



## MENU

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# {Contents}

Loads of cards for each of the 3 expansions:

Deck 1: Petits Chefs + new ingredients

Deck 2: Grands Chefs + Boisson Comprise

24 new Ingredients (deck 1)

Each new  
Ingredient card  
has this symbol:



Petits Chefs (deck 1):

4 Character cards

24 Petits Chefs cards:

- + 6 Petit Chef cards (brown)
- + 6 Petit Chef cards (purple)
- + 6 Petit Chef cards (pink)
- + 6 Petit Chef cards (turquoise)

Language  
Dish name (transliterated)  
Ingredient



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Boisson Comprise (deck 2):



7 Boisson Comprise cards

12 Drink Menu cards

Boisson Comprise cards show 4  
dishes already present  
in the [kosmopoli:t] base game,  
each paired with the (transliterated)  
name of a beverage



Grands Chefs (deck 2):



9 Cloche cards:

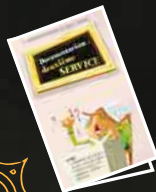
- + 3 Silver Cloche cards (A),
- + 3 Bronze Cloche cards (B)
- + 3 Gold Cloche cards (C)

24 Grands Chef cards

Each Grands Chef card shows  
the (transliterated) name of 6 new dishes,  
each associated with either a language (Cloches  
A, B or C) or an ingredient.

The Second Sitting expansion pack also contains:

1 Science  
booklet



&  
this  
rulebook!



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### You will still need:

- the [kosmopoli:t] base game,
- a tablet PC or smartphone with the companion app,
- earphones,



### Updating the app

To play with the three new modules, your application must be up to date. This should happen by magic, if your app has been connected to the Internet at some point. If not, update it via your preferred app store:



ANDROID APP ON  
Google play



Available on the iPhone

App Store

### Appetizer...

Do you dream of wowing your ever more cosmopolitan clientèle by serving new specialties ordered in new languages?

Are you ready for a smörgåsbord of spicy and extravagant new gameplay sensations? Then indulge your senses with the three modules in this expansion pack! Each module is designed to be played separately: **Don't mix them together.**

Time to cook up a storm!



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# How to play

## The 3 new expansions

### Petits Chefs - Ages 7 & up

Parents could already leave the *Waitress* role to their little helpers, who were often very good at the job! Working as a *Cook* was another kettle of fish, however.... This new mode is designed so you can **let your kids do the cooking!**



### Setup

1. You will need the **Ingredients cards** (deck 1), **Petits Chef cards** (deck 1) and the **cards from the base game** (except the ones with Forks on).



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2. In the app (once the loading screen has disappeared):

- (1) Select the '**Petits Chefs**' mode.
- (2) Then set the **number of children** (up to 4) who will play as **Petits Chefs**. These are displayed in color when picked for the game.
- (3) Select the **total number of players** (up to 8). Once you have configured your team and your **Petits Chefs** are ready to cook, the app functions exactly as in the base game.



Use the base game in the normal way, except that **each child playing as a Cook takes the Petits Chef character card** and **6 Petits Chef cards matching the Petits Chef selected in the app**. Remember to add the **Ingredient cards** from the **Petits Chefs expansion** to the **Ingredient cards** from the base game. **All cards in the Second Sitting expansion that you need for this game mode have this symbol:**

## How to play

Play in the usual way, and give your young apprentices a hand as they develop into award-winning chefs.

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## Grands Chefs

Apparently, some people figured the *Cooks* doing their thing in the kitchen had a cushier job than the *Waitress* or the *Maître d'Hôtel*.

Well, we'll see whether the *Cooks* have it easy now!

### Setup

1. You will need the **cards in the Grands Chefs expansion** (deck 2), along with the **new Ingredients** (deck 1) and the **cards from the base game**.



2. In the app (once the loading screen has disappeared):

- (1) Select the '**Grands Chefs**' mode.
- (2) Set the **number of players**.
- (3) With 5 or more players, the app will prompt you to choose which **continents** you want to use. The app then functions exactly as in the base game.

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3. **Depending on the number of players**, you will need the 24 Grands Chef cards, plus:

4 players	Nothing	* identified by the app
5 players	+12 Language cards	from 2 continents*

Shuffle all the cards together and share them out evenly between the Cooks. Each Cook should have 12 Language cards (except in a 6-player game, for which players have only 10).



4. Place the **Cloche cards** in 3 stacks (A, B and C) in the middle of the table.

## How to play

You may have noticed that **Grands Chef cards are not quite like the Language cards in the base game...** Sure, there are still 6 dishes per card, but **each dish is paired with either an Ingredient or a Language** and a cloche.

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ingredient

language



*The two items of information you need (i.e. **Ingredient and Language**) are to be found on 2 different Grands Chef cards, which may belong to the same Cook or two different Cooks!*

Whenever a dish is announced, there are 2 possibilities:

- **Is the dish listed on a Language card from the base game?** If so, simply serve it in the usual way (with a Table card, a Language card and an Ingredient card).
- **Is the dish a Grands specialty?** If so, its signature Ingredient is shown on one Grands Chef card, and the Language on another. You must give the Maître d'Hôtel the Ingredient card and the Cloche card (A, B or C) that matches the Language! This means that, unlike in the base game, Cooks keep all their Grands Chef cards in front of them. On receiving the 3 cards (Table, Ingredient and Cloche), the Waitress serves the table in the usual way, except that the app will prompt her to select the right Cloche instead of the right Language! (See the detailed example on the next page).

