



Cart vendors have come to Bistro Bay for restaurant week, offering everything from cookbooks and coffee, to tofu and... trophies!??

All this excitement has also brought new critters to town—some to make meals, while others pass judgment on them! And with all these new visitors we'll need to add room for more chairs at the table.



This expansion introduces carts, offering a variety of new items to collect and use in various ways. Also included are new critics, restaurateurs and zous-chefs to spice up your games, as well as a mode for playing with 6 or 7 players.

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EXPANSION COMPONENTS

18 Cart Tiles and related tokens/components



6 Ice Tokens



7 Trophy Tokens



21 Newspaper Tokens



14 Newspaper Rumor Tokens



7 Coffee Tokens



7 Flower Tokens



7 Gold Coins



7 Cookbook Tokens



30 Balloon Tokens



7 Receipt Tokens



7 Tofu Tokens



7 Sauce Tokens



1 Mystery Die



7 Organic
Ingredient Tokens



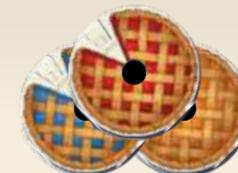
7 Gelato
Tokens



14 Zous Ingredient
Tokens



1 Mystery Die



7 Pie Dials



4 Critic
Cards



4 Restaurateur
Cards

18 Cart Reference
Cards



24 Zous-chef
Cards



24 Zous-chef
Tokens



6-7 PLAYER MODE COMPONENTS

4 Rumor Tokens



3 Allspice 7th Round Tokens



2 Player Restaurant Shields



7 7-Value Ingredient Tokens



14 Soup Tokens



2 Critic Plates



6 Challenge Plates



2 Player Kitchen Boards



18 Location Player Cards



6 Chefs Figures (mice, lizards, and boars)



NEW CRITTERS

This expansion serves up 4 new critics, 4 new restaurateurs, and an enormous helping of 24 new zous-chefs to spice up your games. These can be either used instead of, or mixed in with, the cards of the same type from the base game.

Zous-chefs displaying the cutthroat icon  in their lower right corner have aggressive abilities. Leave them out if you want your game to be less spicy.

Additional info on specific cards can be found in the Clarifications section of this rulebook.



Note that the Wolverine requires 3 or more players to use.

3+



CARTS

Expand the shopping possibilities of Bistro Bay with a myriad of different carts! Carts add fun new items to pick from when you visit a location.



Note that the Zous Too cart requires 3 or more players to use.

NEW CRITTERS / CARTS

CARTS (CONTINUED)

SETUP

- 1 Shuffle the deck of Cart Reference Cards, removing the Zous Too Card if playing with only 2 players.
- 2 Reveal a card for each of these locations:
 - GARDEN TOP SHOP
 - DESERT VENDOR
 - WATER MARKET (with 3 or more players)
- 3 Place the matching cart at that location and follow the setup instructions on the reference card for each revealed cart.



GAMEPLAY

The Cart Reference Card for each cart shows the game setup, round setup and rules for that cart. The carts are color coded by type:

	Items picked from this cart are kept publicly visible and do not need to be refrigerated. 
	Items gained from this cart need to be refrigerated. 
	Special rules as stated on the reference card. 
	Adds a zous-chef per round (just like Chef Academy), along with bonus zous ingredients for the cart (not mixed into Token Bag). 

CLEANUP

Items left on carts at the end of the round do not move to the Chef Academy. These items should be discarded unless the Cart Reference Card specifies otherwise (for example, gifts and food drive don't clear items).

Additional notes for specific carts can be found in the Clarifications section.



Cart items are never moved into the Token Bag.



6-7 PLAYER MODE

OVERVIEW

Chefs work hard in the kitchen making meals for patrons and demanding critics, so once in a while they need a rest. When playing with 6 or 7 players you will need to put one of your chefs on break each round while still scrambling to get the best ingredients before the other restaurants snatch them up.

