



Co-funded by the  
Erasmus+ Programme  
of the European Union

2018-1-EL01-KA204-047892

# SPECIALITES RULEBOOK

*This publication related to the Project made by the beneficiaries jointly or individually in any form and using any means, shall indicate that it reflects only the author's view and that the National Agency and the European Commission are not responsible for any use that may be made of the information it contains*

# Specialites

The story behind the game

A family and some friends have decided to open a small restaurant and became Chefs! Each one of them try to learn the others how to make his or her “Specialites” in order to create the Menu of the new restaurant.

Age: 4-109

Number of players: 2-6

Duration: 20-30 min

## List of contents

5 Menu cards with breakfast recipes

5 Menu cards with main Dish recipes

5 Menu cards with desserts recipes

33 Ingredients cards

1 Chef hat

## Game setup

One player becomes the chef and wears the Chef’s hat. Then s/he selects and takes in front of him or her a menu card with a recipe, so s/he is the only one that can see the recipe. Tells the other players which category the recipe belongs to (breakfast, main course lunch or dessert).

In the meantime the other players shuffle the ingredients cards and place them in a pile facing down in the middle of the table. Each one takes 4 ingredient cards in his or her hands.

## The goal of the game

“Specialites” is a cooperative game focusing on inclusion of people with dementia.

The main goal of the players is to create all together 3 recipes (1 breakfast, 1 main dish and 1 dessert).

## Basic gameplay (medium level)

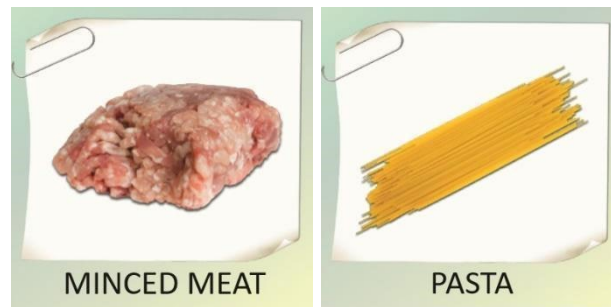
### **Step 1**

The chef says to the other players the name of the menu that they are going to cook (breakfast, main dish, dessert)



### **Step 2**

The player on the left side of the chef selects 2 Ingredient cards from his or her hand and shows them to the chef and the other players. At the same time the player says the name of the 2 ingredients (eg. minced meat and pasta).



### **Step 3**

The player then asks the chef which of the ingredients s/he chose are in the recipe.

### **Step 4**

The chef, having in front of him the recipe and its ingredients, looks at the ingredients that the player thinks are in the recipe and mentions the ones that really exist in it. Then the player takes these materials and puts them in the center of the table. This indicates that these ingredients belong to the recipe. The other ingredients that the player has suggested, if not mentioned by the chef, means that they do not belong to the recipe and the player takes them out of the game.

### **Step 5**

The player then puts down the rest of the ingredients of his/her hand which s/he thinks do not fit the recipe by saying the name of each ingredient the moment s/he puts it down. Then s/he asks the chef again if it is any of them in the recipe.

### **Step 6**

The chef then looks at the ingredients that the player considers not in the recipe and mentions those that are in it according to the menu in front of him/her. This time the player does not put these ingredients in the middle of the table but takes them in his/her hand. Then s/he takes out of the game the ingredients that the chef did not mention.

### **Step 7**

The player takes in his hand ingredients cards from the deck until s/he has the same number as s/he had at the beginning and finishes his/her round. So the player must remember the ingredients s/he had mentioned that s/he did not think were in the recipe, but the chef said that they are inside, so that in the next round s/he can suggest them to be included in the recipe.

### **Step 8**

The other players continue in a similar way to the left until the recipe is completed. When this is done the players try to guess the name of the recipe based on the ingredients it has by saying one by one what s/he thinks it is. If they have difficulty, the chef can help them by saying some things about the recipe or its preparation if s/he knows.

## **Step 9**

At the end the chef reveals the name of the recipe. Then the player to the left of the chef is anointed the new chef so s/he wears the hat and chooses another recipe. Then all the ingredients cards are shuffled and dealt again to the players to play in the same way and complete the new recipe.

## **End of the game**

The game ends when the players have succeeded to create 3 recipes and more specifically one breakfast, one main dish and one dessert.

## **Easy level**

Players play similar to the medium difficulty level except that the ingredients that the player thinks are in the recipe and those that s/he thinks are not, will immediately go into the center of the table if the chef chooses them. So in no case does the player take back any ingredient and in each round s/he only has new cards in his/her hand.

## **Difficult level**

### **Game setup**

In this gameplay there are no fixed recipes. The chef can create his or her own specialite.

There are three ways to set up the game:

1st way: The chef chooses a recipe and in addition to the ingredients that are already on it, s/he adds an additional ingredient that s/he considers to be suitable or that s/he uses. To be able to add extra ingredients he can look and choose one of the ingredient cards. He then writes the name of the material on a piece of paper and puts the ingredient card back in the stack at a random point.

2nd way: We print the material cards twice so that one stack is materials that the chef can use and the other stack the materials that the players use. The chef makes his/her own recipe with 4-7 ingredients s/he chooses.

3rd way: The chef looks at the material cards and notes on a piece of paper 4-7 materials depending on the difficulty of the game.

### **Gameplay**

The difference in this level is that the chef has made his own recipe and s/he only says the category of the dish: breakfast, main dish or dessert.

In the end of the game the other players (except of the chef) should give a name to the dish close to the original name of the dish that the chef is trying to teach them (eg. Arabiata, Pizza margarita etc)

## **Other modes of the game**

Make it easier: The chef does not use the menu card and does not hide the recipe from the other players.

Make it easier: The players select only one card each time to open in each round

Make it easier: The player select before the beginning of the games to put into the pile of the ingredients only the ingredients that are addressing the specific category of the recipe

selected by the chef (eg. Only ingredients for desserts) The rest of the ingredient cards are out of the game.

Make it harder: The number of the recipes the players should complete is equal to the number of players (especially if the players are 4-6)

Make it harder: The chef can choose 1-3 ingredients that are not in the cards of the game and the players can name one ingredient that is not in their cards in every round.

Make it harder: The chef narrates a recipe and asks for ingredients from the players. The players try to persuade the chef to select their ingredient cards which are closer to the recipe. In every round each player can add till 2 ingredients to the chef's recipe. If so the player can replace his or her ingredients (till s/he has 4 cards in his or her hands). The players can also take out of the game 2 ingredients in each round and replace them with 2 new ingredients in order to find ingredients that can persuade the chef to choose them.

### **Dementia stages and level of games**

Severe Dementia and middle Dementia : Easy level is recommended

Early Dementia : Medium level is recommended

Mild cognitive impairment : Medium or difficult level is recommended

Intergeneration game workshops: a mix of easy, medium and difficult levels is recommended depending on the skills of each player.