
Cuisinetown

*“Les poissons, les poissons, hee hee hee! Hah hah hah!
 With a cleaver I hack them in two,
 I pull out what’s inside and I serve it up fried
 God, I love little fishes, don’t you?”*

– Louis, “Les Poissons,” The Little Mermaid

Welcome to Cuisinetown! In this mechanics test, you will play with a very abstracted version of Sciencetown’s research mechanic, thereby giving the GMs valuable data to balance their game. We request that you keep a log of all your actions. We will give each of you a log sheet, divided up into rounds (more on rounds later), to make this easier for you.

The six characters in Cuisinetown are Pierre, Bob, Claude, Renée, Jean-Paul, and François, and each of them are researching different “meals.” Each meal that you work on has its own **cookbook** (research notebook). Each cookbook requires a certain number of Food Ideas, which will be listed on the first page of the cookbook for your convenience. These Food Ideas will be required at some point in your cookbook, so it would be wise to plan ahead and try to acquire the Ideas early.

Cuisinetown runs in **rounds** (like turns in D&D combat), with each round representing a fixed amount of time (note: Sciencetown will not actually be using discrete time). A **phase** is 6 rounds. At the beginning of each phase, you receive income, in **Dining Dollars**, the currency of Cuisinetown. See *Purchasing Food Ideas* below for more information. Your income increases each phase, in order of prime numbers. Thus, your income for the phases is:

Phase	1	2	3	4	5	6
Income	2	3	5	7	11	13

During each round, all characters act simultaneously. During a round, you may:

- Spend Dining Dollars to purchase new Food Ideas,
- Do a step in your cookbook (though some steps may indicate that they take multiple rounds to complete), OR
- Work on your UROP, earning more Dining Dollars.

These actions are described in detail below.

Purchasing Food Ideas

The Food Ideas are hidden in something called the **FoodGrid**. The FoodGrid is a hex grid (thank you to the FF:YS GMs for the idea!), but we’ve made some changes from the hex grids you may have seen in FF:YS and Thebes. Each hex represents a **Food Idea**. All but one of the Food Ideas starts out locked.

Essentially, everyone shares the same FoodGrid. The FoodGrid starts with one Food Idea unlocked: Food 101. When a Food Idea becomes unlocked, you can use it in your meals! You can also see all adjacent, locked Food Ideas, which will help you plan where to go next. Thus, the initial state of the FoodGrid will show the six Food Ideas adjacent to Food 101: Fruit I, Veg I, Grain I, Dairy I, Meat I, and OM. In order to use any of these six Ideas, you must **purchase** them. You may purchase Food Ideas using the currency of Cuisinetown, Dining Dollars. Dining Dollars are transferrable, though you cannot steal them from others. Each Food Idea has a cost, specified on the FoodGrid.

When you purchase a Food Idea, you have the option to also draw a **Chance Card**. These may be good or may be bad for you. *Feelin’ lucky, punk?*

n.b.: If you choose to purchase a Food Idea, it becomes unlocked for you and you alone for **three rounds**. This means that only you can use the Food Idea, and only you can see the next adjacent hexes. However, you can trade either of these pieces of information to others, should you choose to do so. After the three rounds are over, the Food Idea becomes unlocked for everyone in Cuisinetown. If someone else purchases a Food Idea, his name will appear on the FoodGrid, indicating which Food Idea he

has purchased. During the rounds before the purchased Idea becomes available to everyone, you may try to negotiate with the chef who purchased it. For example, you could trade some Dining Dollars or future help in exchange for being able to use the Food Idea before it becomes available to all.

Completing Steps in your Cookbook

Your cookbook has a number of steps in it. You must complete them in order. By default, a page takes a single round to complete. However, some of the pages may list additional requirements before you can advance to the following page. Some pages may cost extra Dining Dollars, some pages might take multiple rounds to complete (though you may take a break to do other things in between these rounds), and some pages may require you to have certain Food Ideas before you progress. When you complete your cookbook, you complete your meal!

UROP for more Dining Dollars

If you would like more Dining Dollars than are provided by your income, you may work on your UROP. Spend one round tooling away at your advisor's project, and earn one Dining Dollar.

Thank you for participating in Cuisinetown! We hope to see you in Sciencetown in May!

– The Sciencetown GMs