SETUP

Follow the usual setup instructions with these additions and differences:

- 1 For a 6-player game use all locations except Lantern Lane. For a 7-player game, all locations are used.
- 2 Place the Zous Too cart at the Garden Top Shop and follow the setup instructions on the Zous Too reference card.





WATER MARKET

AIR DOCKS

LANTERN LANE

MIDNIGHT MERCHANT

CHEF ACADEMY

GAMEPLAY

Play is the same as with 2 to 5 players with the following differences:

STEP 1: START OF ROUND

Follow the Round Setup instructions on the Zous Too reference card.



STEP 2: PLANNING

The maître d' rolls the Mystery Die and displays the result. Any player who puts their corresponding chef on break this round will gain 2 soup in the next step.

Every player must assign the Break Time Card to one of their three chefs (mouse, lizard or boar). The other chefs, including Zous-chefs, should be assigned locations as usual.

1 7 Players

1	Mouse Chef
2	Lizard Chef
3	Boar Chef

STEP 3: RUNNING

After each player places their chefs on the locations they are assigned to, any player with a chef on break that matches the Mystery Die collects 2 soup.

If you forget to assign your Break Time Card, the chef matching the result of the Mystery Die roll is automatically put on break.



CLARIFICATIONS

The following sections provide clarifications on specific critics, zous-chefs, restaurateurs and carts.



ZOUS-CHEFS

Players may have more than 1 zous-chef.

ZOUS-CHEF	CLARIFICATION
Billy	Choose the items to discard, draw replacements, then return the discarded items to the Token Bag. Billy may not discard items from carts.
Dottie	Dottie cannot choose to pick less than 3 items if there are 3 available. Her ability allows her to pick 3 items from the Chef Academy, even if she picked 1 or 2 items from the previous location.
Hootly	Hootly does not actually have to take the fish.
Marty	Treat the soup as a wild rumor token for the remainder of the game.
Pocket	Pocket does not get to go twice at the Midnight Merchant. He has to move there to take another turn.



CRITICS

CRITIC	CLARIFICATION
Hippo	Players may serve all 4 meals during challenges. They may serve this meal more than once per game. In round 7, it can be served before the critic's meal is prepared.
Pig	You may spice each of these ingredients.
Wolverine	Note that the Wolverine requires 3 or more players to use.

3+8



RESTAURATEURS

RESTAURATEUR	CLARIFICATION
Guy Beari	You must assign the wild rumor to the !, ? or ... at the start of the game. Guy adds this value to each challenge meal served. If playing with newspapers, Guy can get up to 5 rumors and thus add up to 5 to challenge meals.

CLARIFICATIONS continued on back

CLARIFICATIONS

CARTS

CART	CLARIFICATION
Coffee	The chef takes another full turn at their new location, allowing them to pick items up to their full carrying capacity (even if coffee wasn't the first item they picked at the previous location).
Dumplings	Dumplings have no function outside of challenges.
Flowers	If you are forced to give an item to another player, you may give them flowers.
Food Drive	You swap one of your ingredients even if it's not being refrigerated (for critic or other reasons), and even if it's an ingredient "being used as another ingredient".
Gelato	Gelato makes it possible to serve an 8th course. In doing so, all references to "all 7 courses" become "any 7 courses", meaning you may serve gelato but not one of the others and qualify. Also, conditions such as the Extremely Pampered and Picky rumors only require any 7 courses to be served.

Gelato (continued)	All rumors take the gelato course into account. For example, the highest-valued gelato is checked for the Mercurial and Psychedelic Flavor rumors. Gelato, if served, creates a rightmost course after the wine course, which affects the Tender and Nocturnal rumors.
Gold Coins	Multiple players may spend a coin at a location, but each player can only spend 1 in a turn.
Newspapers	Newspaper Rumor Tokens cannot be used to look at Jamie Owliver's private rumor. Newspapers allow players to gain more than 3 stars from the Super Chatty rumor.
Sauces	If you sauce a 3, 5, 7, or 9, it is no longer considered an odd number for Odd Tastes.



All tokens on carts are considered items for chef picks.