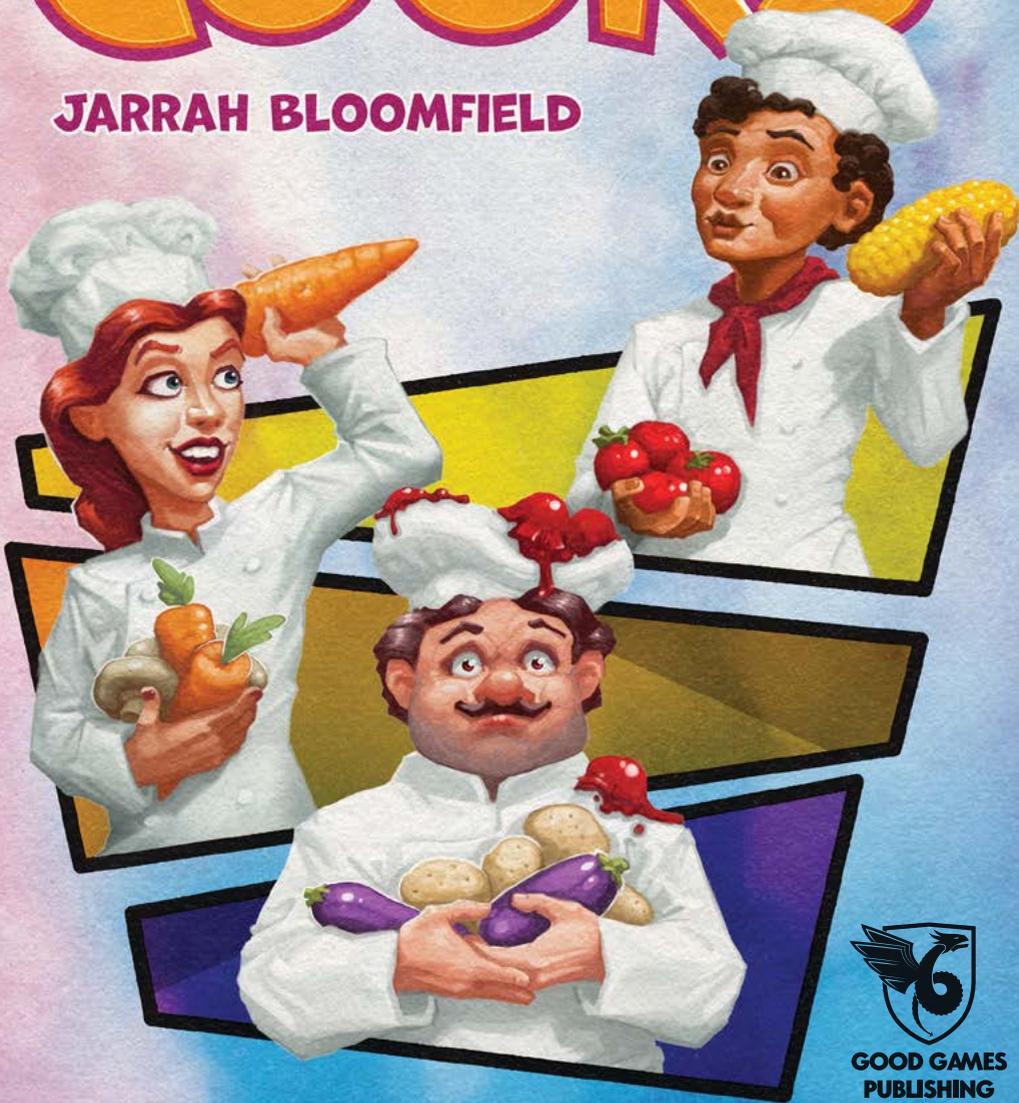


TOO MANY COOKS

JARRAH BLOOMFIELD



GOOD GAMES
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Visit

www.goodgamespublishing.com/tmc-play
to watch how to play.

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Too Many Cooks is a co-operative card game played in 3 rounds of 5 minutes.

You are chefs working together on a delicious soup that satisfies **shared culinary tastes**. The catch is, each chef has **secret personal tastes** which must also be sated!

Rising to the challenge, players take it in turns to **change or move the soup ingredients** to fulfill as many tastes as possible **before the time runs out**.

