

# Kitchen Rush (Revised Edition)


**Objective:** Prepare meals for patrons to achieve the goal of the scenario.


## Setup

Setup for the desired Scenario as specified in the *Kitchen Rush* Rulebook.

**Select a Time Limit:** Choose a time limit for the scenario; the Normal Time Limit is the default time limit for the game, the Family Time Limit is recommended for families with children as it gives players an opportunity to keep an eye on each other, and prevent mistakes.

**Assign a Timekeeper:** Choose one player to be the Timekeeper; this player will be responsible for informing the players of how much time remains.

**2-Player Game:** If playing a game with 2 players, place Unavailable markers (  ) on all of the Action spaces with a 3-player or 4-player symbol, and place a Reserved Table card on the two lowest spaces in the Dining Room.

**3-Player Game:** If playing a game with 3 players, place Unavailable markers (  ) on all of Action spaces with a 4-player symbol, and place a Reserved Table card on the lowest space in the Dining Room.

## End of Game

After the final Shift of the Scenario if the players have fulfilled the requirements of the Scenario in the time chosen, the players pass the Scenario, if not, they lose the Scenario.

**Personal Salaries (Scenario 5 onwards):** If at the end of a Shift the players are unable to completely pay the salary of each Sand Timer, the players lose the Scenario.

**Strike:** This rule is replaced from Scenario 7 onwards with the Strike rules; at the end of the Scenario, the players lose if any Sand Timers are on strike.

## Order Card Anatomy

## Friend Patrons



Included from  
Scenario 1

## Regular Patrons



Included from  
Scenario 2

## Challenging Patrons



Included from  
Scenario 4

## VIP Patrons



Included from  
Scenario 7

**Plate Size:** The Plate size required for the Meal.

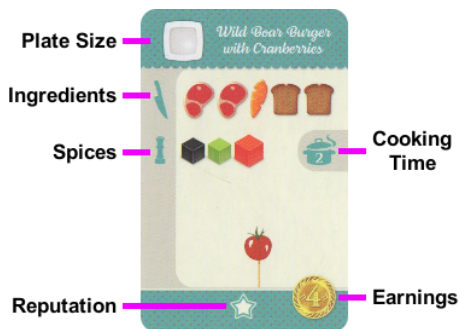
**Ingredients:** The Ingredients ( , , , , , &  ) required for the Meal.

**Spices:** The Spices ( , , , , &  ) required for the Meals.

**Cooking Time:** The number of Cook actions the Meal requires.

**Earnings:** The amount of Coins (  ) the Meal provides if prepared properly.













**Reputation:** Reputation gained if the Meal is prepared properly and served using the Serve action.



## General Rules

**Sand Timers:** Each Sand Timer runs for approximately 25 – 30 seconds.

**Accidents:** If a player's Sand Timer falls over, they can pick it up and put it back on the Action space it was on.

- If Ingredients ( , , , , , &  )/Spices ( , , , , &  ) slip from a player's Plate (  ), they can pick them up and put it back on the Plate.

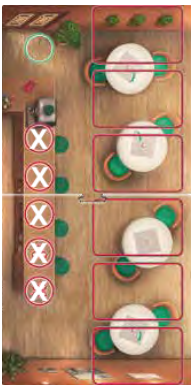
## Actions



**Seat Patrons (Scenario 1 onwards):** When placing a Sand Timer in the Reception Area, the player may reveal and seat up to 2 new Patrons by drawing cards from the Patrons deck and placing them, face-up, in empty spaces of the Dining Room.

- This action may only be taken if there are spaces in the Dining Room.

**Take an Order (Scenario 1 onwards):** When placing a Sand Timer in the Dining Room, the player may take 1 Patron's order by taking one of the available Patron cards from the Dining Room and placing it next to their Player board.










- The player that takes an order is solely responsible for the Patron and must prepare their ordered Meal.
- Each player can have any number of Orders/Meals on their Player board.

**Plates (🍽️):** When a player takes a Patron's order, they immediately take 1 clean Plate of the appropriate size from the Cupboard and place it on the topmost row of their Player board.

