Point Chef

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Goal of the Game

Deliver 3 meals to the customer before your opponent.

Setup Rules

Pick a side of the board (You will have 4 tokens of each type of worker)
Roll a single 6 sided die to determine who starts

Gameplay Rules

- At the beginning of your turn you may take one of two options
  - Tell a worker to start delivering food
    - Types of Workers
      - Head Chef (Can move 3 spaces)
        - Can only be attacked by other head chefs
      - Bartender (Can move 6 Spaces)
        - May reroll one die for the spills
      - Waiter (Can move 8 Spaces)
        - When *Attacking* may reroll (must take new roll)
    - **You may only have Three workers delivering food at any time**
    - Choose any one of the three employees and move their icon to the diamond with your player number
  - Move a worker already delivering food
    - Movement is determined by the token selected
    - Only one token can be on any one space at any time
    - You can jump over your own tokens
- If your movement forces you to pass or brings you adjacent to **ANY** opposing token on board you initiate an attack on that token. You can continue movement after the attack.
  - Both player must roll 2d6
    - The higher dice wins and continues along their movement or stays in their space. The loser's token is destroyed and replaced with a spill token
    - Spill tokens can be passed only if a player rolls higher than a 3 on 1d6
      - If failed player creates another spill token on any adjacent space
- Upon Successful delivery of the meal you gain a point, also the token that delivered the meal is destroyed and is returned to the player.

End Condition Rules

First to Deliver 3 meals to their customer wins
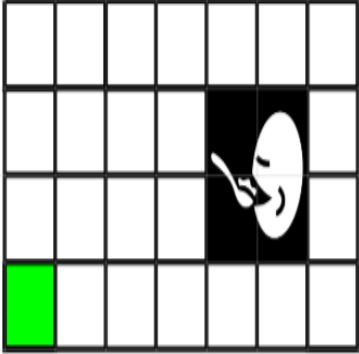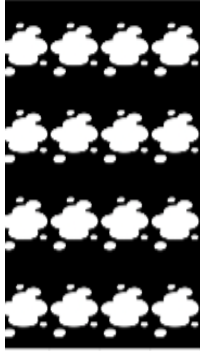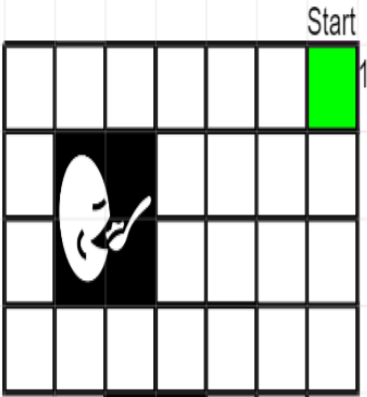
Player 1 Tokens

Start

1

Point 2 Point 1 Point 3

Player 1 Tokens

Cannot be attacked unless that attack comes from another chef

Head Chef

Waiter
Adv on Attack

Bartender
Can reroll one die when moving

Points 1 Point 2 Point 3

Player 2 Tokens

2

Start