

GRAND OPENING!!

Gourmet Town

RULE BOOK

20 min

10+ age

2-4 players

1. STORY

An epicurean's dream of a place exists. Top quality eateries from all over the world, from the finest cuisine to casual foods, are gathered in a district known as 'Gourmet Town'.

As a renowned restaurateur and producer of all forms of eateries, players are tasked with delivering successful venues in this gourmet hotspot.

The focus will be on correctly capturing the ever-changing trends to open eateries at the optimum timing and location.

Trends are affected by every opening of a eatery in town, so careful analysis and tasteful decisions become key ingredients for success.

Let the tastebuds excite.
It's time for Grand Openings!

2. COMPONENTS

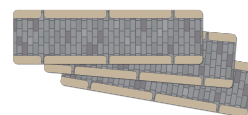


Restaurant Cards
×36 (1 - 36, 4 Genres x 9 each)

Player Markers
×38

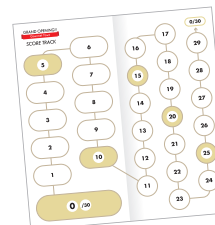


×12 ×12 ×8 ×6



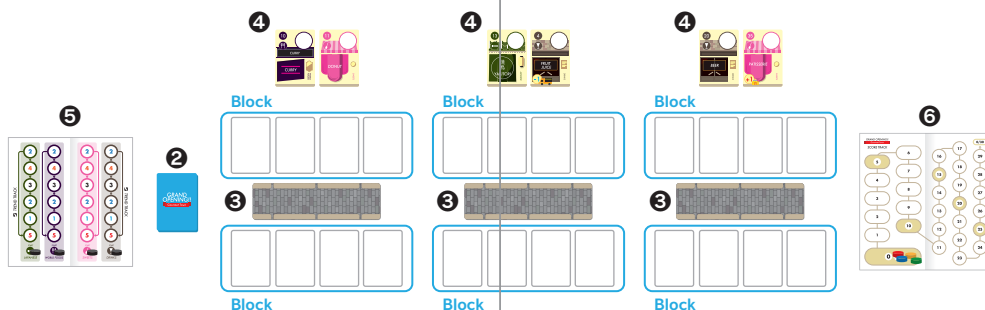
Street Boards
×3

Trend Board ×1
Trend Tracker ×4 (Black)



Score Board ×1
Score Trackers ×4
(player colors)

3. GAME SETUP



① Player Color & Markers

Designate player color and distribute Player Markers to each player of their designated color. Please refer to the *table below* when designating colors and Markers.

② Hand Cards & Deck Cards

Shuffle Restaurant Cards and discard Cards in accordance to amount of players (*see table below*). Then, deal Restaurant Cards as Hand Cards to each player in designated amount (*see table below*). The remaining cards become Deck Cards.

Total Players	Player Colors	Player Markers	Discard	Hand Cards
2		12	-6	4
3		8	-3	3
4		6	-2	3

③ Streets & Blocks

Line up 3 Street Boards with space for 4 Restaurant Cards to be placed on both sides of each street. The 6 areas to place Restaurant Cards are referred to as 'Blocks'.

④ Pick-up Cards

As Pick-up Cards, 2 cards from the Deck are placed face up on each street. Pick-up Cards are to restock Hand Cards after putting down a card.

⑤ Trend Board & Trackers

Ready Trend Board by placing Trend Trackers on the Genre icon (starting point) for all 4 categories.

⑥ Score Board & Trackers

Ready Score Board by placing Score Trackers at '0'.

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Special Thanks

designed by Yu Maruno
GRAND OPENING!!
Gourmet Town

4. OVERVIEW

Grand Opening! Gourmet Town is a game of producing successful eateries by seeking out the best locations and times for openings.

'World Cuisine', 'Sweets', 'Drinks', and 'Japanese Food' are the 4 Genres to produce. Producing eateries of a trending Genre will garner plenty of attention, but will not garner as much if it is not. Trends fluctuate constantly, with every eatery that opens in town, so choosing the right moment is vital for success.

However, location is also important and waiting for the right time may result in the loss of that optimum spot. Analyze trends and locations to successfully produce the best spots in town.

The winner is the player with the most points when all venues in Gourmet Town have completed Grand Openings!

