

## Additional Orders

This expansion comes with ***Fish, Greek & Hungarian Orders***. To use them, just shuffle them with the main game's ***Orders***.

When playing with ***Orders*** that include ***Fish*** in their ***Ingredients***, you will need to use the ***Fish*** tokens in your game. ***Fish*** tokens are used like the rest of the ***Ingredients*** with 2 key differences:

- When buying ***Fish*** you get 3 tokens instead of 5.
- During the ***Cleanup*** phase of each round, remove all ***Fish*** tokens from your ***Storage*** areas. If an ***Order*** that includes ***Fish*** was not successfully completed, then the plate is always discarded and will have to be made anew next round.



## Health Inspection Mini Expansion

**Health Inspection** is a mini expansion that makes the game harder. It consists of 4 **Health Inspection** cards and 9 **Bucket** tokens.

Shuffle the **Bucket** tokens face down and place them near the board. Take cards from the top of the **Orders** pile equal to 10 times the number of players (20 in a 2-player game, 30 in a 3-player game etc), shuffle the 4 **Health Inspection** cards among them and place them on top of the **Orders** pile.

During play, whenever you draw a **Health Inspection** card, draw **Bucket** tokens equal to the number of players and place them on the corresponding areas on the board. Then, draw another **Order** card. Whenever you go to a space that has a **Bucket** token in its area, instead of performing its action, you may choose to remove the **Bucket** token instead.

At the end of the **Action** phase of each round, a **Health Inspection** takes place. For every **Bucket** token on the board, lose 1 **Prestige** and 1 **Coin**.

## Food Critic Mini Expansion

**Food Critic** is a mini expansion that consists of 5 **Food Critic** cards and makes the game harder.

Randomly take as many **Food Critic** cards as the number of players. Then, take cards from the top of the **Orders** pile equal to 10 times the number of players (20 in a 2-player game, 30 in a 3-player game etc), shuffle the **Food Critic** cards among them and place them on top of the **Orders** pile.

**Food Critics** work like the rest of the **Orders** with the following differences:

- If you replace a **Food Critic Order**, you lose 1 **Prestige**.
- During the **Cleanup** phase, if a **Food Critic Order** has remained on the board, you lose 1 **Prestige**.
- During the **Cleanup** phase, if a **Food Critic Order** was taken but was not successfully completed, you lose an additional **Prestige**.

## Wine Mini Expansion

The **Wine** mini expansion consists of 1 **Cellar** tile and 9 **Wine** tokens.

Place the **Cellar** tile next to the board and the **Wine** tokens next to the game's **Ingredients**. During the **Action** phase, you have the following options:

- Whenever you go **Shopping** you may choose to buy **Wine** instead of **Ingredients**. If you do, pay 1 **Coin** and get 2 **Wine** tokens, placing them on the **Cellar** tile.
- Whenever you go to the **Waiter** you may choose to offer **Wine** to your customers instead of performing another action. If you do, take a **Wine** token from the **Cellar** and place it on one of the **Order** cards in front of you. You may not place more than one **Wine** token on the same **Order**.

During the **Cleanup** phase, when checking **Orders** with **Wine** tokens on them, the following apply:

- If the **Order** is successfully completed, you get 1 additional **Prestige** or 2 additional **Coins** (your choice).
- If the **Order** was not successfully completed, you may discard the **Wine** token and prevent the loss of 1 **Prestige**.