

Dinner in Paris

Battle of the Chefs

On the Parisian square, competition among the restaurants still runs high and the animosity has escalated: theft of ingredients, noise pollution, terrace defacing... In this square in constant turmoil you can count on your food truck to expand your influence and surprise your opponents.

From now on, everything is permitted in order to become the best restaurant owner in Paris!

COMPONENTS



4 FOOD TRUCKS

4 FOOD TRUCK CARDS



24 PIGEON CARDS

24 OBJECTIVE CARDS



6 MAJORITY CARDS

16 FOOD TRUCK PROPERTY
TILES (4 per player)



4 SUBWAY ENTRANCE TILES

8 PIGEON EFFECT TILES

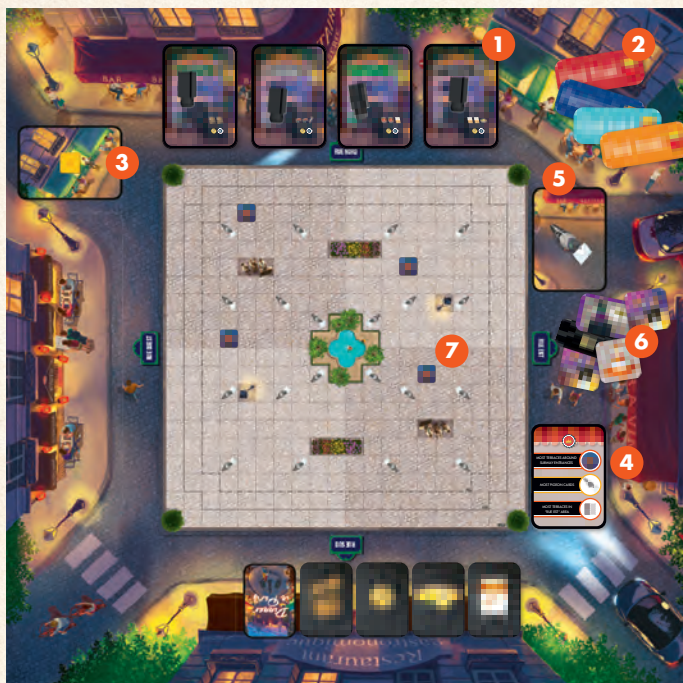


OVERVIEW OF THE GAME

The expansion *Dinner in Paris: Battle of the Chefs* is packed with new elements that will spice up your games! There are new Pigeon cards to increase player interaction, and a new kind of restaurant, the food truck, that allows you to always surprise your opponents!

Additionally, you will find new Majority and Objective cards as well as witness the arrival of subway entrances, a new decor element that offers an asymmetric start to each game. The race to become the best restaurant owner in Paris has never been so explosive!

SETUP



The expansion setup uses the rules of *Dinner in Paris*, and adds the following adaptations:

- 1 Place the Food truck cards on the "Rue Nord" side of the board with a food truck on top of each one.
- 2 Each player takes 4 Food truck Property tiles of their color in addition to the usual Property tiles.
- 3 Shuffle the expansion Objective cards with the base game cards and place the deck on the designated space of the board.

- 4 Randomly select an expansion Majority card and place it face up on the designated space of the board. Return the remaining cards to the box.

⚠ It is also possible to play with the Majority cards of the base game, but then you won't be using the expansion content as much.

- 5 Choose one of the menus below. Shuffle the indicated Pigeon cards and place them face down on the designated space of the board.

MENUS

We are offering you 3 different game experiences. Choose the one that suits you and do not hesitate to test the other ones in future games!

* MILD MENU

Keep the 24 Pigeon cards from the base game and add the 24 new Pigeon cards for a balanced game experience.

* SPICY MENU

Remove two copies of each Pigeon card from the base game and add the 24 new Pigeon cards for an enhanced game.

* EXPLOSIVE MENU

Play only with the 24 new Pigeon cards... and keep a glass of milk near you, this is going to get hot!

- 6 Place the Pigeon Effect tiles next to the Pigeon cards.
- 7 Lastly, before choosing and looking at their Objective cards and starting Resource cards, each player places the 4 Subway Entrance tiles on the main board following the placement order indicated below.

PLACEMENT ORDER

Beginning with the person to the right of the starting player and proceeding in counter-clockwise order, each player places a Subway Entrance tile on their chosen space of the main board. Depending on the player count, some players might be able to place several tiles.

PLACEMENT RULES

- Each Subway Entrance tile must be placed in a different area: Northwest, Northeast, Southwest, Southeast.
- A Subway Entrance tile cannot be placed on a pigeon, a decor element, or on the restaurant building row.

THE FOOD TRUCKS

There are 4 unique food trucks. Each of them corresponds to a type of restaurant: Friterie, Crêperie, Pizzeria, and Fruits de mer.



Apart from the different placement rules described below, the food trucks work like any other restaurant. Players can develop their terraces, and these are taken into account when scoring the number of restaurants that trigger the end of the game.

However, food trucks do not offer any permanent income and grant systematically fewer victory points than their restaurant counterparts.

OPENING A FOOD TRUCK

During the “Open a restaurant” action, you may open a food truck. To do so, you need a minimum permanent income of 5 and must discard the necessary ingredients shown on the Food Truck card.



Take the food truck with its associated card, and place the food truck on the square respecting the following placement rules.

PLACEMENT RULES:

Food trucks can be placed on any space of the board, except:

- On the restaurant building row;
- On pigeons;
- Orthogonally adjacent to another restaurant.

⚠ A food truck can be placed adjacent to an opponent's terrace, a decor element or another food truck.