## A clean kitchen is a happy kitchen!

Now you have to **wash the dishes and restock your ingredients**:

When the Waitress has contented a customer, quickly return the relevant cards to the **Maître d'Hôtel (Table card)**, the **Cooks (Ingredient card)** and the **middle of the table (Cloche card)**...

Don't be sloppy about this: you might need a particular Ingredient or Cloche again!

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## Illustrated example: Grands Chefs gameplay



## Boisson Comprise

What if the Cooks could suggest a typical local beverage to pair with the dish chosen by some customers? Now it's the Waitress's turn to listen to the Cooks!

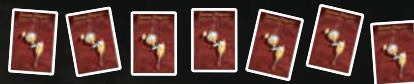
### Setup

1. You will need the cards in the Boisson Comprise expansion (deck 2) and the cards from the base game.

2. In the app (once the loading screen has disappeared):

- (1) Select the **Boisson Comprise** mode.
- (2) Set the **number of players**.

The app then functions exactly as in the base game. Start a game in the usual way, distributing the base game cards among the players.



3. Place the 7 **Boisson Comprise** cards in the middle of the table and share out the 12 **Drink Menu** cards evenly among the **Cooks**. Each card contains the transliterated names of 4 dishes (that are already present in the base game). A local drink (also transliterated) is paired with each dish.

## Boisson Comprise card



## Drink Menu



## How to play


This mode plays just like the base game... ..but with an extra twist! Whenever the *Waitress* and the *Maître d'Hôtel* request a dish, the *Cooks* must check whether it appears on one of their **Drink Menus**. Note that the *Cook* who found the dish on one of their **Language** cards may not have the matching **Drink Menu**. This means the *Cooks* will need to talk to each other! When preparing a dish listed on a **Drink Menu**, take one of the **Boisson Comprise** cards from the middle of the table and add it to the usual combination of **Table**, **Ingredient** and **Language** cards. The *Maître d'Hôtel* will therefore give the *Waitress* a total of 4 cards (**Table**, **Ingredient**, **Language** and **Boisson Comprise**). See the illustrated example on page 14.

Once the *Waitress* has confirmed the first three elements in the app, (1,2), the app's *Sommeliers* ask whether or not a drink must be served with the dish.

At which point....

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- If the dish is accompanied by a **Boisson Comprise** card,

(3) The *Waitress* taps:  the two **Sommeliers'** recommendations by tapping the 2 **speech bubbles** (4). However, as only the *Cook* knows which drink should accompany their dish, they must tell the *Waitress* what is written on their **Drink Menu**. The *Waitress* can then use the app to select whichever of the 2 **Sommeliers** she believes made the right suggestion (5).

- If the dish is not listed on a **Drink Menu**, the *Waitress* taps



These are the options:

- If a dish is paired with a drink AND you serve it correctly: the customer is satisfied and you **score 10 points**.

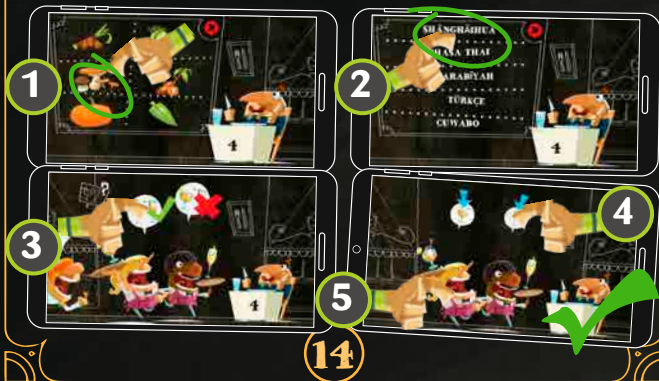
- If a dish is paired with a drink but you serve either the wrong drink or no drink at all: the customer has not been served properly: **lose 3 points** and serve them again, this time with the right dish and the right drink.

- If a dish is not paired with a drink but the *Waitress* tries to serve one by tapping the customer has not been correctly served: **lose 3 points** and serve them again, this time with just the correct dish.



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## Illustrated example: Boisson Comprise



## Trendy new mode: All-Day Dining!



To stay competitive and build on its reputation for welcoming patrons speaking a multitude of languages, the restaurant has decided to serve food round the clock until the staff are exhausted. This option is available in the app, and you only need the base game to play.



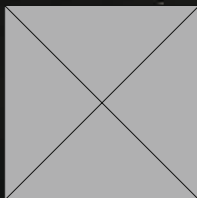
## Aim of the game: keep playing for as long as possible

Serving a customer grants you extra time and a new customer will take their place.

As in Grands Chefs mode, you must wash the dishes and restock your ingredients: after serving a table, players collect the Table, Language and Ingredients cards and put them back into play for subsequent customers!

**Enjoy!**





## **MADE IN FRANCE USING LANGUAGES FROM ALL OVER THE WORLD!**

**This game was designed, illustrated, published  
and eco-manufactured entirely in France:**

- the cards in Lyon,**
- the booklets in Montpellier,**
- and the box in the Drôme department!**

**In case you haven't already read it, remember  
that the base game includes a 60-page booklet  
on the scientific aspects and design process  
behind the**



**HEY! Let's be friends:**

