



Free Game # 57 from Invisible City Productions, Inc.

**A card game of cosmically delicious food preparation for 2 to 5 players
by Jonathan Leistiko
inspired by an idea from Molisa DiJacimo and Benjamin Gibbs**

Object:

To end the game with the most delectable Mythos-themed dishes in your Serving Area.

You need:

- **A bunch of 6-sided dice. About 10 per player should suffice.**
- **Assorted tokens. Coins, beads, or ancient runes from Ry'leh work well.**
- **A Cthulbeque deck.**
- **(Optional) Chef pool trackers and two paper clips for each player.**

Setting Up:

- **Give 7 dice to each player. Put the tokens where everyone has access to them.**
- **Shuffle the Cthulbeque deck and deal 4 cards to each player.**
- **You're a chef. Chefs have two statistics: Cooking (CKG) and Sanity (SAN). To represent these statistics, you have two pools of dice – a Cooking Pool and a Sanity Pool. Allocate each of your seven dice to**

one of these pools. A pool must have at least one die. You may not transfer dice between pools once play has begun. To keep track of your pools, jot them down on a scrap of paper or use the optional Chef pool trackers.

During the game, you'll be making rolls with your dice pools. There are two type of rolls: Tests and Checks.

* Tests – To test a statistic, roll all dice in that statistic's dice pool. Group all dice with identical numbers together. Add any dice that show the same number to each other. The highest single die or sum is your result. If you're testing a Cooking Pool of 6 dice and roll a 6, 5, 5, 4, 2, 2, your highest total is the two 5s: 10 total.

If you tie, take the effect of losing, then the effect of winning (unless told to do otherwise).

If you're testing against a Monster's Threat, then dice equal to the Threat are rolled by the player to your left and tallied in the same fashion. The highest total wins. A Monster with cooking or damage counters on it rolls one less die for every counter it has on it.

* Checks - To check a statistic, roll all dice in that statistic's dice pool. Compare each die to the target number. If all dice exceed the target number, then you've succeeded. If one or more dice, but not all dice, are equal to or lower than the target number, then you succeed, but lose one die from your pool. If all dice are lower than the target number, then you've failed and you lose one die from your pool.

• Test your SAN Pool against all other players. The player with the best test result gets to go first. Ties go to the player with the most dice in his or her Sanity pool.

Play:

On your turn, do the following things, in the order listed:

- **Check for Insanity or Unconsciousness**
- **Kitchen Management.**
- **Draw a Card or Recuperate.**
- **(Optional) Play a card**
- **(Optional) Cook or Fight a Monster in your Kitchen.**
- **(Optional) Discard a card.**

Check for Insanity or Unconsciousness

• Insanity and The Asylum:

When you run out of Sanity dice, you are immediately sent to the Asylum; reduce your Maximum Sanity pool by one point. If you are in the Asylum at the start of your turn, do not take any of your normal actions. Instead:

- **Select one Monster in your kitchen (not your Serving Area) and put it in the discard pile. Do the same with one Item, Spell, or Assistant.**
- **Roll your full Sanity pool. Recover any dice that roll more than 4. If you have recovered at least one Sanity dice, you may declare that you're leaving the Asylum and take your next turn normally. You must leave the Asylum when you've recovered all your Sanity dice.**

• Wounds and Unconsciousness:

When you run out of Cooking dice, you are immediately sent to the Hospital to recover. If you're in the Hospital at the start of your turn, do not take any of your normal actions. Instead:

- **Select one Monster in your kitchen (not your Serving Area) and put it in the discard pile. Do the same with one Item, Spell, or Assistant.**
- **Roll your full Cooking pool. Recover any dice that roll more than 4. If you have recovered at least one Cooking die, you may**

declare that you're leaving the Hospital and take your next turn normally. You must leave the Hospital when you've recovered all your Cooking dice.

Kitchen Management -

Choose one of the following:

- **Test Cooking vs. the number of Monsters in your Kitchen. If you lose, remove one die from your Cooking pool.**
- **Check Sanity vs. the number of Monsters in your Kitchen. Normal failure penalties apply (Lose one Sanity die).**

Draw a Card or Recuperate

- **If you have less than 4 cards, draw until you have four cards. If the deck runs out of cards on your turn, shuffle the discards, create a new draw deck, add a die to your Cooking or Sanity pool, and continue playing normally.**
- **You can choose to recuperate instead of drawing cards. If you recuperate, you may roll any Sanity or Cooking dice you've lost from your dice pools (up to your current maximum). Any dice that roll a 4 or better return to their respective pools. Your turn ends immediately after you've rolled to recuperate.**

Play a Card (Optional)

There are different kinds of cards - Monsters, Special Ingredients and Recipes, Items, Spells, and Assistants. You can play a card on anyone in the game - yourself or someone else. All cards take effect as soon as they enter play, except for Spells. Spells only take effect when you chose to activate them.