- Each Meal must be served on a Plate that matches the size shown on the Patron card, or a Plate that is one size larger (**exception:** During Scenario 1 the Plate taken must be of the specified size).
- If a player forgets to take a Plate when taking an order, they may take one later, at any time.

**Take Ingredients from One Storage Room (Scenario 1 onwards):** When placing a Sand Timer in one of the Storage Rooms, the player may take any amount of available Ingredients (🍞, 🍖, 🍌, 🥦, 🥦, 🍌, & 🕒) from that Storage Room and place the Ingredients they have taken on the Plates on the top row of their Player board.







- A player may only take Ingredients for the Meals of Patrons that they currently have.
- A player may take Ingredients for multiple Meals.
- A player may not take Ingredients for other players.
- If a player is unable to get all of their Ingredients from a single Storage Room, they will need to take another action by placing their Sand Timer at another Storage Room (or Rooms) to get the remaining Ingredients.
- Once Ingredients have been placed on a Plate, a player may not move those Ingredients to another Plate or back into a Storage Room.
- Once a Meal has begun to be cooked, the player cannot add Ingredients to that Meal; these Meals will not be on the top row of their Player board.

**Cook One Meal (Scenario 1 onwards):** Once a player has the necessary Ingredients (  ,  ,  ,  ,  , &  ) on the correct Plate (  ) and places a Sand Timer on one of the Stoves, they can Cook one Meal one time by shifting the corresponding Plate 1 row down on their Player board.


- Each Meal has a Cooking Time shown on the card indicating the number of Cook actions the Meal requires; Cooking Times range from 0 – 3 times.
- The same Meal may be cooked multiple times in quick succession by using multiple Sand Timers on separate Action spaces; it is not required that one Sand Timer runs out before another is placed.
- Once a player has started cooking a Meal, Ingredients cannot be added or changed, any mistakes must be left as they are.


**Exception:** During Scenario 1 a player may correct their mistakes at any time by returning incorrect Ingredients to the Storage Room and taking the correct Ingredients, adding them to the Meal.

- Once a Meal reaches the row of a player's Player board that matches the Cooking Time on the Patron card, the Meal is cooked and is to be left in its current row.
- At the end of the Shift, players will check if the Meal can be served based on whether it has the right Ingredients and if it has been cooked the correct number of times.












**Take Spices (Scenario 2 onwards):** When placing a Sand Timer on the Greenhouse, they player may take any number of Spices (  ,  ,  ,  , &  ) from the Spice bag and place the taken Spices onto the Plates (  ) on their Player board.

- A player may only take Spices for the Meals of Patrons that they have currently have.
- A player may take Spices for multiple Meals.
- A player may not take Spices for other players.
- Spices can be added to a Meal before or after the Ingredients, and may even be added to the Meals once they have started cooking.
- Once Spices have been placed on a Plate, a player may not move those Spices to another Plate or back to the Spice bag.
- Players may inspect the contents of the Spice bag at any time, even if their Sand Timer is not on the Greenhouse, and they may also tell the other players what it contains.


**Washing Dishes (Scenario 3 onwards):** When placing a Sand Timer at the Sink, the player may clean up to 3 dirty Plates (  ), moving them from the Sink and placing them back in the Cupboard as clean Plates.

**Shopping (Scenario 4 onwards):** If a player places a Sand Timer next to the Van and pays 1 Coin (  ) from the Office to the supply, the player may restock Ingredients or Spices by picking one of the options below.


- There are no Action spaces for Shopping; any number of Sand Timers may be placed next to the Van to take the Shopping action.
- A player can place multiple Sand Timers by the Van and pay again to repeat the Shopping action and take more Ingredients or Spices.


- a) **5 Ingredients** (  ,  ,  ,  ,  , or  ) **of a Single Type:** The player may distribute them across the Store Rooms as desired.
- b) **3 Cheap Spices of Any Combination:** The player chooses any combination of Salt/Sugar (  ), Pepper/Seeds (  ), and Herbs (  ) and adds them to the Spice bag.
- c) **2 Expensive Spices of Any Combination:** The player chooses any combination of Curry/Mustard Seeds (  ) and Saffron/Chilli (  ) and adds them to the Spice bag.

