



# RuleBook

**GreenChef: Gamifying sustainable cooking and environmental education**



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## RuleBook

### GreenChef: Gamifying sustainable cooking and environmental education

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## Erasmus+

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## INTRODUCTION

The **culinary arts** existed since the beginning of mankind; **how to combine nutrition with taste, and amaze the world!** Can you improve the recipes while at the same time have a Green recipe and a good impact on the planet?

**Green Chef is a game for 3-6 players**, where the players take the role of a Chef who is trying to collect ingredients in order to prepare the best Green recipes they can and outshine their opponents.

A game of Green Chef **would last between 20-30'**, and it can be used both in the **classroom** and in a **casual environment** for educational and recreational purposes.



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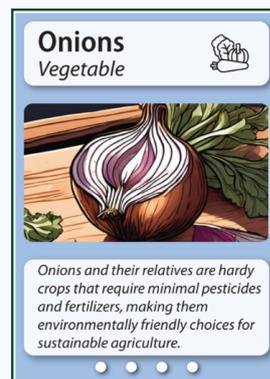


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## Ingredients Cards

Each card indicates a **unique ingredient**, belonging to a generic **category** of ingredients (such as “**Vegetables**”).

In addition, the card’s rarity is represented in the **number of pips (dots)** in the bottom; the **less pips**, the more rare the card is.



## Recipe Cards

The Recipe cards provide the players Gastronomy points. They describe the quantity and type of main items they need in order to be completed.





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## Talent Card

The Talent cards add some spice to the game, providing the players with some special ability they can use during the game. They are used in the advanced game.



### Tutti Frutti

*When allocating cards to a Recipe, place this card on top of an Ingredients card you allocated. This card counts as matching an Ingredients on that Recipe (Category and Name).*

## Score Board & Tokens

A simple board with numbers and player indicator markers where they will note their points during the game.

0	1	2	3	4	5	6	7
8	9	10	11	12	13	14	15
16	17	18	19	20	21	22	23
24	25	26	27	28	29	30	31
32	33	34	35	36	37	38	39
40	41	42	43	44	45	46	47
48	49	50	51	52	53	54	55





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## GAME IN A NUTSHELL

The game is **played in a series of quick rounds**. During each round, each **player draws from the deck** a set of cards in their hands.

Each player will **look at the cards** they have received, **choose** one to keep face-down in front of them, and **pass** the other cards to the player to their left. They **keep choosing a card** from each set of cards they have received, until **all cards have been selected**.

This process repeats until one **player calls out “Recipe”**, or the deck runs out of cards.

Each player, starting with the player who called out “Recipe”, **compares** their cards with the Recipe cards, and try to **complete** as many as possible, and **gain points** in accordance to their completion achievements.



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# MAIN RULES

## Setup

- ① Each player takes a seat at the playing area, in a circular pattern so that they can reach and be reached by the players to their left and right.
- ② Take the Recipe deck, place 3 Recipe cards face-up in the middle of the table, and place the Recipe deck aside, face-down.
- ③ Each player draws 1 Recipe and places it face-down in front of them (they may look at their own card at any time).
- ④ Take the Ingredients deck, and place it face-down near the revealed Recipe cards.
- ⑤ Randomly select one player to be Head Chef.



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## The Phases

The game has the following **phases**:

01

### Ingredients Phase

- Draw Cards
- Draft
- Regroup: Call Recipe and go to Scoring Phase, or Start a new Ingredients Phase.

02

### Scoring Phase

- Each player, starting with those who called Recipe, allocate cards to Recipes and count their score, then the Winner is determined based on the highest score.

## Ingredients Phase

### Draw Cards

At the **beginning** of the Ingredients Phase, **each player draws** a number of Ingredients cards equal to the number of players + 1.

➔ **Example:** in a 4-player game, each player draws 5 cards.

### Draft

Each player:

1. **Selects 1 card** from their hand.
2. **Places** that card **face down** next to their **hidden Recipe card**.
3. **Passes** the remaining cards face down to the player on their **left**.
4. Players **may look** at their face-down kept cards **at any time**.
5. Once **all players** have passed their cards, **everyone picks up** the new cards received from the player on their **right**.
6. **Repeat this process** until there are **no cards left** to pass.

