. It is NOT cream, apples or grapes. Cross those three out. This clue was not very informative, but it's still a valid one.

Anne



Now a clue about the weight of the ingredient 1. The ingredient is lighter than apples and walnuts. Apples weigh 4 units and walnuts weigh 2 units. The ingredient is lighter than both, which means it's lighter than 2 units, **therefore it weighs 1 unit**. So it's **either mint or grapes**, as they are the only ingredients with this weight. And we have already crossed out grapes before, so we know it's mint. Now that we have found one mint, we can cross it out in the top row. We can reveal we know it in the next discussion phase.

Anne



Another clue about weight. Ingredient 4 is heavier than honey, walnuts and eggs. They weigh 4, 2 and 3 units. So ingredient 4 weighs 5 units, which means it is either cream or flour. And we know from the previous clues it's not cream, therefore it's flour. We cross one flour out in the top row. Let's say we have crossed out 3 flours before, and we just found the 4th one, the last one. We know there's no more flour in the recipes, so we can cross it out in all of the other player's recipes. Don't cross it out in your recipe, however. The other players may not know where the other 3 flours are, so you will still need to give them a clue to exclude it.

Anne



One more clue about weight. Ingredient 3 weighs the same as one of these: cream, apples and grapes. So it weighs 5, 4 or 1 unit. Cross out everything with weight other than 5, 4 or 1 = cross out everything that weighs 2 or 3 units. We cross out walnuts and we know the ingredient is apples. We cross out apples in the top row.



This time, Anne took Action 1 and swapped one of the pantry ingredients. Then, she gives us a clue about type. The ingredient is honey, walnuts or eggs. We know from before that it's not honey or walnuts. So we know it's eggs. Be sure to cross out eggs in the top row too! Note that Anne already peeked at the ingredient next to the clue marker, so she doesn't place any fingerprints this time.



In reality, we would often be able to figure out all of Anne's ingredients in less than 8 rounds, as we would also get some information from our ingredients, from other players, the recipe shelves and tea breaks.

We could also look at what clues Anne is not giving us, despite having a great opportunity for them with the pantry ingredients. Or why she's giving us a particular clue at a particular time. But if we do that, Anne might bluff. Or not. But that's for you to find out!

Your body language is saying you're up to something. I bet you are just pretending you are interested in those apples, and you want to get strawberries instead!

Discussion phase

Each turn, after the active player gives a clue, and the clue is registered by the other players, there is a discussion phase, which is optional. This is the chance to uncover other people's ingredients.

Any players that wish to cooperate, mark their votes on their discussion cards. Each gets one vote, and they can vote about any player's recipe. They are then revealed simultaneously and resolved.

Hey guys? Do you think Anne's piece of recipe is about the frosting? I'll need to start working on it if I want to finish this cake.

You have two options:



1. **Unveil vote.** This is the most common vote. Use it if you know for sure, or if you are feeling lucky and want to gamble. If you are right, it will get you 1 or 3 GPs, plus an additional 1 GP if the ingredient is in the pantry (see next paragraphs), but if you are wrong, you will get -1 GP (= you lose 1 GP).

Do I wait until I am sure, but others may outrun me, or do I risk and have more time for baking?



2. **Think vote.** You can do this 4x in the whole game, and you use think markers to do it. Use it if you are not sure, but you have a theory about an ingredient. If you are right, this will get you 1 GP, and if you are wrong, you do not get any negative points.

Maybe I can impress grandma with my logic?

You mark your vote on your discussion card.

UNVEIL vote

The red player makes an unveil vote about Anne's ingredient.



Circle the unveil icon.

Write the name of the owner of the ingredient you are voting about.

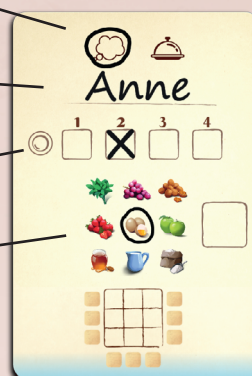
Mark which ingredient (1, 2, 3 or 4) you are voting about.

Circle which ingredient you vote it is.

Optional: if this ingredient is in the pantry, mark where it is to collect it. Note the location of the recipe shelves and the orientation of the pantry. This will give you an additional 1 GP.

THINK vote

The blue player makes a think vote about Anne's ingredient.



Circle the think icon.

When the discussion cards are revealed:

If you voted to collect the ingredient, rotate the marked ingredient.