Lastly, place the Property tile of your color, indicating which type of food truck it is, on the roof of the food truck.

- ⚠ Each player may only open one food truck. In 2-player games, each player may open two.
- ⚠ A food truck opened by a player becomes unavailable for other players.

BUILDING TERRACES ON A FOOD TRUCK

In order to build one or more terraces on a food truck, you must take them from the pool that corresponds to the associated restaurant category (1st category for the Friterie food truck, 2nd category for the Crêperie, Pizzeria and Fruits de mer food trucks).

The placement rules for food truck terraces are identical to restaurant placement rules. There can only be **one terrace starting point** from your food truck.




PIGEON CARDS

There are two different types of Pigeon cards and 2 copies of each card.

 The card is played immediately:


● Sanitation control

Close an opponent's restaurant. On their next turn, they will only be able to build terraces on it by paying a  fine

If the targeted player decides to pay the fine, they immediately reduce their income by 2, only for the next turn. If they decide not to pay the fine, they place the Sanitation control tile on the roof of the affected restaurant to remind them they won't be able to build any terrace on it during their next turn.



● Pigeon droppings

The terraces of an opponent of your choice are soiled by pigeons. For the next turn, their income is reduced by . Place the Pigeon droppings tile on top of the player's income track. They must immediately decrease their income by 1 only for their next turn.




● Spoiled food

Discard one Resource card at random from an opponent.

● Unhappy customer

Choose an opponent's restaurant. Its owner must discard one of the ingredients used to open it or remove one terrace of your choice

The removed terrace can only come from the opponent's restaurant you chose. The terrace is returned to the game box and it will not come back to the player's terrace pool. If the opponent has played the Diligent waiter or Aggressive expansion Pigeon cards, you may remove the waiter or the isolated terrace instead.

 *It is forbidden to break the connection between a terrace area and the restaurant it belongs to.*


● Under construction

Place the cone on the square to disrupt your opponents

The Cone tile blocks a space on the board for the remainder of the game. In order to develop your terraces, you and your opponents will be forced to circumvent it.

A Cone tile cannot be placed on a pigeon, a decor element or the restaurant building row.




 The player keeps the card and may use it once in a later turn:

● Late closing time

You can play an additional action during your turn

● Food critic

Choose one of your restaurants. By discarding two of the ingredients used to open it, you add  to your permanent income

Choose an already opened restaurant and discard two of the ingredients that allowed you to open it. Then, increase your permanent income one space on the income track.

Example: Discard one flour and one cheese or two flour to play the Food critic card on a Crêperie.

● Petty thief

You can exchange one of your Resource cards with an opponent's card chosen at random

● Too good to go

When you take the action "Draw a Resource card", you can draw a card among the top 5 cards of the discard pile

You can look at the top 5 cards of the discard pile, and pick one. Once you had a look at the top 5 cards of the discard pile, you cannot change your mind and decide to not use this card. You must pick one of these 5 cards.

● Aggressive expansion

You can build a non-adjacent terrace at a maximum distance of 5 spaces

Play this card during the “Build terraces” action. You can build one of your restaurants’ terraces at a maximum distance of 5 spaces from the other terraces of the same restaurant (you will need to place 4 terraces to reach it).

You still need to pay its usual price and observe the other terrace placement rules.

Later on, you will be able to connect it to any of your restaurants’ terrace area.

If you do not connect it before the end of the game, the terrace placed this way will not count towards objectives or majorities.



● Diligent waiter

You can place the waiter on an adjacent space of any of your terraces. It allows you to block a space in order to occupy it during later turns

The Waiter tile follows the same placement rules as terraces: it must be placed orthogonally adjacent to an already placed terrace and cannot be orthogonally placed next to an opponent’s terrace. This tile is not considered a terrace and does not count towards objectives and majorities.

During the “Build terraces” action you can remove your waiter and replace it with a terrace that you paid for from the corresponding pool of terraces.

In this case, the Waiter tile is discarded and returned to the game box.



● Security guard

You can use this card to cancel the harmful effects of an opponent’s Pigeon card used against you

The Pigeon cards with harmful effects are those that directly target another player. You must play this card immediately after being targeted by another player, without waiting for your turn.

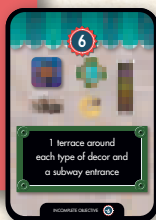
Example: If you have been targeted by the card You can place terraces adjacent to other players’ terraces and cover up to 2 terraces, you can immediately play Security guard to avoid its effects.

When the effect is canceled, the card is immediately discarded. Your opponent cannot target another player with it.

OBJECTIVE CARDS

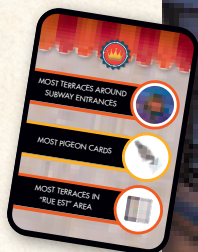
The new Objective cards incorporate expansion elements such as subway entrances and food trucks.

⚠ When an Objective card designates a “decor” it is only referring to the printed elements on the main board. The subway entrances are not included unless specifically mentioned.



MAJORITY CARDS

The new Majority cards incorporate the Subway Entrance tiles. We recommend you prioritize these cards if you want to make the most of this expansion.



END OF THE GAME AND SCORING

The end of game conditions are identical to those of the base game.

Reminder: the food trucks count towards the number of restaurants, which is one of the end game conditions.

The scoring conditions are also identical to those of the base game. Players add their food truck victory points, if applicable, to their victory points from their restaurants.

The player with the most victory points wins the game!

In case of a tie, the tied player with the most terraces wins the game.

CREDITS:

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