



# Crazy Chefs

Help the chefs find everything they need to make a meal by matching the ingredients and utensils. Will you be the first to collect your plate and wait for your dish to cook?

## Contents

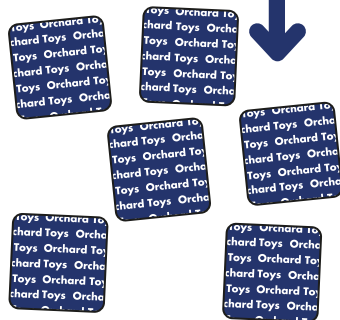
- 4 jiggled chef boards • 4 plate cards • 4 meal cards • 28 ingredient/utensil cards
- 1 spinner board • 1 two-part plastic spinner (separate plastic arrow from base and attach to spinner board)

### Setting up the game

Each player chooses a chef board and pieces it together.



Spread the square ingredient and utensil cards on the table, face downwards.



Place the spinner where everyone can reach it.



Place the shaped plate and meal cards to one side.



### 1 Pick a card

The youngest player starts. Turn over a square card.



### 2 Is the item on your board?

If the item on your card is shown on your chef board, place the card over the matching item. Play passes to the next player.

If the item is **not shown** on your chef board, return the card face down to the table. Play passes to the next player.



### 3 Once you've filled your board

When you have filled your board, on your next turn, spin the spinner.

If the spinner points to a **plate**, take an empty plate card and place it in the chef's hands on your board. Play passes to the next player.

If the spinner **does not point to a plate**, play passes to the next player.



### 4 Now it's time to cook your meal!

Once you have collected a plate, you can 'cook' your meal.



On your next turn, spin the spinner.

If the spinner points to a **child sitting at the table**, your dish is cooked! Take the meal card that matches your board and place it on your plate to win the game.

If the spinner **does not point to a child at the table**, play passes to the next player.

### 5 The winner

The winner is the first player to collect all the ingredients and utensils on their board, pick up a plate and 'cook' their meal.



Note: Players may continue to play after the first player has finished, to see who comes second and third etc.