Place the think marker on the recipe board grid next to the ingredient. Mark the space that corresponds to your think vote.



Resolving the votes

1. First, **resolve all of the think votes** and place the appropriate think markers. The order is not important. Do not reveal the ingredients or give any answers about the think votes!

More than one player can share the same theory - in this case, stack the markers. The order doesn't matter.

Different players can also have different theories about one ingredient (= there can be pink, green and red think markers in the same grid), however, one player can only have one theory about every ingredient (= there can never be more than one pink think marker in any grid).

So you think Anne's recipe includes apples? I'm not sure, but others think it's walnuts. How did they get to that conclusion?

The points for think votes will be awarded when the corresponding ingredients are revealed.

2. Next, **resolve the unveil votes**. The order is important, because of the point tokens (more about it later), so start with the player whose turn it was. Resolve all of the unveil votes about their recipe. The sub-order for doing that is not important.

Let's start with Anne's recipe. Choose one of the unveil votes. Is the vote correct?



- **YES:** Anne reveals the ingredient. If only one player guessed the ingredient correctly, they get 3 GPs and move their chef's hat on the score track. If more than one player gave the correct answer, each of them moves 1 GP on the score track.

High five!

- Additionally, if any of the players collected the correct ingredient from the pantry, they each get an additional 1 GP and move their chefs' hats accordingly. Make sure that the collected ingredient is rotated by 45 degrees to mark that it will be removed from the pantry. Don't remove it right away as other players may use it in their votes too.

- Resolve any think markers on the grid next to the revealed ingredients. Any players who had the correct theory get 1 GP and move their chef's hats on the score track. Wrong theories do not get negative points. All of the resolved think markers are removed from the game.

Anne scores point tokens for communicating the ingredient, which will be described in the next section.



- **NO:** Anne does not show the ingredient and does not tell us what it is. Any players that guessed wrong lose a point and move -1 GP on the score track.

Everybody has learned something about the ingredient and can vote about it on the next turn. Anne does not get any point tokens. Think markers are not resolved.

What do you mean: 'There's no walnuts in this part of the recipe'? And you're sure you've read it right? Well, I think I'll have to start making the frosting from scratch again...

Resolve all of the unveil votes for Anne's recipe, then continue with the unveil votes for the recipe of the player on her left (in the player order) and so on.

When all of them are resolved, remove the rotated ingredients collected in the correct unveil votes from the pantry and replenish them from the bag. If the bag ever runs out, replenish it with discarded ingredients.

There are player aids on the player board to help you remember the points for each vote type.

If there's only one player with hidden recipe ingredients left, the endgame is triggered. See the Endgame and winner section.

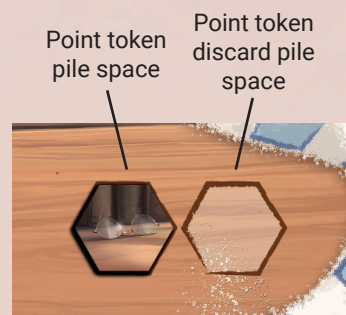
The discussion phase is complete and the game continues with the next player's turn.

Point tokens

Each time someone correctly unveils one of your ingredients, they immediately score points on the score track. At the same time, you also gain points for communicating the ingredient - you get them in the form of point tokens. *Do you see this filling? No, actually don't look. But I'm telling you, it tastes amazing! I know grandma will love it!*

So, each time one of your ingredients is revealed through the unveil vote, take the top 3 point tokens from the point token pile, look at them and choose one to keep. Return the other two to the point tokens discard pile face-down. Don't move your chef's hat on the scoring board yet - the points from the point tokens will be scored at the end of the game. If your ingredient is revealed in any other way than through the unveil vote from another player or multiple players (for example by mistake), you don't get any point tokens. You get only one point token for each ingredient, even if multiple players unveil it.

If the point tokens pile ever runs out, shuffle the tokens in the discard pile and place them on the point token pile space. The consequence of this is that the tokens that remain in the pile will get worse with every replenishment. This is why you want the other players to figure out your ingredients quickly.



