



You are a budding chef competing in an exciting cook off competition. You will need to battle it out and make \$10 worth of dishes before any of your competitors. The ingredient pantry is looking slim so hopefully you can remember where all the ingredients are. Better hurry before another chef beats you to them and crushes your culinary dreams.

### Don't Feel Like Reading?

Go online and watch our *Classic Version* instructional video:  
[www.jollyquestgames.com/mind-the-menu/classic-game](http://www.jollyquestgames.com/mind-the-menu/classic-game)



You can also get there by using this QR code.  
Check out our Youtube channel @JollyQuestGames for other helpful videos.

## Setup

### 1. Stock the Pantry:

Shuffle the 42 ingredient tiles and randomly place them face down in a 6 x 7 grid as depicted. Make sure to leave small gaps between the tiles to make them easier to flip. All the tiles should be facing the same direction, so there's not cheating.



### 2. Hand out Cards:

Shuffle the recipe card deck and deal each player 3 cards.

## How to Play

The player who last had something to eat goes first and play continues to the left. On every turn do the following 5 things in order:

### 1. Draw Up to 3 Cards:

The player draws cards until they have 3 cards in their hand. They cannot draw more if they already have 3 cards. Players may continue to draw cards until the draw pile runs out of cards. Do NOT reshuffle the deck.

### 2. Flip Over 2 – 4 Ingredient Tiles:

After drawing cards, the player must flip over ingredient tiles one at a time to reveal them. Each turn, they can flip over 2 to 4 ingredient tiles. Once they start flipping tiles, they can't draw more cards for their hand, so remember to draw cards first.

### 3. Collect Completed Recipes:

After flipping over ingredient tiles, the player will check if they have enough ingredients to collect a recipe. This recipe can be from their hand or from the counter. They'll display the recipe card for everyone to see and gather the matching ingredient tiles next to the card. A player can collect 1 or 2 recipes during their turn.



### 4. Flip Over Uncollected Ingredient Tiles:

After collecting completed recipe cards and ingredients, the player should flip any unused ingredient tiles face down again.

### 5. Discard a Card (Optional):

Once all ingredient tiles are face down again, the player can choose to discard 1 card from their hand, but this is optional. If they discard an action card, it goes in the discard pile. If it's a recipe card, it's placed face up on the counter, and any player can use it.

After making this choice, the player's turn ends, and the next player takes their turn.

## How to Win

The winner will be the first player who can successfully reach \$10 worth of completed recipes.



It doesn't matter exactly what dollar amount recipes the player uses to get there. For example the player may have two \$2 recipes, one \$3 recipe, and one \$4 recipe or the player may have three \$2 recipes and one \$4 recipe.



# Action Cards

Action cards have a variety of effects and can be played at different times during the game. Descriptions of each action card are provided below.



## Extra Flip:

A player can use this card during their turn's second part. After revealing 4 ingredient tiles, they can then reveal a fifth one.

