

Rulebook

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Introduction and Objectives

The pace of work in The Restaurant is frantic. Who will be the fastest players? 2 to 4 players will compete to get rid of their cards as quickly as possible and avoid getting points.

Componentes

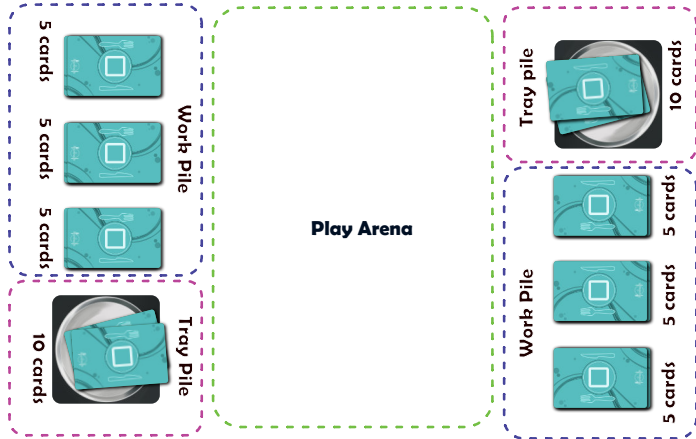
- Instructions
- 4 trays
- 100 cards: decks of cards.
Each deck consists of 25 cards



Setup

Distribute one tray and one deck of cards to each player. Shuffle the cards and create 3 piles of 5 cards each, face down. These will be the *work piles*. The remaining 10 cards will be kept faced down on the tray, which the player will hold. This forms the *tray pile*.

Leave enough space in the center of the table for the *play arena*.



Gameplay

Decide how many rounds you'll play. At the end, the player with the fewest points is the winner.

To begin each round, the youngest player will give the signal **GO!**. Then, players flip over the first card from each of their *work piles*, leaving it card on top of its pile, and start placing their cards to complete tables in the center of the *play arena*.

Cards must be placed in order. Each table starts with a **1 (mesa)** card, followed by a **2 (mantel)** card, and so on, up to the **7 (postre)** card, which completes the table. The *** (chef)** card acts as a wild card and can replace any number.

When a card from a **work pile** is played, the next card in that pile is flipped over (the top card is always flipped).



IMPORTANT! Tables started in the center of the **play zone** are shared. For example, if a player places a **1 (mesa)** card, another player can place the **2 (mantel)** card.

If players cannot play any cards from their **work piles**, they can draw a card from their **tray pile** forming a fourth pile, that must be clearly distinguishable from the others. Players can repeat this action as many times as they wish.

WHATCH OUT! Cards played on the table do NOT return to the tray. The only way of getting rid of them is placing them in the **play arena**.



Tray cards



Work pile



Tray pile



WARNING! If the cards in your tray fall to the floor or onto the table, you must return them to their original position before you can continue playing.

End of the game and scoring

The round ends when a player places their last card from their **work piles**.

Then, count the points:

- Player that ends the round: - 10 points
- Owner of each completed table: - 5 points (the owner is the one that placed the **1 [mesa]**)
- Add the remaining points on the table (* **[chef]** is worth 10 points)
- Cards on the tray do NOT count

After playing the predetermined number of rounds, the player with the fewest points is declared the winner.



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