



Rules

Content

Punch all components gently out of the boards.

4 Stoves

Each consisting of:

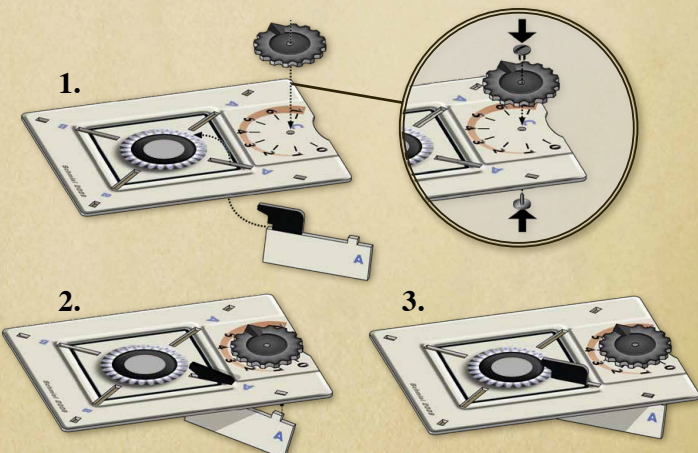
- 1 plate, 4 pedestals,
- 1 adjusting knob,
- and 2 plastic rivets



The 4 stoves are constructed according to the illustration; every player should have their own Schmiel 2020.

The plastic rivets for the adjusting knob are inserted from both sides. Press tightly to make sure that the rivets are connected tightly, (use pliers or a similar tool if necessary). Turn the knob several times back and forth until it moves smoothly.

Put the pedestals into their slits as shown.

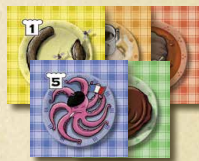


Recipes

4 delicious crêpes



20 artfully weird dishes



Condiment set

4 condiment containers



25 salt crystals



80 condiments

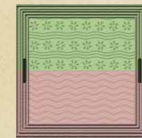


Fill 15 condiments of one color as well as 5 salt crystals into the matching condiment containers.

The remaining condiments and salt crystals only serve as spares!

Coffee set

1 coffee tray for the cups



13 coffee cups for the coffee breaks



More kitchen utensils

1 heating die



1 sink made of two parts for used condiments



9 star tokens



4 pans



3 cooking spoons



4 trays for finished dishes



1 trash can for spoiled dishes



Short overview

In *A la carte* the players try to be chefs cooking several dishes. They have to heat their stoves and must “skillfully” season their dishes. Finished dishes score stars and/or victory points, burned or overspiced dishes go into the trash can and do not score anything. The chef with the most victory points is the winner (or the first chef to acquire 3 stars).



Preparation

Each player receives:

- 1 stove (the heating knob has to be on “zero”)
- 1 pan (is put on the stove)
- 1 coffee cup (randomly drawn) placed faceup (pink side must be up)
- 1 tray for Finished Dishes
- 1 crêpe

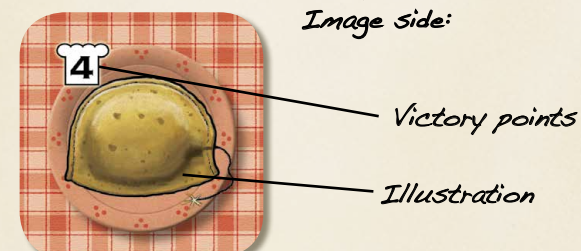
Put in the middle of the table:

- the 20 dishes (sorted by colors, side with recipe up)
- the 4 filled containers (each with 15 condiments of one color plus 5 white salt crystals)
- the sink (both rings on top of each other)
- the coffee tray, covered with all remaining coffee cups (green side up)
- the heating die
- the trash can
- the 9 cooking stars

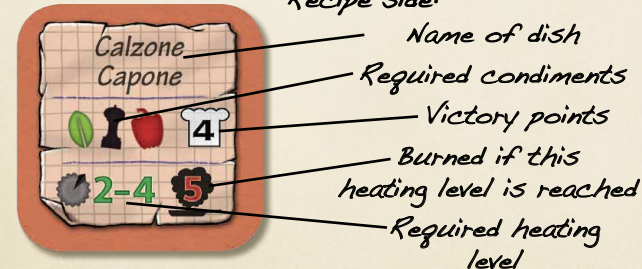
Choose a starting player. That player chooses a dish and puts it in his pan (side with the recipe faceup). All other players do the same in order. The starting player receives the three cooking spoons and starts the game.