Of course, changes to the soup may upset or satisfy other chefs' secret taste sensibilities too! So, be vocal as you rotate your taste cards in hand to indicate how happy or unhappy you are after players make changes to the soup. But don't say exactly why, or your secret will be out! Watch what other chefs seem to be working towards, and try to make moves that make everyone as happy as possible.



Play fast to get your soup kitchen up to a 5 star rating over 3 rounds at your chosen difficulty level.

Ingredients

- 64 vegetable cards
(8 per vegetable)
- 60 taste cards
(20 for each difficulty: Easy, Moderate, Hard)
- 18 soup base cards
(6 for each difficulty: Easy, Moderate, Hard)
- 5 star cards



Setup

- Place **2 star cards** on the table.
- Choose a difficulty** – Find and shuffle the 20 taste cards of your chosen difficulty: Easy, Moderate or Hard, to make a deck.
- Place the vegetable cards** on the table in 8 splayed sets of the same vegetable, leaving a 4 by 4 card space in the middle.
- Draw and place one soup base card face up on the table near the middle.
- In the center of the table, place vegetables to form the **4 by 4 soup grid** shown on the soup base card, making sure that the colours also match those on the card. *It's faster if everyone helps!* Then put the soup base card away in the game box. Leave the remaining vegetables around the soup – these are now the **spare vegetables**.

Set up soup base

- Shuffle the 6 **soup base** cards corresponding to the chosen difficulty.



Example: This is the setup at the beginning of a 3 player game, starting on Easy mode.

Deal tastes

7. **Draw** a number of taste cards based on the round as follows:

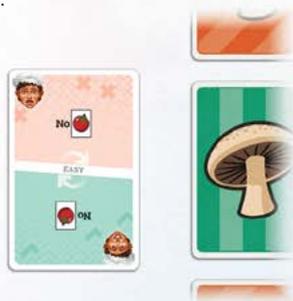
1st Round: 7 tastes

2nd Round: 9 tastes

3rd Round: 11 tastes

Set the rest of the tastes aside – you won't need them for this round.

8. From the drawn taste cards, deal as many tastes as can be evenly divided between chefs, to a maximum of **2 each** (or **3 each** if playing with **two players**). These are your **personal tastes** – don't show them to anyone!
9. Reveal the taste cards that couldn't be divided and place them face up near the soup. Rotate them so that the **unhappy face** is up, where up matches the orientation of the vegetables.



These are **shared tastes** everyone sees and works towards.

Example: *In the second round of a 4 player game, 9 cards divided evenly means 2 personal tastes each. The 1 remaining taste card of the 9 cards is placed face up as a shared taste.*

How to play

All chefs aim to satisfy as many tastes as they can within 5 minutes. You know about the shared tastes, and your own personal tastes, but you may also need to deduce what the other chefs want. The better you do, the more stars your soup kitchen accumulates!

Hold your **personal taste** cards in hand so other chefs can only see the card backs and not the front. Only you know your tastes! To start, rotate your cards so the unhappy face is the right way up.



Review this round's shared tastes.

The **first player** for the first round is whoever most recently ate something they didn't like, and in later rounds, clockwise from whoever was first player last.

When you're all ready, start the 5 minute timer for the round!

To start your timer, head to
toomanycooksgame.com

In clockwise order, take turns changing the soup to satisfy both the shared and your personal tastes. On your turn, you may take 1 of the following actions:

1. **Change a card**, or
2. **Rotate a row or column**, or
3. **Pass**

Change a card

Choose a card in the soup and replace it with a spare vegetable card – but with the following restrictions:

1. **Change the colour only**, keeping the vegetable the same



OR

2. **Change the vegetable only**, keeping the colour the same



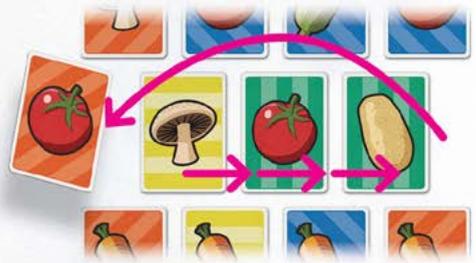
You **cannot change both** the colour and vegetable at the same time!