**Service (Scenario 6 onwards):** When placing a Sand Timer in the Dining Room, the player may now take the alternative action to Serve 1 Meal that they have prepared to their Patron by turning over the corresponding Patron card.


- The player gets 1 Coin (  ) as a tip.
- The Patron's order must still be checked at the end of the Shift to ensure that it is correct.
- If a Meal is Served using the Service action and is prepared properly, the restaurant's Reputation is increased if applicable to the type of Patron being Served, and they pay the indicated number of Coins as per normal.
- If a Meal is Served using the Service action and is not prepared properly, the Patron becomes annoyed and the restaurant's Reputation is decreased by 1, regardless of the type of Patron; this is addition to the rules for waiting Patrons.

**Throw Out Patrons (Scenario 6 onwards):** When placing a Sand Timer in the Reception Area, the player may now take the alternative action to throw out 1 or 2 Patrons from the Dining Room by placing the removed Patron cards into a face-up discard pile, and then refilling the empty spaces with cards from the Patrons deck.


- Due to the new Patrons witnessing the previous Patrons being thrown out, they will not order drinks and as such players will not get 1 Coin (  ) from them when they are seated.


**Late Payment (Scenario 7 onwards):** If a player places a Sand Timer in the Office and pays 3 Coins (  ) to the supply, they may return 1 Sand Timer that is on strike to its owner; the player may now use it for actions as per normal.


- A player may use their action to regain their own Sand Timer, or return another player's Sand Timer to its owner.

**Office (Scenario 8 onwards):** When placing a Sand Timer on one of the face-up Office cards, the player pays the number of Coins (  ) shown on the card, and then takes the corresponding action:

- Each of the 4 actions is represented by a card, only 2 of which are face-up and available at any time.
- After taking the action, the player discards it into a face-up discard pile and reveals a new card from the Office deck.

**Call the Locksmith:** The player removes the 2 Locked markers (  ) from the Storage Room; the Storage Room becomes available for all players to use.

**Call the Technician:** The player removes the Malfunction marker (  ) from the Stove; the corresponding Action space becomes available for all players to use.


**Buy New Plates** (  ): The players places the new Plates in the Cupboard with the clean side facing up.

**Hire a New Temp:** The player takes the second white Sand Timer; the Sand Timer can be used in the same manner as the other Temp.













## New Elements

**Earnings (Scenario 3 onwards):** Each Patron who is served the correct Meal will pay for their Meal at the end of the Shift; the amount a Patron pays is shown on the bottom right-hand corner of their card.

- When a Patron is seated in the Dining Room, they immediately order a drink; take 1 Coin from each Patron when they are seated and place it in the Office.
- All of the earnings taken are placed in the Office at the end of the Shift.

**Free Drinks:** At the end of the Shift a free drink must be provided for each Patron whose order was taken but the Meal was not served; for each Meal not served, 1 Coin (  ) from the Office must be returned to the supply.

- The Coin for the free drink is taken after earnings have been gained from Meals served during the Shift.





**Cooking Mistakes (Scenario 3 onwards):** During the cooking process, if a player discovers they have the wrong or missing Ingredients (  ,  ,  ,  ,  , &  ) and/or Spices (  ,  ,  ,  , &  ), they must return all of the Ingredients and Spices to the supply (not the Store Rooms and Spice bag), and place the Plate (  ) in the Sink, dirty side up.


- The Patron stays on the player's Player board; the player will have to restart their order from scratch.

**Challenging Patrons (Scenario 4 onwards):** Scenarios introduce more demanding Patrons; their orders require more Ingredients and a longer Cooking Time but they pay more for their Meals.

- The Reputation Stars shown on the bottom of these cards are not used until in later Scenarios.

**3<sup>rd</sup> Storage Room & Ingredients Separation (Scenario 5 onwards):** A 3<sup>rd</sup> Storage Room is introduced; the new Storage Room may only be used to store Bread (  ) and Pasta (  ).


