

Piktogramm
3 to 5 players aged 8 or over;
game lasts: 40 min.

POT POURRI

Too many cooks spoil the broth!
A fun cooking game
by Ananda Stimm & Florian Mayerhofer
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Sebastian Starter, the famous food critic, is in town again and handing out his coveted gourmet stars. The "Pot Pourri" bistro is one of the stops on his tour. This is your chance to prove your culinary skills and secure your very own stars. Could this be your stepping stone to international success? But there's a slight problem: to prepare the variety of dishes, you have only three saucepans – and you have to share them with your competitors. And then there's the annoying saucepan lid that gets in the way just when you're about to finish a dish. Whoever gets the best out of the saucepans despite all the obstacles and finishes their dishes more or less correctly will end up with the most gourmet starts, and receive their reward from Sebastian Starter himself.

Contents

90 ingredient cards: 9 each of fish, meat, potatoes, cheese, flour, carrots, peppers, rice, tomatoes and onions
55 recipe cards: 11 each of Middle Eastern, Mediterranean, Slavic, American/Tex-Mex and French
1 saucepan lid
3 saucepans
1 board with gourmet pathway, menu board and scoring table
5 menu tiles
5 star-shaped counters
5 cookery books
1 game manual

Aim of the game

The aim is to collect the most gourmet stars. Stars are awarded to the players who keep track of what's in the saucepans and serve dishes that best reflect the recipes.

Preparation

- Before the first game, carefully press the pieces out of the perforated sheet.
- Place the **3 saucepans** spaced out in a row in the middle of the table and cover any one of the pans with the **lid**. Put the **board** above the saucepans.
- Shuffle the **5 menu tiles** face-down and place them in any order **face-up** on the five squares on the menu board.
- Each take a **cookery book** and the **counter** in the matching colour, and place the counter on the chef's tray.
- Shuffle the ingredient cards well and deal **2 ingredients** to each player. Place another **4 ingredients face-up** in a row **below the pans**. This is the **pantry**, which you can all use during the game. Put the remaining ingredients next to the pantry face-down in a draw pile.
- Shuffle the recipe cards well and deal **3 recipes** to each player. You each choose **2** out of your three recipes, placing one on each page of your cookery book. Place the unselected recipe cards **face-up** in a discard pile. The other recipe cards form the face-down recipe draw pile.



Rules

Choose who is to start. Players then take turns clockwise.

When it's your turn, you must do **ONE** of the following:

- A) get ingredients; OR
- B) cook & move the saucepan lid; OR
- C) switch recipes

A) Getting ingredients

Take **2 new ingredient cards**. You decide whether to take ingredients **from the pantry or from the draw pile**. You can also take one card from each. At the very end of your turn, you replace the items you have taken from the pantry with cards from the draw pile.

Note: There is no limit to the size of your hand. You can take as many ingredients cards as you want. If the ingredient draw pile is used up before the end of the game, shuffle the ingredient cards that have already been used to make a new draw pile.

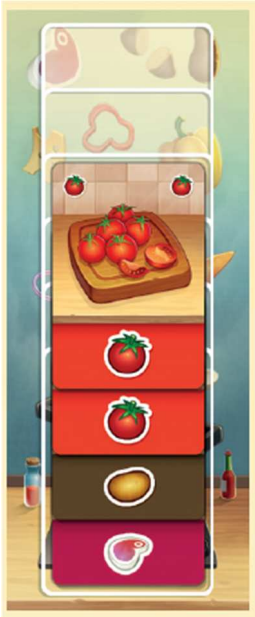
Not happy with the ingredients in the pantry?

At the **start of your turn**, you can replace the entire pantry. Choose any one ingredient from your hand and put it and the 4 cards from the pantry on the discard pile. Now take 4 new ingredients from the draw pile and continue with your turn. *Important:* You can only use this option **once** in each turn.

