

Sec-Rat Rules:

Cooking Outside the Box

Sec-Rat is a cooperative simultaneous play race-against-the-clock roleplaying game designed for 4 players to engage in mechanics that emulate effective group cooking. Play lasts 20 minutes.

Cook by the books, follow the chefs, and throw together delicious meals for a prestigious food critic! In this game, you will cook a three-course meal to satisfy the critic's requirements, do your best to follow the head chef's every order. In the end, we all want to get a great review — perhaps even a 5 star!

It's all about Timing:

You will have 20 minutes before the critic needs to leave for their next appointment! The appetizer needs to be out within 5 minutes otherwise they will be too full for the main course! The main course needs to be out by 15 minutes because they need time to eat it before they leave, and the desert needs to be out by 20 minutes so at the very least they can eat it on the go. If the kitchen is out of order at the 20 minute mark, you will be jeopardizing the future of the kitchen!

Materials:

1-2 Sand timer for oven (maybe also stove for burning). Visible 20 minute timer or clock (This can also be on a mobile device). 1 D6 used to decide chef roles as well as for the sink station. 4 paper chef-hats. 1 Sec-Rat. ___Ingredient cards. 9 Tool Cards. 7 Station mats. 4 wine tokens.

How to Play:

The game starts and ends with a closed box, though you must first remove the rules, head chef, and recipe cards.

1. To start the game, each Chef randomly draws 1 recipe card from the deck. Verbally confirm with your team that at least one of each (Appetizer, Entree, and Dessert) course

has been chosen. However, make sure to keep your own recipe card hidden throughout the game!

2. After recipes are chosen, the chefs must agree everyone is ready to start. You may not begin until a *satisfactory* “YES CHEF” response resounds throughout the kitchen.
3. Start a 20 minute timer — then you can unpack the box
4. All chefs set up the station plaques at whichever distance and orientation the chefs deems acceptable
 - a. Pantry/Fridge: ingredient cards + wine tokens
 - b. Sink: D6/liquid cube
 - c. Oven: sandtimer
 - d. Stove: pot + pan + sand timer
 - e. Cutting Board: knives + grater
 - f. Mixing Bowl: wooden spoon + whisk
 - g. Plating station with head chef
5. All recipes must be completed within the time limit, however chefs are not allowed to complete any steps on their own recipes excluding instructions that involve all chefs.
6. Remember tools must be cleaned at the sink after each time they are put down before they can be used again.
7. Plate each meal at the plating station after completing all steps in the recipe to send it out to the critic.
8. After all meals have been served, clean the kitchen and put all materials away in the box before time runs out.

Roles:

The **Chefs** must follow each other's directions to complete all the recipes however they may not complete tasks on their own recipe. Let your fellow chefs guide you through their recipes from the cookbook as you complete various physical tasks and challenges.

All chefs must follow orders from the head chef with a prompt and affirmative “YES CHEF!”

The **Head Chef** is a temporary role that any chef can take on. When someone needs to complete a task that involves all chefs they can take the Head chef hat (insert image) and all other chefs have to listen to their instructions a player may not become head chef twice in a row.

Station Set Up:

The stations as mentioned above are to be arranged in whichever layout the head chef deems suitable. It is recommended to leave space to move around.

The Pantry and The Fridge: The central location to store all ingredient cards

The Sink: has a single die that people use to roll to clean dirty tools. Roll equal to or above the number to clean the tool!

The Oven: uses a sand timer system to determine preheat and cook the area marks on the timers to denote certain times.

The Stove: Using the shorter sand timer for high heat you use one flip for high heat, 2 flips for medium heat, 3 flips for low heat, if the sandtimer sits finished for too long the ingredient burns

The Cutting Board: At the cutting board, various knives are used to chop produce into more refined products.

The Mixing Bowl: At the mixing bowl, various dry and wet ingredients are put together.

The Plating station: Where prepped ingredients can be assembled into the final dish and be sent out to the critic, once a dish is sent out it cannot be taken back. That is what the critic will see so make sure you are ready before sending out the dish. This is also where the head chef presides.

Tool Mechanics

Wielding Tools:

Each tool has a specific action associated with it that is required to be carried out in order to use the tool in the completion of a recipe. Once the tool has been used, flip it to the dirty side.

Knife (2x): Mime 5 vertical chops for a loose cut, 5 vertical and 5 horizontal cups for diced and 10 of each for a fine cut. **Must be used at the cutting board**

Wooden spoon (2x): To stir, spin around 10 times fast. To spread sauce, touch your toes, stretch it out. **Must be used at the mixing Bowl**

Measuring cup: Requires 2 chefs at least 3 steps apart from each other. One tosses required ingredient cards while the other catches them on the cup card **Must be used at the cutting board**

Whisk: cha cha real slow with another chef and sing simultaneously “whisk whisk real fast” **Must be used at the mixing Bowl**

Grater: the head chef counts down from 10 seconds. **Must be used at the cutting board**

Pot: To boil, open and close the nearest door. To cook, shout fire in the hole and duck down to the ground. **Must be used at the stove/Oven**

Pan: flip the ingredient card while holding the pan handle **Must be used at the stove/Oven**

Cleaning Tools:

Each tool is double sided, having a clean [o] and dirty [x] side. Every time a tool leaves a cook's possession into the hands of another cook, the tool becomes dirty. Clean tools can be used immediately while dirty tools must be cleaned at the sink in order to become usable. To clean tools a chef must go to the sink and perform the action the corresponds with the appropriate tool to clean it:

Knife : Pantomime stabbing the chef furthest from you in the most dramatic fashion possible .

Wooden spoon : Perform the sprinkler dance move in order to encourage the sink faucet.

Measuring cup: Share what your favorite food is with the kitchen staff.

Whisk: Do a lap to give every chef in the kitchen a high five.

Grater: Give a genuine compliment to the Head Chef.

Pan: Complain loudly about the workplace environment to the nearest chef.

Pot: Spread a rumor about workplace drama discretely to every chef — make sure it gets around.

Ingredients:

Ingredient cards must be gathered from the pantry and prepped to be used in recipes (per the recipe instructions), Chefs cannot call ingredients by name. Example: Ava's Recipe requires chopping a tomato so they instruct Benny to dice the red round fruit that is often called a vegetable

Wine:

You start every game with 3 bottles of wine. Wine is the equivalent of an ingredient wild card. Some recipes may require it as an ingredient, but each wine can be used to replace any 1 ingredient. The players also always have the option to send out a bottle of wine to the critic, he can't drive drunk so he won't accept more than 2 bottles, but for the first two bottles sent out you will be able to add 2 minutes to the deadline.

Tomato Sauce:

Similar to wine you have 1 portion (token) of sauce at the start of each game, if you run out of sauce you can create more by cooking 1 diced tomato, 1 allium, in a pot on medium heat. You can combine sauce and meats to create ragu, by heating and stirring on medium heat.

Recipes:

Have mandatory steps at the core of the recipe that must be done to complete it. These will all be in a book that can be flipped through, recipes will be chosen by the chefs at the start of the game.

End-Game: The Food Critic's Review:

After all recipes have been served, all dishes have been washed, materials have been put away, and the 20 minutes is up, the food critic will leave their Yelp review. If the chefs have completed these final tasks in time, you've succeeded! The critic gives your kitchen a 5 star rating. If not, the critic leaves upset and wanting for more — try again next time.