- The 2 old Storage Rooms may only be used to hold Meat (  ), Vegetables (  ), Salad (  ) and Cheese (  ).
- When players use the Shopping action, they must place the Ingredients in the correct Storage Rooms.


**Personal Salary (Scenario 5 onwards):** Each player gains 3 Coins (  ) per Sand Timer at the end of every Shift as salary.

- Salary is paid after all earnings have been collected and all free drinks have been paid for at the end of the shift, these 6 Coins per player are returned to the supply to represent paying the staffs salary.
- If players are unable to completely pay the salary of each player, the players lose the Scenario.
- In later Scenarios when Temps (white Sand Timers) become available, each Temp gains a Salary of 3 Coins which is paid in the same manner as stated above.

**Reputation (Scenario 6 onwards):** From this point on Challenging Patrons will give the restaurant a good rating if a player serves them the Meal that they ordered using the Service action.

- Players track their restaurants Reputation on the Reputation board.
- From Scenario 7 onwards players use side B of the Reputation Board.
- From this Scenario onwards, Challenging Patrons do not get any free drinks if they do not get their Meal by the end of a Shift; Friends and Regular Patrons still get free drinks.


**Increasing Reputation:** At the end of each Shift, players increase the Reputation of their restaurant by 1 for each Challenging Patron that was served the correct Meal, and paid; to do this move the Reputation marker (  ) 1 space to the right.

**Decreasing Reputation:** At the end of each Shift, players decrease the Reputation of the restaurant by 1 for each Challenging Patron whose order was taken but not fulfilled; to do this move the Reputation marker (  ) 1 space to the left.

- This happens, regardless of whether the dish was not started, not finished, or a mistake was made while cooking it.
- These Patrons do not leave the restaurant, despite reducing Reputation.

**VIP Patrons (Scenario 7 onwards):** Scenarios introduce VIP Patrons; their orders contain 2 Plates, a side Meal and a main Meal.

- A VIP Patron only pays for their Meal if both orders are finished and correct; if both orders of a VIP Patron are satisfied, the restaurant's Reputation is increased by 2.
- If a Meal is Served and the player has made a mistake (Ingredients, Plate size Cooking Time etc.) the restaurant's Reputation is reduced by 1.
- At the end of each Shift, decrease the restaurant's Reputation by 2 for each VIP whose order was taken but not completely finished, this takes place regardless of whether it was not started, incomplete, or errors were made; a free drink is not provided.
- VIP Patrons stay in the Restaurant at the end of a Shift if their meal is not completed.

**Awards (Scenario 7 onwards):** If the Reputation marker (  ) reaches or exceeds a space with a number of Chef Hat's equal to the number of players, the players receive an Award at the end of the Shift.

- From this Scenario onwards, players will use Side B of the Reputation board.
- The spaces marked with Chef Hats mark the threshold points for gaining and losing Awards.
- When players gain an Award, they draw the top card of the Awards deck and place it on the rightmost empty space at the bottom of the Reputation board.
- Players can gain a maximum of 3 Awards during a Scenario.
- Any Awards gained only count during the current Scenario.
- If the players Reputation drops below the threshold during a future Shift, they must return their latest Award, returning it to the top of the Awards deck.



**Strike (Scenario 7 onwards):** From this point on, any Sand Timer that cannot be paid at the end of a Shift goes on strike and is placed near the Office; Sand Timers on strike are unavailable to be used in further Shifts.

- Players are required to pay their Sand Timers at the end of a Shift, if possible.
- A Sand Timer on strike can be returned to its owner for use by using the Late Payment action in a future Shift.
- The players lose at the end of a Scenario if any of the Sand Timers are on strike.

The loss condition of Strike replaces the lose condition of Personal Salary: *'If at the end of a Shift the players are unable to completely pay the salary of each Sand Timer, the players lose the Scenario.'*

**Temps (Scenario 8 onwards):** 1 Temp (white Sand Timer) is available to all players; the Temp takes Actions in the same way as other Sand Timers.