If you play a Monster on another player, it immediately starts a Cooking Challenge. You can read about this in the sections titled, "Cooking Challenge," below. You should read about how Cooking works before you do that, though.

Cook or Fight a Monster in your Kitchen:

You can attempt to Cook or Fight a Monster in your kitchen.

Fighting is easier than Cooking, but damages the flesh of the non-euclidian beasties, so you'll want to avoid fighting them if you want your meals to taste good later.

• Cooking:

1) Stare into the face of mind-bending horror and prepare to sauté it. Check your Sanity vs. the Monster's Fear. If you lose your last Sanity die, you've gone insane. Your sous-chefs kindly, gently, and immediately check you in at the Asylum to rest and get better (See Insanity and The Asylum).

2) Use a recipe. If you have a recipe that matches the Monster you're cooking, you can attach it to the Monster. You may re-roll one Cooking die in every Cooking roll you make when cooking this specific Monster. The recipe also adds one * to the Monster's delectability when it's in your Serving Area.

3) If you're still sane, test your Cooking vs. the Monster's Threat. If you win, put a cooking counter on the Monster for every 2 points (or fraction thereof) you beat the Threat by (Ties let you put one cooking counter on the Monster). If the number of counters equals or exceeds the Monster's Threat, then you've successfully cooked the Monster. Remove its cooking counters and set it aside in your Serving Area for tallying at the end of the game. If the number of counters does not exceed the Monster's Threat, you can:

a) Wait 'till later: Pass the Monster to your sous-chefs. The Monster stays in your kitchen, waiting for your next turn.

b) Press on through the fatigue: Continue with one less Cooking die (cooking Cthonic creatures is hard work); recover dice set aside due to fatigue at the end of your turn.

Remember that a Monster with cooking or damage counters on it rolls one less die for every counter it has on it.

If you lose, then you've taken a wound. Remove one die from your active Cooking pool (You can't remove dice that you've set aside from fatigue). If you have no dice in your Cooking pool, you've been knocked unconscious. Your sous-chefs immediately take you to the Hospital to recover (See Wounds and Unconsciousness). Remember that ties cause you to take a wound.

• Fighting

When your would-be-entr e gets out of control, it's time to put down the tenderizing mallet and pick up the shotgun:

1) Face your fears: Check your Sanity vs. the Monster's Fear. If you lose your last Sanity die, you've gone insane. Your sous-chefs kindly, gently, and immediately take you to the Asylum to rest and get better (See Insanity and The Asylum, above).

2) Fight fire with fire: If you're still sane, test your Cooking vs. the Monster's Threat. Because you're fighting (and don't have to be as careful), you may roll one extra die. If you win, put a damage counter on the Monster for every 2 points (or fraction thereof) you beat the Threat by. If the number of counters equals or exceeds the Monster's Threat, then you've killed the

Monster. Put it in the discard pile or keep the damage counters on it and move it to your Serving Area. If the number of counters does not exceed the Monster's Threat, you can:

a) **Wait 'till later:** Pass the Monster to your sous-chefs. The Monster stays in your kitchen, waiting for your next turn.

b) **Return to the fray:** Continue fighting with your current Cooking pool.

Remember that a Monster with cooking or damage counters on it rolls one less die for every counter it has on it.

If you lose, then you've been wounded. Remove one die from your Cooking pool. If you have no dice in your Cooking pool, you've been knocked unconscious. Your sous-chefs immediately take you to the Hospital to recover (See Wounds and Unconsciousness, above).

• **Cooking Challenge!**

Play a Monster from your hand on another player who is not in the Hospital or the Asylum. The player may attempt to cook that Monster, fight the Monster, or pass the Monster back to you. If your opponent finishes cooking the Monster this turn, that opponent gets a one-star bonus to the Delectability of that Monster OR can add a die to his or her Sanity pool. If your opponent fails to cook or kill the Monster this turn or passes the Monster back to you, you get to try to cook the Monster. All tokens that your opponent placed on the Monster stay there, but recipes do not. If you finish cooking the Monster this turn, then you get a one-star bonus to the Delectability of that Monster OR can add a die to your Sanity pool.

At the end of your turn, play passes to the left.

Winning:

When you have three or more Monsters in your Serving Area at the start of your turn, you can declare that you're ready to serve your meal. You get one last turn, as does every other player. After every player has taken his or her last turn, count the number of Delectability stars you have in your serving area, add the number of dice in your Sanity Pool, and subtract the number of damage counters on Monsters in your serving area. The player with the highest total wins.

Variants:

Switcheroo - You can switch to Cooking while Fighting and vice versa.
Multi-Tasking - You can split your Cooking die pool to take multiple cooking actions in a turn.

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