➔ **Example:**

- **4 players** each draw **5 cards**.
- **Everyone selects 1 to keep**, passes **4**.
- Then **selects 1 from the 4**, passes **3**.
- Then **selects 1 from the 3**, passes **2...**
- ...until **no cards** remain.



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## The Phases

### Ingredients Phase

#### Regroup

Starting with the **Head Chef** and moving clockwise, each player chooses **one of two options**:

#### ✔ Option 1: Wait

- Do nothing for now.
- Keep all collected Ingredient cards.
- If **all players choose to Wait**, a **new Ingredients Phase** begins.
- **Everyone** draws a **new set of cards**.

#### ✔ Option 2: “Call Recipe”

- Reveal your **hidden Recipe card**.
- You **may only “Call Recipe”** if you have **all ingredients** required to complete:
  - at least **one face-up Recipe**, or
  - your **own face-down Recipe**.

#### ➡ If any player **Calls Recipe**:

- The **Ingredients Phase ends**.
- All players proceed to the **Scoring Phase**.

⚠ **Note:** Calling Recipe is a **strategic move** - it can **end the game early** and surprise others.

! However, if you **miscalculate** and cannot complete any Recipe, you score **0 points** this round!

➡ **Tip:** It may take **2 or more rounds** of the Ingredients Phase before players collect enough cards to complete a Recipe.



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## The Phases

### Scoring Phase

Starting with the player who **called Recipe**, each player - one at a time - reveals their Ingredient cards and:

1. **Allocates cards** to specific **Recipes**, according to their **category** (e.g., Vegetables, Proteins, etc.).
2. Scores **1 point per card** allocated to a Recipe.
3. **Each card** allocated to a **Recipe** awards **1 point**.

➡ **Note:** Completing all the required Ingredients of a Recipe will **maximize your score** compared to partial completion!

---

In addition to the points scored on the **Recipe card**, the players will gain **additional points** for:

- **Using the exact Ingredients cards matching the Recipe:** +5 points per matching Recipe
  - **Example:** The recipe asks for **Vegetable (Tomato)**, and your **Vegetable card is Tomato**. If all other cards fill this criterion, you gain +5 points for this Recipe!
- **Calling Recipe first:** +1 point

➡ **Note:** Special case is that if the player who **Called Recipe cannot complete any Recipe**, their total score for this round becomes **0 points!**



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## Victory

Once the **Scoring Phase** is finished, the player with the **most points** is considered to be the victor.





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# ADVANCED VERSION

This section concerns players **more experienced** with the game. **Rules modifications or additions** can be found herein.

Use them all!

## Expert Chefs

In order to **Call Recipe**, the player must have at least **one Recipe fully matching** (each **Category** must have the **exact Ingredients**)!

## Experienced Chefs

Each player starts with **5 Points**.

## Talents

- At the beginning of the game, each player **draws 2 Talent cards**.
- They **choose one to keep**, and **return the other** to the deck.

💡 **Talents** can be used during the game as indicated on the card.  
Once used, the Talent card is **returned to the deck**.

➡ **Note:** Talents are **optional** - if you don't want to use your Talent card, **simply do not reveal it**



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## Chef Market

Introduce this step during the **Ingredients Phase**, after the **Draft step**.

- The **Head Chef** may offer **1 Ingredient card face-up**.
- Starting with the player to their **left** and moving **clockwise**, each player may:
  - **Bid** any number of Points (must be higher than previous bids), or
  - **Pass**.
- Once all other players pass, the **highest bidder**:
  - Gains the **Ingredient card**.
  - Pays the **announced number of Points** to the player offering the card.
- After one bidding round finishes, the **next player** has the chance to offer a card.
- Repeat until **all players** had the chance to offer a card.

➔ Note: A player **cannot bid more Points than they have!**



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## A Green Chef Project Game

2025

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GreenChefGame



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