Point Chef

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Goal of the Game

Deliver Food to the Customer.

Setup Rules

Pick a side of the board
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
            - Cannot be targeted by attacks(Head Chef's can attack each other)
        - Bartender
            - May reroll one die on moving
        - Waiter
            - When *Attacking* may reroll on loss
        - **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
            - *Roll 2d6 (unless otherwise specified) to determine how many spaces they move*
    - Move a worker already delivering food
        - *Roll 2d6 (unless otherwise specified) to determine how many spaces they move*
- If your movement forces you to pass or brings you adjacent to **ANY** other token on board you initiate an attack on that token
    - Both player must roll a single d6
        - The higher dice wins and continues along their movement or stays on their space
        - The loser must token is destroyed
- Upon Successful delivery of the meal 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
One
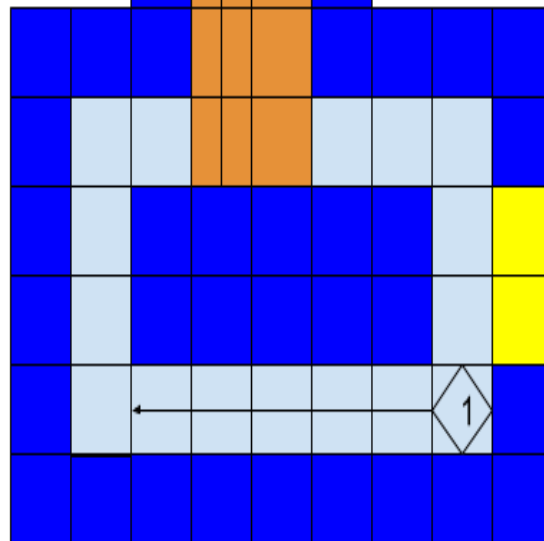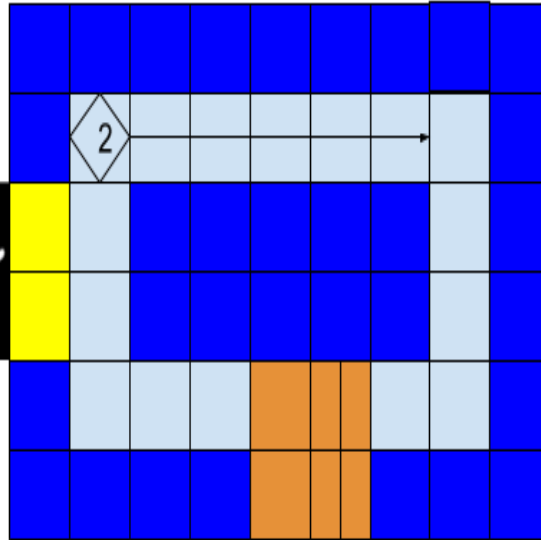
Player
Two

Bartender

Adv on Defend

Waiter

Adv on Attack

Chef

Reroll Move

2

1