



Rulebook

OMELETTE EXPRESS

The kitchen of Ferret's Delights, the most popular restaurant in town, is a disaster! Not a single ingredient is where it is supposed to be and hungry customers keep ordering their favorite omelets. Are you the one who can bring order to this chaos and complete their orders before everyone else?

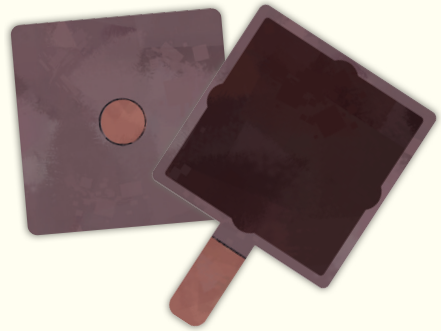
Age: +8 • Players: 2-5 • Duration: 20 minutes.



Contents



1 Bell



5 Frying pans with lids



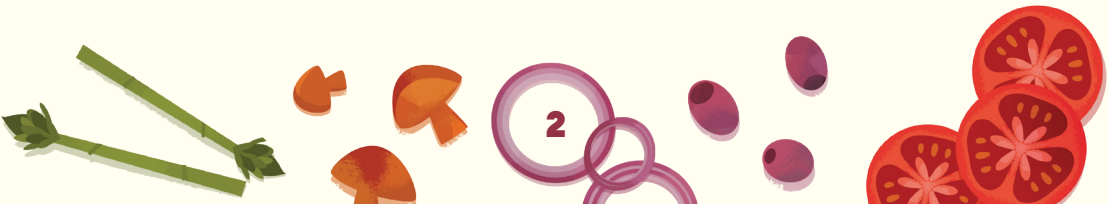
36 Order cards



1 Rulebook



30 Ingredient tiles (5 sets of 6 tiles with the same background)



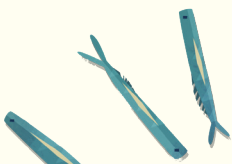
The goal of the game

If you are the first player to get 5 or more order cards, then you win the game. But watch out! You will have to figure out what your ingredient tiles will look like when you flip your pan over to serve the omelette.

Game Set Up

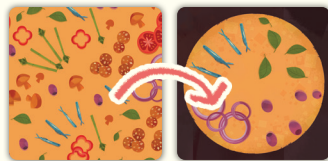
- 1 Give each player a set of ingredient tiles and a frying pan with its lid. All of the extra ingredient tiles sets and frying pans and lids can be put back in the box (as they will not be used in this game).
- 2 Place the order ready Bell in the center in the table, where it can be reached by all the players.
- 3 Shuffle the order cards and create a deck. Leave it face down next to the bell.

Example of a set up for a 4-player game.



How to Play a Round

- 1 Turn over and place the first order card on the table so everyone can see it.



- 2 Simultaneously, all of the players will try to cook the omelette on the order card in accordance with how it looks from where they are sitting. Each player must work as fast as they can to place the required ingredients in the proper place in their own frying pan.



Be careful! The ingredients need to be placed so that they will be in the right place when the omelette is flipped out of the pan at the end.

- 3 When a player believes their omelette preparation is completed, they must **ring the order up bell**. As of that moment, that player cannot continue preparing and cooking, which means they are not allowed to place or move any of their ingredient cards.



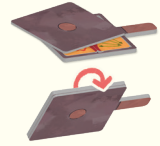
- 4 Once all the players have rung the bell, then it is time to **check the omelettes**.



Check the Omelettes

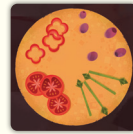
Starting with the first person who rang the bell and continuing in order to the last to finish, you must check **whether the omelette was correctly cooked to order**.

To do so, you have to flip over the frying pan so that the omelette sits in the lid of the frying pan as it will appear on the serving plate. Then, you check if it matches **exactly** to what is on the order card.

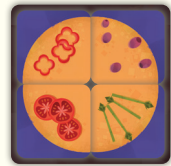


• *Example of a correct omelette ✓*

If the omelette is exactly the same as the order card, the person who made it gets that card, which is worth 1 point, and the game moves on to the next round.



Order card



On the other hand, **if there is any difference between the flipped omelette and the one shown on the order card**, it is the **next player** who rang the bell's turn to flip their omelette and check whether their omelette matches the order card exactly. This process may reoccur many times until the right omelette is finally found.

• *Examples of poorly cooked omelettes ✗*



Order card



No, it's rotated!



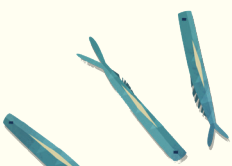
Those tiles are placed incorrectly



Onions? No! They were olives

Once someone is able to fulfill the order by matching the card exactly, the game moves on to the next round and the next order card is placed face up on the table.

If none of the players succeed in preparing the omelette correctly to the order, the next order card is placed face up on top of the unfulfilled order. **Whoever wins the round now in play will then get 2 points instead of just the 1 card being played.** This continues until the card is won, so a player could collect as many cards as the entire group of players fails to match.



End of the Game

When a player obtains **5 or more order cards**, the game comes to an end. ***Congratulations! You are the master chef of Ferret's Delights.***

In the unlikely case that the order cards run out without any player having yet achieved victory, whoever has the most points at that time is declared the winner.

Hunger Memory Variant

When a group of players is completely familiar with the rules of the basic game, we recommend you try this variant that throws a bit of memory in the challenge.

The only difference is that when the order card is flipped over and shown, the players cannot interact with their ingredients yet. They must first try to memorize the order.

When a player believes they have memorized the omelette on the order card, they ring the bell and cover up the order card. Starting at that moment, all the players can start preparing their omelettes and interacting with their ingredient tiles.



The rest of the rules remain exactly the same.

CREDITS

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Omelette Express was the winner of the third annual Llévalo a la Mesa game design competition, specifically the Party Games edition.

We would like to express our deep appreciation to the judges that made up the jury: Gloria Cárdenas, Axel Christiansen, Ketty Galleguillos, Daniel Guzman, Andrés Lillo, Josefina Maige, Vasco Núñez, Fabian Ojeda, Camila Parra, Fernando Soto, and Bastián Tapia. We would also like to thank everyone who tested this game and the shops that supported this initiative.

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