- Before starting the Scenario or a Shift, decide if one player will use the Temp, players will use it in turn, or if it will be taken by whoever needs it, when available.
- At the end of each Shift, pay 3 Coins per Temp from the Office to the supply; if players can't, the Temp goes on strike.

**Shifts:** The steps below are repeated for each Shift, each Scenario contains the following number of Shifts:

**Scenarios 1 – 3:** 1 Shift

**Scenarios 4 – 6:** 2 Shifts

**Scenarios 7 – 8:** 4 Shifts

1. The Timekeeper starts the countdown timer.
2. All players play simultaneously, placing their Sand Timers onto Action spaces of the Game board and taking the corresponding actions.
  - During Scenario 1 each player will only have access to one of their Sand Timers.
  - When the countdown timer runs out, players can finish all ongoing actions.












**Taking Actions:** To take an action a player places one of their Sand Timers on an available Action space (with the sand at the top of the timer) and immediately takes the corresponding action.

- A player is allowed to immediately place their Sand Timer back on the same Action space and repeat the action once it has run out of time.
- A player may continue an action, even if their Sand Timer has run out.
- A player must complete their current Action before they place their second Sand Timer on an Action space, or move a Sand Timer to another Action space, however, they may place their second Sand Timer while the first is still running if they have completed their first action.
- A player can use both Sand Timers to perform the same action multiple times but each Sand Timer needs to be on its own Action space.

**Action Spaces:** An Action space that contains a Sand Timer is blocked and cannot be used by any other player.


- A player may only remove their Sand Timer and free up an Action space once the time on that Sand Timer has completely run out.

3. Follow the End of Shift instructions of the Scenario in the Rulebook.

**Check that all Meals are prepared correctly:** Check to see if each Meal is prepared correctly by comparing it to the Patrons orders; ensure that Plate size (  ), Ingredients (  ,  ,  ,  ,  , &  ), Spices (  ,  ,  , &  ), and Cooking Time are all correct.

- If the Meal is prepared correctly, the Meal can be served; if any mistakes were made, the Meal cannot be served.

*Continued on the next page.*

**Earnings (Scenario 3 onwards):** For each Meal that is served, the Patron pays the amount of Coins (  ) indicated on their card; the earnings are placed in the Office.

- A free drink must be provided for each Patron where their order was taken but the Meal was not served; for each Meal not served, 1 Coin from the Office must be returned to the supply, this is done after earnings have been taken for the Meals served.
- A free drink is not provided for Challenging Patrons (Scenario 6 onwards), or VIP Patrons (Scenario 7 onwards).

**Challenging Patrons (Scenario 6 onwards):** Decrease the restaurant's Reputation by 1 for each Challenging Patron whose order was taken but not completely finished, this takes place regardless of whether it was not started, incomplete, or errors were made.

**VIP Patrons (Scenario 7 onwards):** Decrease the restaurant's Reputation by 2 for each VIP whose order was taken but not completely finished, this takes place regardless of whether it was not started, incomplete, or errors were made.

4. If the Scenario specifies another Shift be played, perform the following steps:

- Patrons whose orders have been taken but have not been served their Meals do not leave the restaurant if there is an upcoming Shift they remain next to the Player boards of the players that took their orders.
- Meals which are partially prepared can be continued during the next Shift.
- Patrons in the Dining Room whose orders have not yet been taken do not leave the restaurant; players do not pay these Patrons a free drink.

**Served Meals:** Place the Ingredients (  ,  ,  ,  ,  , &  ) and Spices (  ,  ,  ,  , &  ) from Meals back into the supply (not the Store Rooms and Spice bag) and place the Plates (  ) next to the Sink with the dirty side facing up.

- The Plates will need to be washed during the next Shift before they can be used again.
- For Meals served in which a mistake has been noticed, place the Ingredients and Spices from Meals back into the supply and place the Plates next to the Sink with the dirty side facing up.
- If a Meal is served using the Service action and is not prepared properly, the Patron becomes annoyed and the restaurant's Reputation is decreased by 1, regardless of the type of Patron; this is addition to the rules for waiting Patrons.

5. Discuss and plan for the next Shift before starting again from step 1. *The Timekeeper starts the countdown timer.*