Dish breakdown

Image side:



Recipe side:



Playing the game

The starting player begins. Players take turns in clockwise order.

The active player always has **three regular actions**. For these actions he may choose between two options:

3x $\left\{ \begin{array}{l} \text{Heat the stove (roll the die)} \\ \text{Season the dish} \end{array} \right.$

He may combine the actions in any order, e.g. heat three times, season three times, or any combination of heating and seasoning.



The spoons are used to count the active player's used actions. After each action, the next player in order takes one spoon from the active player. When all three actions are used up, this player holds the three spoons. Now it's his turn.

Note: You may also use the spoons to beat on the table in an irritating manner to remind the active player to speed up play.

A player **may** choose to take a

1x — Coffee break

during his turn by using **one** of his faceup coffee cups. This **does not** cost one of the player's three regular actions (see also point 3, “coffee breaks”).

1. Heating the stove

To finish a dish, the player must heat his stove up to a certain temperature (exception: dishes served cold). The required heating levels are written in green on the recipes. As long as the stove is within the scope of the green numbers, the dish is cooked to its correct heating level. As soon as the dish reaches the heating level written in red, the dish is burned.

To heat the stove, the player rolls the heating die. If a number (1, 2, 3) is rolled, the player **must heat up** his stove as many levels as the rolled number.

Additionally, there are three special symbols on the die:



all players heat up their stove one level.



the player may choose to heat up his stove 1, 2, or 3 levels.



the player draws a new coffee cup from the tray and places it faceup in front of him (green side up). If the drawing pool is depleted, he steals one coffee cup from another player (players are not allowed to steal coffee cups that were put on a Finished Dishes tray showing victory points). If all coffee cups are used up, the discards are shuffled facedown and placed on the green area of the coffee tray again.

The stove can never be heated higher than level “7” (any die result that would cause a stove to go higher than level 7 is ignored).

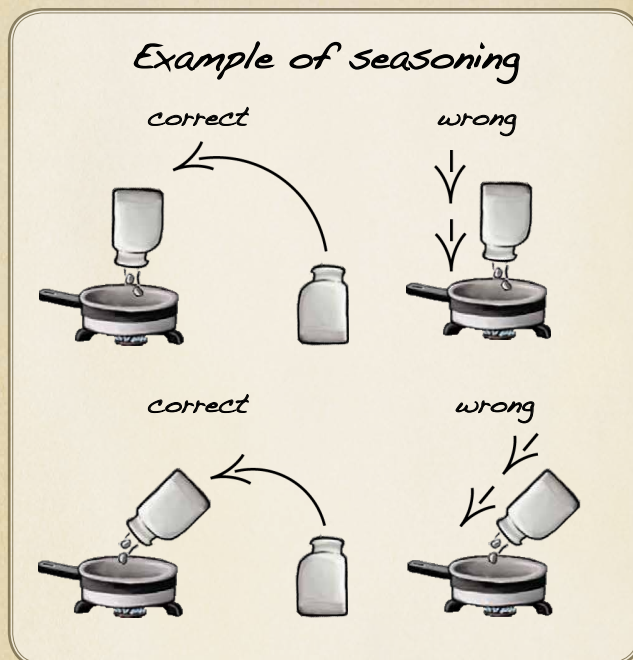
2. Seasoning the dish

To finish a dish, the player must season it in his pan. The required condiments are pictured on the recipe side. The player must season his dish with at least the number of pictured condiments. He may have more condiments than pictured. **However, as soon as the player has three or more condiments of the same color in his pan, the dish is overspiced and unusable.** Also, 3 salt crystals (white condiments) in a pan overspice a dish.

To season a dish, the player takes a container and tries to pour the condiments into his pan. Players rotate their wrist to pour out the condiments and then rotate back to stop pouring. This motion must be done in **one single movement.**

The speed of the movement does not matter. Players may briefly pause over the pan.