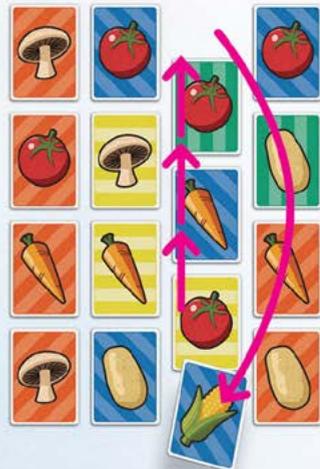
Discard the replaced card back into its matching spare vegetable set.

Rotate a row or column

Choose a full row or column and shift it all along one card place in **either direction**. Cycle the card that's been pushed out into the empty space you've created.



Example: Rotating a row eastwards



Example: Rotating a column northwards

Taste Satisfaction

As play proceeds, watch out for when your personal **tastes are satisfied or spoiled**, and immediately rotate your cards to show the card backs that best reflect your state of happiness to the other chefs. Rotate the happy face up if satisfied, and the unhappy face up if unsatisfied. Make sure to track changes to the shared tastes as well.

While you're doing this, make some noise! Let the others know how you feel about their moves, for example:

- ✓ "That's disgusting!"
- ✓ "How delicious!"
- ✓ "That's fine by me"

However **you cannot say exactly what you liked or disliked**, like

- ✗ "Mushrooms are disgusting!",
- ✗ "Oh no, we can't have that green!".

Keep a poker face until each chef has finished their move, to avoid influencing their decision. Bottle up your body language for after chefs' moves!

Some things you can't do:

- ✗ Suggest moves to other chefs.
- ✗ Ask about which cards were recently changed.
- ✗ Ask other chefs if a move would be OK for them.

Pass

If your personal tastes and all shared tastes are satisfied, you must instead pass. You cannot pass otherwise. If you become unsatisfied again for any reason, rotate any unsatisfied card to unhappy, express your dissatisfaction, and then continue to play in turn order as usual.

End of round

The round ends when:

1. **The timer runs out**, or
2. **All chefs have passed** because their personal and the shared tastes are satisfied (and everyone has checked!)

Determine your success for this round:

1. Stop the timer, then reveal everyone's taste cards, and collectively check which ones are satisfied or not.
 - a. If **all** of the tastes are satisfied, gain a star (maximum of 5 stars).
 - b. If only **one** taste is not satisfied, your star level doesn't change.
 - c. If **two or more** tastes are not satisfied, reduce your stars by one. If you have no stars and need to lose a star, **players lose**.
 - d. If there are 5 or more unsatisfied tastes, **players lose** the game.
2. Continue to the next round by going back to **Step 5** of the **Setup**. You'll find it quicker to first deconstruct the soup back into the spare vegetable sets.
3. The game ends after the **3rd round**. Count your stars and if you've made it to 5 stars, you are ready for the next level of difficulty!

Legend

 Any card

 A card of a specific colour, in this case blue, but any vegetable,

 A card with a specific vegetable, in this case carrot, but any colour

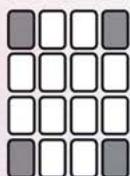
Key Terms

Identical cards: Two cards that share the same vegetable and colour. They don't have to be next to each other (unless the taste card says so).

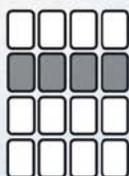


Next to: Cards that are adjacent to each other. Diagonal doesn't count!

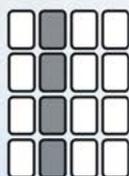
Corners



Rows



Columns



Do the tastes ever contradict each other?

Never completely. The tastes are designed to guarantee that they are always possible to satisfy within each difficulty level.

Strategy tips

- The best way to succeed is to make **quick moves**. You have limited time, and a quick decent move is usually better than a slow perfect move.
- **Watch and listen** to what the other chefs do or don't like so you can avoid upsetting them.
- Plan your move ahead of time, looking out for smart moves that help **solve multiple tastes** at once.

Extended Games

All day soup: Want a longer session with progression? For a 60 minute, 9 round game, start on Easy difficulty with **no star cards**. Progress to the next difficulty up after the 3rd round, bringing over your star cards in between. Can you build and maintain a 5 star rating across 9 rounds and all 3 difficulty levels?

Unreasonable: Think you're all hotshot chefs? Play a round of Hard difficulty with 12 tastes or more. To win, all tastes must be satisfied. If you win, and you want more, add another taste to the mix and play again. If you win with 15 tastes, let us know at:

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