

RULEBOOK



Contents

- 7 recipe cards (4 "food" cards, 3 "sweet cards")
- 112 ingredient cards, in three categories as follows:
 - Fruits and Vegetables (green colour)
 - Ingredients stored in the Fridge (blue colour)
 - Ingredients stored in the Cupboard (orange colour)
- 1 die, with six different coloured sides
- 2 round overview cards

Game play

Cook-a-Box is a fun game for children, where they can learn English and Greek words by completing different recipes. In each round, players collect and exchange ingredients in order to complete their recipe card, and the first one to do so wins the game. Players need to be careful, because if they collect too many ingredients they do not need, they are out of the game!

Game setup

Each player selects one recipe card.

- For two players, one player selects a "food" recipe and the other player selects a "sweet" recipe.
- For three players, one player selects a "sweet" recipe and the other players select a "food" recipe or vice versa (one player selects a "food" recipe and the other players select a "sweet" recipe).
- For four players, two players select a "sweet" recipe and the other players select a "food" recipe.

The ingredient cards are separated per category (Fruit and Vegetables, Fridge and Cupboard) and placed face down in three piles in the middle of the play area.

The youngest player plays first. The turn continues clockwise.

How to play

Each player will, in turn, roll the coloured die and, depending on the colour, takes an ingredient card from the relevant pile:

- Green side: Fruit and Vegetable
- Blue side: Fridge
- Orange side: Cupboard
- Red side: The player can choose from any ingredient pile and take one card from that pile.

or performs an action as follows:

- Yellow side: The player can select either to get rid one of his Scrap Cards OR pick an ingredient from any pile.
- Purple side: The player can get rid of one of his Scrap Cards

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by placing it at the bottom of the relevant pile, depending on the ingredient.

If the ingredient that the player picks from the pile matches an ingredient on his recipe, then he places it on the recipe card.

If the ingredient does not match an ingredient on his recipe card (or that ingredient has already been placed), the player asks the other players if anyone wants that ingredient for their recipe (i.e. it appears on their recipe card and has not been found yet). If the answer is yes, then the player places the ingredient card in the Exchange Card column on his recipe card. If the answer is no then the card is placed in the Scrap Card column of the recipe card.

Then the next player rolls the die and the game continues.

Exchange Cards

Each player with Exchange Cards in the relevant column on his recipe card can choose to make an exchange at any point in the game. An exchange can be done between two players who each have an Exchange Card the other player needs.

Scrap Cards

- A player places cards that he does not need and no other player needs either, in the Scrap Card column of his recipe card.
- Each player can collect a maximum of five Scrap Cards. If a player gets a sixth Scrap Card, he is out of the game and the rest of the players continue to play.

Game end

The game ends when a player completes his recipe card or all other players are out of the game by having six Scrap Cards.