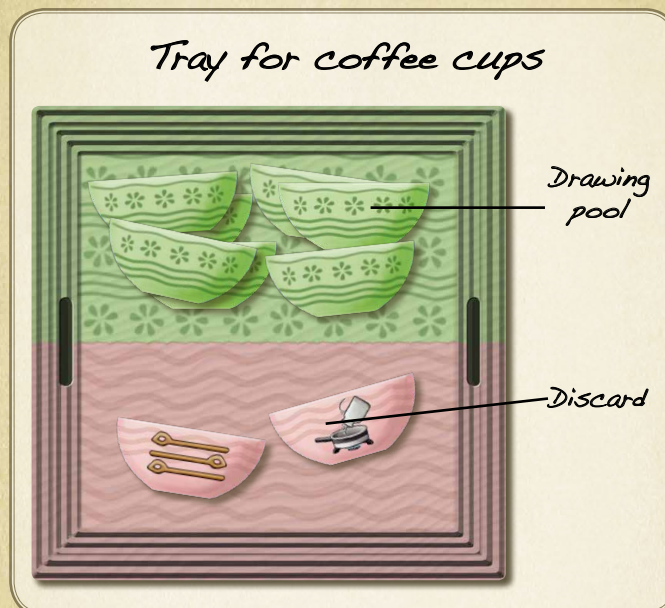
All condiments that fall out of the container are placed in the pan (even those that missed the pan).








Before pouring, players may shake the container. Players are not allowed to shake or tap the container while seasoning. If the seasoning was not successful, players may attempt again with another action.

3. Coffee break

Once during his turn, the player may take a coffee break and use one of his coffee cups. The player carries out the appropriate ability, indicated by the icon on the cup, and discards the cup to the coffee tray **faceup**. The coffee break does not cost an action (no spoon is taken).



Coffee cups have the following abilities:

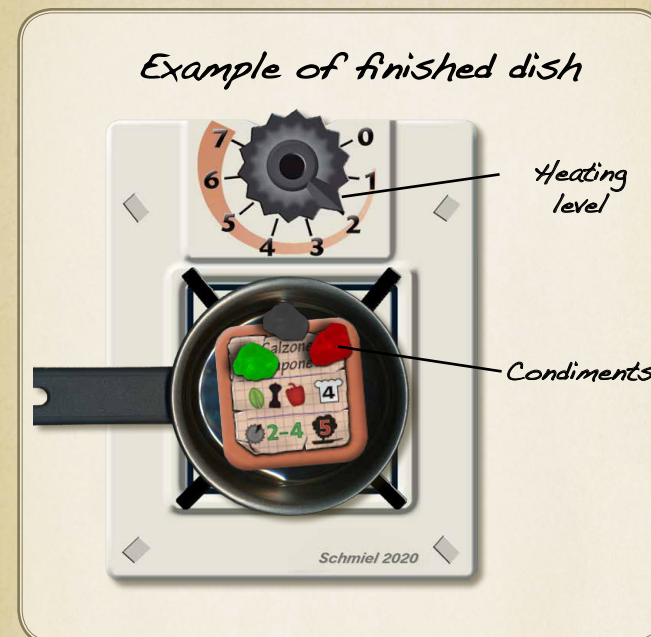
- 3x  **1 Victory point:** You immediately place this token on his Finished Dishes tray. This token cannot be stolen and is worth 1 victory point at the end of the game.
- 3x  **Exchange stoves:** You exchanges his stove, including pan and dish, with another player of your choice. Both players then continue playing with their new stoves. Burned or overspiced dishes and stoves with crêpes cannot be exchanged.
- 2x  **3 Spoons:** Following your normal actions you receives three additional actions. You take back the three spoons and continue with your turn. However, you are not allowed to use another coffee cup during this extra turn.
- 3x  **Re-season:** You may season the dish of another player of your choice once. Any condiment may be used, even one that is not in the recipe or that already has two pieces in the pan. As usual, a dish is considered overspiced, as soon as three or more pieces of a single color are in the pan. Dishes without any condiments (Breakfast Fidel, Eau pour le café à la Bocuse, Crêpe) cannot be seasoned at all.
- 2x  **Decrease heating level:** You may reduce your stove's heating level by 1, 2, or 3 levels. This is also allowed if your dish was already burned (even at level "7").

Specialities

1. A dish is finished

A dish is considered finished if two requirements are met:

- the stove has reached the required heating level (range of numbers in green)
- and
- the required number of condiments are in the pan.



The player takes the dish out of the pan and puts it on his Finished Dishes tray, illustration faceup. At the end of the game, the dish scores the victory points printed on the token. The condiments (if any) are put into the sink. The player chooses a new dish. He must choose a dish color that is not already on his Finished Dishes tray. If this is not possible, the player may choose any color. The heating knob is reset to zero.