B) Cooking & moving the saucepan lid

Place **1 or 2 ingredients** from your hand **in one or two of the uncovered saucepans**. Arrange the cards so that they overlap vertically and only the bottom section of the card with the ingredient is

visible in each case. A maximum of 6 ingredients fit in each saucepan. A saucepan with 6 ingredients is full (see next section).



You cannot use the saucepan with the lid!

N.B.: If you have finished cooking, you must move the lid to cover another saucepan, unless one or more pans are full.

C) Swapping recipes

Take **2 new recipes** from the recipe pile and swap them with any recipes from your cookery book so that you end up with 2 recipes in your book again at the end of your turn. Place unselected recipe cards face-up on the discard pile.

Now it's the next player's turn.

SAUCEPAN FULL!

Little by little, the saucepans fill up with ingredients. If, **after cooking**, there are 6 ingredients in a pan, the pan is full and the dish must be served. **In this case, do not move the lid.**

To serve, carry out the following steps in the order given:

1. Redeem recipe, score & move
2. Co-chefs?
3. Swap menu tiles (if necessary)
4. Clean-up & new recipes

1. Redeeming recipe, scoring & moving:

If you are the person who has just cooked, you **must** redeem and score **one recipe** for **each full saucepan**. You also immediately move your counter 1 square along the gourmet pathway.

Choose a recipe from your cookery book and compare the type and number of ingredients with those in the full saucepan. How far you can move your counter along the gourmet pathway depends on the **total** number of matches:

Number of matching ingredients	Number of squares
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6	9
5	7
4	5
3	3
2	1

If you have filled two saucepans in one turn, each pan is scored separately.

N.B.: The scoring table is also shown on the board.

2. Co-chefs?

All the other players **in turn** then have the chance to score recipes for the full saucepans and move their counters the corresponding number of squares along the gourmet pathway. Place the scored recipes in front of you. They stay there until the end of the game.

Important:

- Each player can only redeem one recipe for a full saucepan.
- A recipe can only be redeemed if it contains at least two ingredients in the full saucepan

3. Switching menu tiles (if necessary):

There are three squares on the gourmet pathway with a star (8, 17 and 26). **The last player to move their counter to or over one of those squares can change the order of the menu tiles on the menu board.** To change the order, select two menu tiles and swap them round. At the end of the game, additional gourmet stars are awarded for redeemed recipe cards from the various regions (see *End of the game & final score*).



4. Clean-up & new recipes:

Empty each full saucepan by placing all six ingredients on the discard pile. Take recipe cards from the recipe pile so **your cookery book contains 2 recipes again**. Now it's the next player's turn.

End of the game & final score

The game ends as soon as one of you **redeems the sixth recipe**. Now it's time to work out the **final score**:

Sort the recipe cards you have collected by colour and multiply the number of cards in each colour by the value of the star beside the menu tile in that colour, which is printed on the board. Now move your counter the same number of squares as your total score. The player whose counter is furthest along the gourmet pathway wins.

In the event of a tie, check how many recipe cards the players in question have redeemed in their playing colour. For each recipe card in that colour, a player can move their counter one square along

the gourmet pathway. The player whose counter is now furthest ahead wins. If the scores are still tied, the top-scoring players are joint winners.

Version for cooking pros:

Play is as above with the following change: At the start of the game, place the menu tiles **face-down** instead of face-up on the menu board. **Each time** someone moves their counter over square 8, 17 or 26 on the gourmet pathway, they can secretly look at any two menu tiles and then swap them or return them to their original positions. *Note:* Remember that play moves clockwise if there are multiple "co-chefs". At the end of the game, turn over all five menu tiles and score the redeemed recipes following the rules above.

If you have any questions or suggestions about "Pot Pourri", please contact us at:
Piatnik, Hütteldorfer Str. 229-231, 1140 Wien, Austria or info@piatnik.com

Warning! Not suitable for children under 36 months. Risk of suffocation – contains small parts that could be swallowed. Please keep address for further reference.

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