There are two types of point tokens:

1. Some contain only victory points. You keep them hidden and score the victory points at the end of the game.



2. The other type are the point tokens that give you two options:

- Option 1: You score just GPs. In this case, keep the token hidden and score points at the end of the game.
- Option 2: You score fewer GPs than in option 1, but you also get to peek at one or two recipe ingredients on the recipe shelves. In this case, reveal the token, peek at the appropriate number of ingredients on the recipe shelves, mark them with your fingerprint, and score the points on the race track immediately. Discard the point token to the point token discard pile.
Hey grandma, look how great this cake is coming along. What do you say, does it need another layer? Really? Walnuts and cream you say? No, no, without walnuts is fine too!



You can choose option two anytime during the game, on your turn or on someone else's turn, and you peek at the ingredients and score points immediately after you reveal the token.

A note on false clues

Players may not lie when giving clues; however, honest mistakes can happen. If a player provides false clues, they do not earn point tokens for communicating the ingredient. Additionally, we propose that any negative points resulting from incorrect unveil guesses be voided. In any case, players should discuss the specific situation and decide on the fairest solution.

Tea breaks and pacts

When you move your chef's hat from space 5 to space 6 on the score track, you trigger a tea break. Take your tea break token. You could theoretically move from field 5 to 6 more than once if you get any negative points. You trigger a tea break and get the tea break token only the first time you cross.

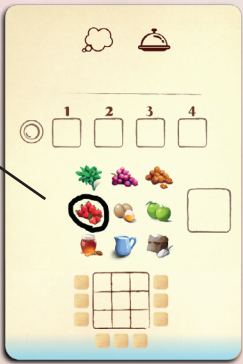
Tea break happens at the end of the discussion phase, and all of the players participate in it. This is the time to try to get some information from your fellow players and make some pacts. Each player asks one other player one question: "Do you have this type of ingredient in your recipe?"

There's no better opportunity to chat than a cup of hot tea.

Ask a question by circling the ingredient on your discussion card: "Anne, do you have strawberries in your recipe?"

Pass the discussion card to Anne. Do it in a way that the other players won't see it.

Anne will mark her answer in secret and pass the card back to you.



The answer is YES: "Yes, I have at least one set of strawberries in my recipe."

The answer is NO: "No, I don't have strawberries in my recipe."

A yes means that the player has at least one ingredient of the marked type in their recipe - this ingredient can still be hidden or already revealed. Make sure you don't ask about the ingredients that are already revealed, as you will get a certain yes, and you won't learn anything about the ingredients that are still hidden.



A no means that they don't have any ingredient of the marked type in their recipe.

Mark their answer on your player board, in the ingredient line next to the player's name.



Circle the ingredient and remember that it will also be in at least one of the 4 squares of their recipe. Maybe you can even determine where, if this ingredient is crossed out in 3 out of 4 squares.

Cross out the ingredient in the line and in all 4 squares of that recipe.

All of the players participate in a tea break, and each player asks exactly one question to a player of their choice. It's possible that some players receive more than 1 question from different players, and some players receive none. Make sure that the cards are passed around in secret, so only the players asking and answering the questions see them.

It is possible that more than one tea break is triggered at the same turn end - all of the triggered breaks happen consecutively. They are independent of each other, so you can choose a new question and a new player to inquire during each tea break.

There is NO discussion phase after the tea break, and the game continues with the next player's turn.

Using tea break tokens to swap pantry ingredients

You keep the collected tea break token. You can use it anytime on your turn, or before the discussion phase on someone else's turn to change the pantry ingredients.

When you declare you want to use it, you can theoretically replace all of the pantry ingredients, but each player (including you) may reserve a row or a column that is left as is. You sometimes want to reserve a row or a column that contains an ingredient you wish to collect, or one that allows you to give a clue you wish to give. You do so by placing your erase marker on it. The players may change their minds and change the location of their erase marker until everyone is satisfied with their choice. They may also choose not to place their marker.

When everybody is satisfied, the rows and columns with erase markers are left alone, while all of the other pantry ingredients are discarded and replenished with the new ingredients from the bag. If the bag ever runs out, replenish it with discarded ingredients.



Tea break tokens allow you to switch multiple ingredients at a time, and they are usually used when you are looking for a specific ingredient that is not in the pantry in order to be able to score a bonus point for collecting it. It is possible that players place their erase markers so that they cover the whole grid. In this case, no ingredients get replaced.

Asking a clue question

If all of your recipe ingredients are revealed, you do not give any more clues. Instead, you ask other players questions. On your turn, during Action 2 (giving a clue), use the clue markers on another player's hidden ingredient in the same way as you would use them to give a clue about that ingredient. You can also peek at the appropriate recipe shelf ingredient.