5. GAME FLOW

Game is played by repeating Rounds.
Round consists of 5 phases:

A. Select Card

B. Advance Trend Tracker

C. Select Location

D. Grand Opening

E. Next Round Preparation

**** 2-player game: see additional rule**

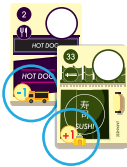
A. Select Card

- ① Select 1 Restaurant Card from Hand and place it face down, aware for all.
- ② When all players have readied their Cards, the Cards are flipped and revealed all at once.

Card Selection Pointers



The order of turns to Select Location is determined by Restaurant Card numbers, starting from lowest (1st) to highest (last).



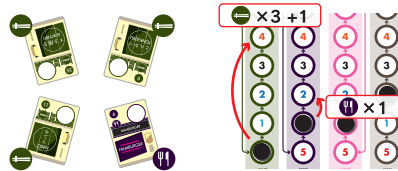
Restaurant Cards 1 - 4 are quick open, mobile-type eateries.
Cards 33 - 36 are upscale restaurants that require extended time to open.

[-1] and [+1] on bottom left of Cards are extra points of minus and plus.

B. Advance Trend Tracker

- ① Advance spots on Trend Board in accordance to amount of Cards revealed of that Genre.
- ② When multiple Cards of the same Genre exists, advance the Trend Tracker 1 extra spot.

*Trend Tracker starts on each Genre Icon.
After the trend starts, it will move in a loop.
First step on 5, then up and back to 5.*



C. Select Location



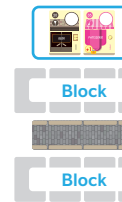
Player with lowest Restaurant Card number selects location first.



- ① Player with lowest numbered Restaurant Card gets to Select Location first, followed by the next lowest and so forth.
- ② Tag Player Markers on placed Restaurant Cards to signify ownership.
- ③ Place Restaurant Card in any vacant space of any Block and take a Pick-up Card from that Street to restock Hand Cards.

Restaurant Cards may not be placed in Blocks of Streets that have no Pick-up Cards remaining.
(**Exception: Final Round)

Pick-up Cards



2 Pick-up Cards are placed per Street, at the start of every Round.

Thus, only 2 Restaurant Cards may be placed per Street per Round.

Final Round is an exception as no need to restock Hand Cards.
Players may place Cards on any vacant space.

D. Grand Opening

When the 4th Restaurant Card is placed in a Block, the Block is set for Grand Opening! Follow conditions 1 - 4 (below), in order, to accumulate points and progress the Tracker accordingly on the Score Track.

① Trend Points

Players are awarded points on the Trend Track, of the Genre of the restaurant, at the time of Grand Opening.

② Adjacency Bonus

Points are awarded in the number of restaurants (regardless of Genres) adjacent to each other within a Block, when owned by 1 player.



• 2 adjacent restaurants
• +2

③ Uniqueness Bonus

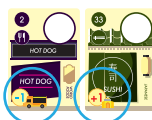
A Block complete with eateries of the same Genre receive publicity as a specialized Block. Having only 1 eatery in this Block allows it to stand out for extra publicity and will garner the player 2 Bonus points.



• All of same Genre
• 1 only of franchise
• +2 / +2

④ Speciality Bonus

Specialized Restaurant Cards, 1 - 4 [-1] and 33 - 36 [+1], have a point to add or minus.



E. Next Round Preparation

When all players have completed their turns for the Round, prepare for the next Round.

- ① The remaining Pick-up Cards are carried over to the next round.
- ② Taken Pick-up Cards are replenished with Cards from the Deck. 2 Pick-up Cards per Street at the start of every Round.
- ③ When no Deck Cards remain, restock of Pick-up Cards is terminated and the game ends with 2 more Rounds thereafter.

6. GAME END

After all Blocks having completed Grand Openings, total points are calculated to end the game.

The Winner is the player with the most points!
In times of ties, the winning feeling is shared graciously and deliciously.

2-player game Additional Rule

For 2-player games, each player selects 2 Cards per Round during the 'Select Card' phase.

So there will be a total of 4 restaurants, 2 by each player, situated for each round.

Franchises



Top restaurateur known for authentic and tasteful homemade-style cuisine using the freshest ingredients.



Innovative food creator that wows one's tastebuds with new styles of cuisine and a twist to existing cuisine.



Tasty, fun, and enjoyable. Producer of food franchises that are loved by families and all walks of people.



An ex-chef restaurateur known for his/her mastery to turn any food into artful, classy full-course style meals.