📖 Star Chef Showdown: Rondel Bistro — Official Rulebook

🏆 Endgame Trigger: Reach 18★ (Equal Turns · Most ★ Wins!)

1. Components & Setup (Add 1 Standard D6 Die)

1. **Components**: Sheet 2 Main Board (no cutting), Sheet 3 12 Signature Dish Cards, plus below: 2 Chef Standees, 3 Wide Track Prisms, 12 Ingredient Chips (🥩/🦞/🍄 worth 6 each; make change anytime), 6 🧂 Spice Chips (worth 10 🧂), 2 🧊 Rescue Ice (max 1 per chef), and 8 Cuisine Stamps (max 1 per style per chef; use substitutes if needed). Supply **1 D6 die**.
2. **Deck & Open Menu**: Shuffle all 12 cards face-down as the **Deck**; deal **3 face-up** beside the board as the **Open Menu**. **Refill Open Menu to 3 immediately; reshuffle Discard Pile whenever Deck empties.**
3. **Diagonal Start**: Each chef draws **2 cards** (**Hand Limit: 2**; if over 2 when gaining a card, discard 1 old hand card first with no Prep bonus). P1 starts on ① **(+1 🧂)**; P2 starts on ⑤ **(+1 🧂)**.
4. **Card Cycling**: Prepping discards a hand card straight to the Discard Pile for physical ingredient chips, keeping the 12-card deck cycling endlessly without stalling!

2. Turn Sequence (3 Steps in Order)

1. **Step 1 · Clockwise Rondel Move**: Move **1 or 2 steps free** clockwise (①→②→③→④→⑤→⑥→⑦→⑧→①); pay **1** 🧂 per extra step. Landing on your rival triggers **Jostle**: resolve the station normally, and **your rival draws 1 free card**!
2. **Step 2 · Prep Discard (Optional, max 1×/turn)**: Discard 1 hand card to gain its listed *[Prep Discard]* ingredients & bonus into your **Prep Tray**.
3. **Step 3 · Main Action (Choose 1 of 3)**:
   - **A. Equip Gear**: Lay 1 hand card sideways beside your board as active Gear (limit 2; may replace old Gear to Discard). If rival has <2 Gear, reaching 2 Gear first scores **+2★**!
   - **B. Restock**: Draw 1 card OR take 1 base ingredient (🥩/🦞/🍄) from supply.
   - **C. Fire Up & Cook**: Pick 1 dish from **your hand** OR the **Open Menu**, return its Recipe ingredients (incl. 🧂) to supply, and run the **1° Blackjack Stove**!

> 💡 **Fast-Engine Pro Tip: 1 Card, 3 Tactical Uses!**
> Every card works as **Prep, Gear, or Dish**! Short on ingredients? Discard a card in **Step 2 Prep** for instant chips, then cook directly from the central **Open Menu** in Step 3!

3. 1° Base Heat · Blackjack Stove & Cleanup

1. **Base Heat 1° (0% First-Roll Bust)**: **Every dish starts at 1°!** Roll 1 free 🔥 **High-Heat Die (1–6 = +1° to +6°)**; your 1st roll always lands safely on **2°–7°**.
2. **Plate or Press**: After your 1st roll, stop & 🍽️**Plate** anytime, or keep pressing:
   - **Free** 🔥**High-Heat Die**: Roll D6 to add **+1° to +6°**;
   - **Pay 1** 🧂 **for** 🧂**Simmer Die**: Return **1** 🧂 before rolling — **1–3 = +1°, 4–6 = +2°**!
3. **4 Heat Zones**:
   - **2°–4° (Underdone)**: Score **1★** (2★ on NO.12) only; no Dish bonus, no Stamp.
   - **5°–6° (🌟🌟 Golden Sear)**: Score **Gold ★ (4–6★) + Dish Bonus + Cuisine Stamp** (your 1st 5°–7° dish this game also scores **+1★ First Dish Milestone**).
   - **Exact 7° (🔥 Chef's Perfection)**: Score **Peak ★ (6–8★) + Dish Bonus + Stamp + keep 1 spent base ingredient** in your Prep Tray!
   - **8°+ (💥 Boil-Over Bust)**: Unless cooled to ≤7° (min 2°) by returning **1** 🧊**Ice (-2°)** or using Gear (**Claypot -1° / Chiller -1° or -2°**), bust for **1★ + 1** 🧂 (no Stamp).
4. **Cleanup**: Spent chips return to supply, the cooked Dish goes to Discard (refill Open Menu to 3 if cooked from center), and the active chef **draws 1 card**.

4. Out-of-Turn Follow & 18★ Equal-Turn Endgame

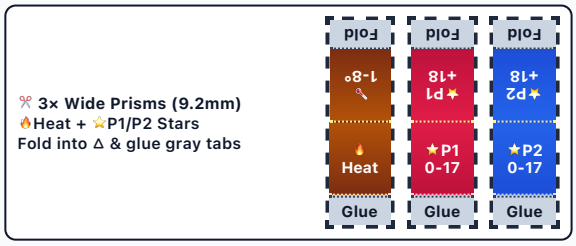
- **Follow**: When the active chef ends a turn **without cooking**, the other chef may pay **1** 🧂 to either **Draw 1 card** OR **take 1 base ingredient (🥩/🦞/🍄)**.
- **18★ Endgame**: Collecting **3 distinct Cuisine Stamps** immediately scores **+3★**. Reaching **≥18★** triggers endgame (flip marker to **+18** on **0**, max 35★): **if P1 triggers, P2 takes 1 final turn; if P2 triggers, game ends immediately**. Most ★ wins (ties: Stamps, then leftover Ingredients + Spice, else shared win).

> 🎯 **Stove Odds Tip: Why Simmer at 4° & 5° Wins Games**
> At **4°**, High-Heat busts 50% of the time — pay **1** 🧂 **for Simmer (+1°/+2°)** to hit **5°–6° Golden Sear 100% safely!** At **5°**, Simmer hits 6° or **7° Perfection** with **0% bust risk!**

FREE SAMPLE PREVIEW · CRAFTLEAF STUDIO

✂️ Fast-Cut Workshop: 2 Chef Standees + 3 Wide Track Prisms (9.2mm) + 28 Jumbo Tokens — **Slice White Corridors · Zero Edge Trim**





🥩 28× Jumbo Ingredients, Spice, Ice & Cuisine Stamps (7×4 Grid · 17.2×15.0mm · Fits 4×1 Flat on Sheet 2!) — ×1 / ×2 Consolidated

Wagyu ×1	Wagyu ×1	Wagyu ×2	Wagyu ×2	Lobster ×1	Lobster ×1	Lobster ×2
Lobster ×2	Truffle ×1	Truffle ×1	Truffle ×2	Truffle ×2	Spice ×1	Spice ×1
Spice ×1	Spice ×2	Spice ×2	Spice ×3	Ice -2°	Ice -2°	Grill ▲
Grill ▲	Sea ●	Sea ●	Forage ◆	Forage ◆	Pastry ★	Pastry ★