Once you set the markers, the owner of the recipe looks at the clue and says: "Yes, that is correct." or: "No, that clue is not correct," based on their ingredient. Everybody sees the clue and hears their answer and you can all mark it on your player board.

Asking a question becomes your Action 2 on your turn. You can still discard and replenish pantry ingredients in Action 1. All of the other players continue playing as usual.

End of the game and winner

The endgame is triggered when all of the players but one have all of their recipe ingredients revealed. This happens at the end of the round, after the discussion phase, when only one of the players still has one or more hidden ingredients. After that, the play continues for one more round at most, so theoretically, each of the players could get one final turn. If at any point, all of the ingredients of the last player are revealed, the game ends. If they are not, and they remain hidden until the end of the game, that is valid too. The player with the hidden ingredients does not score point tokens for the hidden ingredients, and the other players don't get points for thinking or unveiling them.

At the end of the game, each player reveals the GPs on their unused point tokens and moves their player chef's hat accordingly on the reputation score track. The player with the most points is the winner. In case of a tie, the player with more GPs on their point tokens wins.

2-player variant

Game setup

The competition will be fierce!

Page 3 shows the game setup for 3 and 4 players. For 2 players, the setup is slightly modified.

1. This is the same, but make sure you choose the 2-player side of the board.
2. The same as for 3 and 4 players.
3. The same, but in a 2-player game, each of the players will receive 2 pieces of the recipe, so each of the players gets 8 random face-down recipe ingredients.
4. The same. Additionally, each player places one of their think markers on a track next to the point tokens.



5. The same.
6. The same.
7. This one is different. The tea break tokens go to the tea break table. Each player chooses two player colours and gets all 4 tea break tokens in those colours. We recommend that player A chooses red & pink and player B chooses green & blue.

Player board

You will use your player board exactly the same as in 3- and 4-player game. The only difference is, that two of the recipes are your own, and two belong to the other player. We suggest using colours instead of the player names to mark which is which.

Make sure you look at both of your recipes and mark the ingredients in the recipes and cross out all 8 ingredients in the top row. There's a good chance you will have better starting information than in 3- and 4-player game, but so will your opponent!

Turns

The turns will be slightly different than in 3- and 4-player game – the optional action 1 remains the same. Action 2 will be the same (giving a clue) for the first 5 turns, and then it will be replaced by asking a clue question. Use the think marker on the turn count track to count the first five turns.

Additionally, the players will be switching who the first player is each round. For example, you start the game. Leave the think marker on the first space of the turn count track. Place the think marker on the first player track on the field closer to you. Take your turn and give a clue about one of your ingredients. Next, Anne takes her turn and gives a clue.

On the second round, move the think marker on the turn count track to the second space. Move the think marker on the first player track to the field closer to Anne. She takes her turn. You take your turn.

Third round. Move both think markers. You take your turn. Anne takes her turn. And so on.

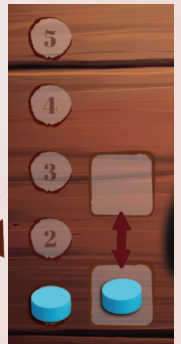
After the 5th round, stop using the think marker on the turn count track (you can remove it from the game), and start asking questions instead of giving clues as your action 2. Keep switching the first player.

Giving clues

It works almost the same as with 3 and 4 players, but now, you want to give out as little information as possible! So you want to give bad clues.

There is one additional thing to keep in mind: you have to give a clue about a different ingredient each time. There will be 5 turns with clues, so you will give clues about 5 different ingredients. How to keep track? Your opponent will make sure to remind you if you try to give a second clue about the same ingredient.

8. The same, but each player gets two recipe boards of their chosen colours.
9. The same.
10. Take the erase marker. You won't need the discussion card and we'll talk about fingerprints in 13.
11. Ignore this one.
12. Take two think markers of any colour. Place one on the turn count track (left), and one on the first player track (right).
13. Place 4 of your fingerprints next to the board. Place the remaining 5 of your fingerprints in the tea break table like this:



Player A is red. They will use red fingerprints and red and pink tea break tokens.

Player B is green. They will use green fingerprints and blue and green tea break tokens.

Peeking at ingredients in the recipe shelves

There's a slight change with the fingerprints and peeking at the ingredients. Look at the tea break table. There are 5 combinations of the clue type token and clue markers, and there is one of your fingerprints for each combination. You get it when you give the clue with that combination.