Note: Taking a new dish does not require an action.

2. The cooking stars

If a player manages to finish a "perfect" dish, he receives a star. A dish is considered perfect, when the player manages to season it with the exact number of condiments without any salt. Naturally, the heating level must also be correct. The player places the star by his Finished Dishes tray.

A player never receives stars for dishes that are not seasoned at all (Breakfast Fidel, Eau pour le café à la Bocuse, Crêpe).



3. A dish is burned or overspiced

Whenever a dish is burned or overspiced, it has to be removed from the stove. However, this only happens during the active player's turn. When a dish is overspiced by a "skilled" competitor, the dish stays in that player's pan until it is his turn again. This same rule applies for burned dishes.

Exception: A player with a burned dish in his pan may use the coffee cup "Decrease heating level" and lower the temperature below the recipe's burning level.

The spoiled dish is placed on the trash can card; it is out of the game. The condiments (if any) are placed the sink. The player chooses a new dish. He must choose a dish color that is not already on his Finished Dishes tray. If this is not possible, the player may choose any color. The heating knob is reset to zero. Exchanging dishes does not require an action.



4. Refill containers

A condiment container must be refilled as soon as it is empty or if only salt crystals remain inside. All condiments of the container's color are taken from the sink and put back into the container. The total number of salt crystals in each container should be 5. If there are not enough left in the sink to refill back to 5, there will be less salt in the container.

5. Crêpe

The active player may choose to put a crêpe into his pan instead of a new dish.

The following special rules apply for preparing a crêpe:

Players may only attempt to cook of one crêpe during the game.

The player places the crêpe with its recipe side faceup into the pan.

- This immediately ends that player's turn.
- All remaining spoons go to the next player in order.
- All remaining actions this turn are lost.
- When it is that player's turn again, he will try to prepare the crêpe.

Prepare a crêpe



If, at the beginning of a player's turn, there is a crêpe in his pan, he prepares it as follows:

Heating:

- Before each attempt to cook the crêpe, the player must roll the heating die (1st action). The adjusting knob is then turned up according to the die result. If a coffee cup is rolled, the player takes one cup as usual.
- Heating level "7" was reached, so the crêpe is burned and spoiled. It goes to the trash can and the player chooses a new dish for the pan. The player's turn ends immediately.

Flip the crêpe:

- If the heating level is met and the crêpe isn't burned the player has up to two attempts to flip the crêpe (2nd and 3rd action). To flip the crêpe, the player takes his pan, flips the crêpe up in the air, and tries to catch it again with the pan so that the image side of the crêpe is faceup.
- The crêpe lands with its image side faceup and is finished. The player places the crêpe on his Finished Dishes tray and chooses a new dish for the pan. (As always he must choose a dish in a color that is not already on his Finished Dish tray). The player's turn ends immediately and the next player's turn starts.
- If flipping the crêpe does not work both times (so the crêpe lands beside the pan or with its recipe side faceup) the player's turn ends and the next player's turn starts. During his next turn, the player will heat and then try to flip the crêpe again.

End of game

The game ends when:

- a player is unable to place a new dish in his pan or
- a player has finished 5 dishes (a crêpe does count as a dish), or
- a player has collected 3 stars.*

Players count their victory points. If there is a finished dish still in the pan, its owner scores victory points for it; if there is an unfinished dish still in the pan, its owner does not score victory points for it.

The player with the most victory points is the winner. In case of a tie, all tied players win. Placements of the other players are also calculated by their victory points.

*If a player collects 3 stars, he is the sole winner. In this case, the player's victory points do not matter, but the other player's victory points are used to calculate their placements.

A table for 2

A la carte's interaction flourishes best with 3 or 4 players, but it is also possible to play with 2. All rules apply for two chefs as usual, but the game ends when a player manages to finish 7 dishes instead of 5.



Credits

Designer: Karl-Heinz Schmiel

Illustration and Graphic: Christof Tisch

Cover Illustration: Jochen Eeuwijk

Editor and Graphic Design: Heiko Eller-Bilz

Publisher: Heiko Eller-Bilz

With the collaboration of: Petra Becker, Harald Bilz, Oliver Erhardt, Roland Goslar, Selami Ileman, Michael Kröhnert, and Christoph Lipsky

Revised edition 2019: Annika Brüning, Marina Fahrenbach, Roland Goslar, Sabine Machaczek, and Christoph Warzecha

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