## To the Counter:

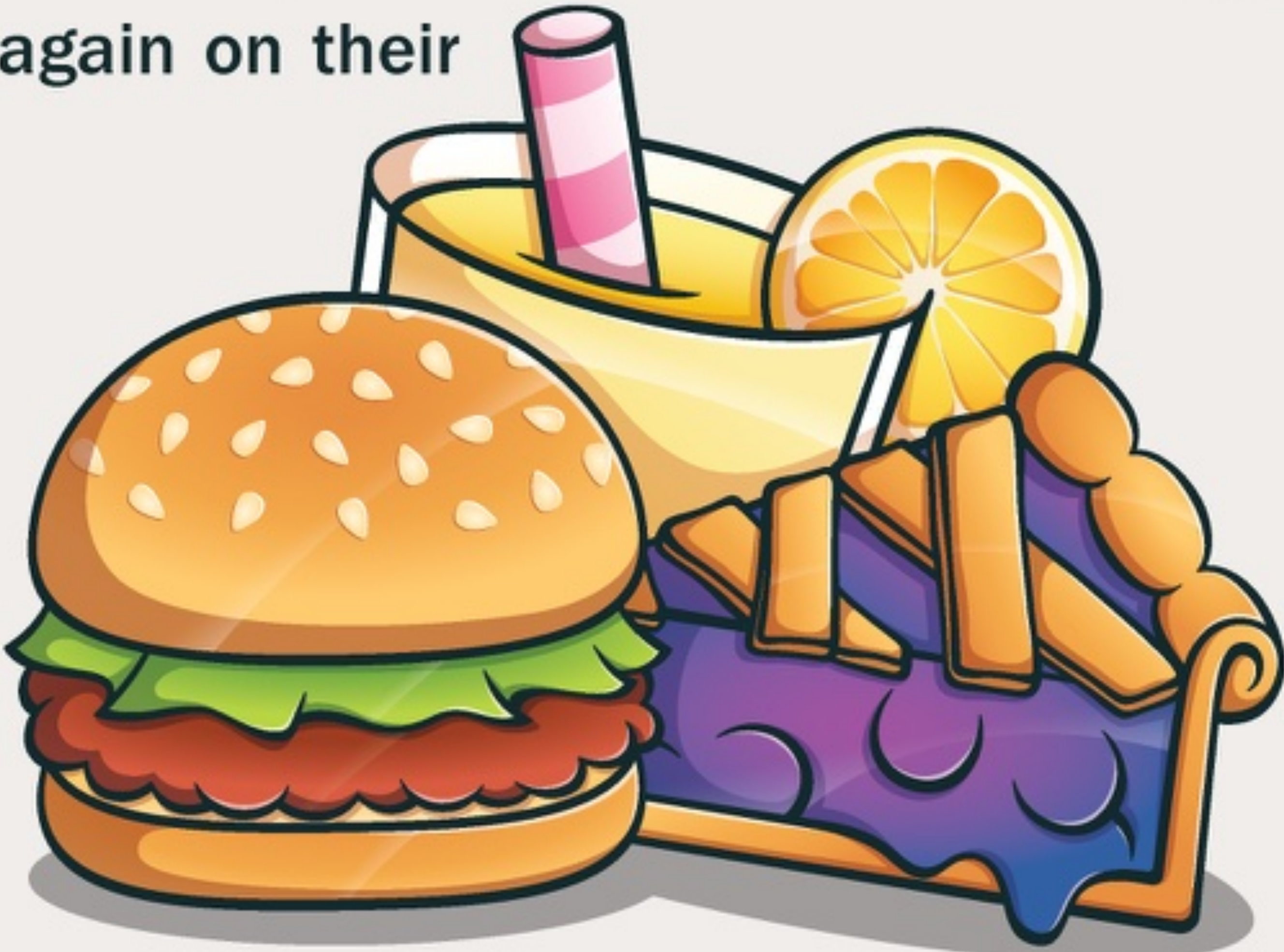
A player can use this card during their turn's second part. Their opponent must choose a recipe card from their hand and place it face up on the counter. If the opponent doesn't have any recipe cards in their hand, they don't need to discard any cards.

## Extra Goodies:

A player can use this card during their turn's third part. It acts as a wild ingredient that can substitute for a needed ingredient tile in a recipe. If the opponent uses a Burn! card on the recipe the player is trying to use this action card for, the Extra Goodies card will be returned to the player's hand and cannot be used again until their next turn.

## Burn!:

During the third part of an opponent's turn, the player can use a Burn! card to stop them from collecting a completed recipe on that turn. The ingredients intended for that recipe cannot be used for another recipe the opponent might complete on the same turn. The recipe card that got burned will be returned to the opponent's hand, and they can try again on their next turn.



# Definitions

**Ingredients:** Ingredients can be found on ingredient tiles and are used to complete recipes. There are 21 different ingredients in the game, with two of each in the pantry.

**Recipes:** Recipes can be found in the recipe card deck. Recipes are worth \$2, \$3, or \$4 each and require specific ingredients. Some need 2 ingredients, others 3 or 4.

**Action Cards:** There are 4 different Action Cards in the recipe deck, each with a unique ability that adds a little spice to the game.


**The Pantry:** When all of the ingredient tiles are laid out they will form The Pantry.


**The Counter:** Discarded recipe cards go here, and any player can use them once on the counter. They should be face up for everyone to see.


**Recipe Deck:** The recipe deck contains all recipe and action cards. Players draw cards from this pile.


**Discard Pile:** This is where players will place used or discarded action cards.


# Follow Us!


[www.jollyquestgames.com](http://www.jollyquestgames.com)

[jollyquestgames](#)

[@JollyQuestGames](#)

[jollyquestgames](#)

[Jolly Quest Games](#)

[@JollyQuestGames](#)

**Game by:** Heather Hutchinson & Brian Swanson  
**Illustrated by:** Heather Hutchinson  
**Tested by:** Liam Casey



©2023 Jolly Quest Games  
All right reserved.  
[www.jollyquestgames.com](http://www.jollyquestgames.com)