When you get it, you can use it to peek at one ingredient from the recipe shelves and mark it with that fingerprint. This means you will only be able to peek at the ingredients during the first 5 rounds when you are giving clues, and only if you keep giving different clues (with different combinations of clue type token and clue markers).

The 4 fingerprints at the side of the board can not be used here. You will be able to use them if you get point tokens that allow you to peek at the ingredients.

1. Give a clue about weight with the X marker.

2. Take the corresponding fingerprint in your colour and peek at one ingredient.



3. Take the tea break token in your colour from the emptied row.

Tea breaks

Notice the tea break tokens in the rows and columns of the tea break table. You can get them if you remove all of your fingerprints from that row or column.

If that happens, immediately take your tea break token (or two tea break tokens, if you emptied a row and a column at the same time). The tea break or two tea breaks happen immediately, but the pact is just for you – you get to ask your opponent one question per each tea break you trigger. You ask them about one ingredient type in one of their recipes. You choose which one. They don't get to ask you any questions. As there are just two players, you can ask and answer the question out loud, without the discussion card. But if you prefer the discussion card, feel free to use it.

You will be able to take the maximum of 4 tea break tokens, if you give all of the different clue combinations. Using all of the combinations of token and markers to give clues will result in giving away more information than if you only used one type of the clue. But it means that you get pacts, so you will also get more information in return, and pacts can be really useful if used strategically. So it's generally a good idea to do it.

You keep the tea break tokens and you can use them later in the game, to swap the pantry ingredients. This works the same as in the 3- and 4-player game, and both you and your opponent can reserve a row or a column.

Asking clue questions

From round 6 and up, you no longer give clues as action 2. You ask clue questions about one of your opponent's ingredients. You can ask about any ingredient in any recipe, and your opponent has to answer truthfully.

Remember that you no longer collect the fingerprints from the tea break table, which means you don't peek at the ingredients anymore.

Point tokens

They are the same tokens as in the 3- and 4-player game, however, you get them differently, as you'll see in the next section. Each time you get a point token, take 3, choose 1, and return the other two to the point token discard pile. Replenish the pile as in the 3- and 4-player game.

If you decide to use the point token to peek at the hidden ingredients, use the 4 fingerprints from the side of the board. You can not use any fingerprints from the tea break table, so you can peek at a maximum of 4 ingredients through the use of point tokens.

Discussion phase

The discussion phase in a 2-player game is quite different than in 3- and 4-player game. There is no discussion phase after the first 5 rounds, while the players are giving clues. From round 6 and onwards, both players first ask the clue question, and then the discussion phase happens at the end of the round.

There are no think votes, only the unveil votes. The votes are stated out loud, as there is no need for secrecy. So there's no need for the discussion cards, but if you really want to use them, you can.

When the discussion phase starts, the first player in that round initiates it, and the players take turns taking votes and counter-votes. They score points (and sometimes point tokens) for the correct votes, and lose points for the incorrect votes. They also gain point tokens if the other player does not counter their vote with a correct vote of their own.

Let's take a look at the scoring first:

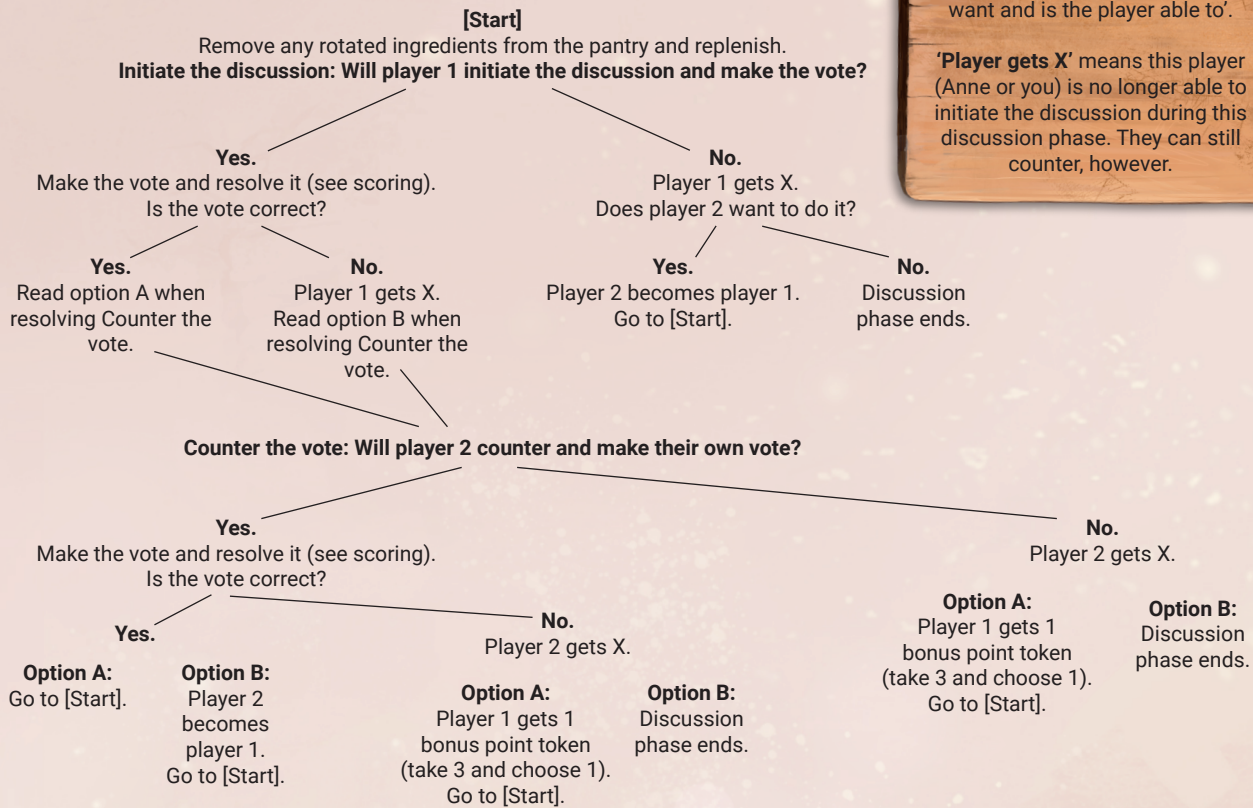
- **If your unveil vote is correct**, Anne reveals the ingredient. But she does not receive any point tokens! You gain 2 GP, plus an additional 1 GP if you can collect the ingredient from the pantry (rotate it by 45 degrees to mark it). Move your chef's hat accordingly. You can use your tea break token to swap the pantry ingredients before you make the vote.

Additionally, move your think marker next to the point token pile one space to the right. If it lands on an empty space, nothing happens, and if it lands on a field marked with a point token, you get a point token. Take 3 point tokens and choose 1. If you don't have any more fields to the right, don't move the think marker and don't take any point tokens. This means that for the first correct unveil vote, you get only points on the score track. For the second and third consecutive correct vote, you gain 1 point token in addition to the points. And for the fourth consecutive correct guess and up, you gain only points on the score track again.
- **If your unveil vote is not correct**, Anne does not reveal her ingredient. You lose 1 GP and move your chef's hat accordingly. Additionally, move your think marker next to the point token pile to the left-most space.

Now let's take a look at how votes and counter-votes work. The general principles are:

1. The first player has the option to initiate the discussion. If they don't, the second player can do it. If any of the players decline to initiate the discussion, they forfeit the right to do so for the whole discussion phase. They also lose the right to initiate the discussion if they make an incorrect guess.
2. If a player initiates the discussion and their vote is correct, they get the chance to score bonus point tokens. The other player has the option to counter-vote. If they don't or their counter-vote is incorrect, the first player scores point tokens. If the second player counters with a correct vote of their own, the first player doesn't score bonus point tokens.
3. If the player who initiated the vote makes the correct vote, they can initiate another one.

To make things simple, there is a decision tree that will guide you through those principles. Player 1 is the first player of that round.



IMPORTANT:

'Will player' means 'does the player want and is the player able to'.

'Player gets X' means this player (Anne or you) is no longer able to initiate the discussion during this discussion phase. They can still counter, however.

When the discussion phase ends, reset both think markers next to the point token pile to the left-most space. Remove any rotated ingredients from the pantry and replenish. The new round begins with the new first player's turn.

2-player variant end of the game and winner

When one of the players has correctly unveiled all of the opponent's ingredients, continue the game until the end of that discussion phase. Then, the game ends.

Reveal your point tokens and move your chef's hats accordingly. The player with the most GPs wins. In case of a tie, the player with more GPs on their point tokens wins.