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Secret Recipe

Rulebook



2-4

13+

40'-75'

Snow
Board
Games

Overview

Grandma, the best baker in town, has decided to retire from baking and pass on her book of recipes, which she has carefully selected and perfected over the years.

Interested?

Well, it looks like you're not the only one, as the family and friends are all secretly hoping the book will be theirs.

Grandma has decided to put you all to the test. She has sent out letters containing recipes to all interested parties. But wait – it looks like the letters only contain parts of the recipes!

Can you get the missing information from your family and friends by trading in some of your information? Prepare for a series of deciphering clues and sealing pacts, to see who will impress Grandma the most and become a worthy successor to receive her recipe book!

At the start of the game, each player receives one or two pieces of the recipe with 4 hidden ingredients that only they know.

The goal of the game is to impress grandma and score her [glasses icon] victory points (VP). You can do that by discovering other people's ingredients - this moves you forward on the score track - and by communicating your ingredients so that other people discover them - this marks the progress you are making in baking your part of the recipe and brings you points and other bonuses on the point tokens. These points are revealed at the end of the game.

The player with the most VPs wins.

Components

Game board



Back sides

8 tea break tokens



1 clue type token

Front side



Back side

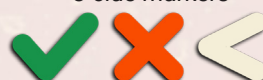


18 Point tokens

Front sides



3 clue markers



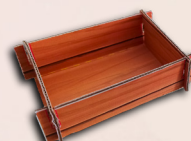
25 recipe ingredients

Back sides

(9 different ingredients on the front side of the tiles)

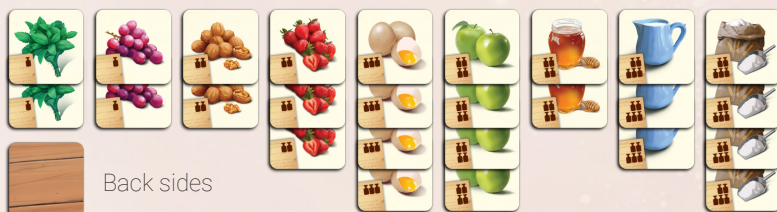


Active player basket



25 pantry ingredients

(9 different ingredients on the front side of the tiles)



Back sides

Bag for the pantry ingredients



4 player boards

Front side



Back sides in player colours



4 chef's hats



16 think markers



4 recipe boards

Back sides in player colours



Front side



4 erase markers



Front side



4 voting cards

Back sides in player colours



36 fingerprints
(9 in each colour)



1 rulebook



Game setup

We suggest the players sit 2+2 around the table (two players on each side) because this orientation of recipe boards is easier to track on the player boards.

1.

Place the game board in the centre of the table.

Welcome to grandma's kitchen!

Some important spaces on the board:



2.

Randomly draw 9 pantry ingredients from the bag and place them in 9 pantry shelf spaces face-up. Place the bag with the remaining ingredients next to the board.

Mmm, do I smell freshly picked strawberries?
Grandma's pantry is always well-stocked.

3.

Shuffle the recipe ingredients face-down on the table. It's important that all recipe ingredients remain hidden during setup. Assign 4 random ingredients to each player. In a 3-player game, assign 4 ingredients to an imaginary fourth player. Place the remaining recipe ingredients on the recipe shelves in the pantry. Make sure they stay hidden, face-down!

I think grandma keeps some recipe notes in the pantry. I wonder if they could be useful?



5.

Shuffle the point tokens and place them on the board face down.

Grandma is keeping an eye on the progress and giving some hints.



3.



11.

In a 3-player game, prepare the recipe board for the imaginary 4th player, and place their ingredients on it face-up. Everybody can see the ingredients of the imaginary player.

Does anyone know where uncle Bruno is?

4. Place the players' chef's hats on the 0 space on the reputation score track, which keeps track of the [glasses icon] victory points. The score track is a loop, so you can cross over the 0/30 field if you get more than 30 points or you fall below 0.

Impressing grandma will move me along her reputation track!



7.

Prepare the active player basket with clue markers and clue type token and set it aside for the starting player.

I'll take the basket to bring the ingredients from the pantry.



6.

Place the tea break tokens equal to the number of players between fields 5 and 6 on the score track.

Tea breaks are a good time to chat with family.

9.

Place your recipe board in front of you with the ingredients grids facing other players. Place 4 recipe ingredients you were dealt on the recipe board spaces. Place them randomly, and make sure the other players don't see them.

This is the part of the recipe grandma sent me.



8.

Prepare your player board. You can hold it in your hand or use the stand.

This will be my personal space where I hide from the others and work on the recipe.



10.

Take your voting card, eraser, think markers and fingerprints.

I have my notes and my whisk!

Player board

You will use your player board to track clues you give and receive.

Let's look at the blue player's board.

1.

This row contains all of the recipe ingredients that are in the game. There are 25 of them, 4 in each player recipe, and 9 on the recipe shelves in the pantry.

Whenever you know the whereabouts of a certain ingredient, you can cross it out in this row.

For example, if you know you have one mint in your recipe, you can cross one mint out in the top row. There is only one other mint in the game. Maybe you will learn later that the player to your right has it. You will cross the second mint out then, and you will know that there's no more mint in the game, not in other recipes, not on the recipe shelves.

3.

These are the player's recipes. Use the top space to track your recipe, the second space to track the player to your left, and so on.

The recipe spaces have 4 squares, and they correspond to four ingredients in each player's recipe. Each square on your player board has all of the ingredients in it. You will use them to track clues and you will cross out individual ingredients when you receive clues.

7.

Look at the top row with ingredients and cross out all of the ingredients from your recipe.

Sometimes, you will cross out all of the ingredients of one type, for example, you will cross out two grapes. If so, you are in luck! You know that there are no more grapes in the game, so no other player has them. Therefore you can cross out grapes in all of the squares in all of the other players' recipes.

If you haven't crossed out any type of the ingredient, don't worry! You'll cross them out soon when you receive some clues from the other players.

2.

The ingredients in this row are ordered by weight:

- Mint and grapes weigh 1 unit = the lightest ingredients.
- Walnuts and strawberries weigh 2 units.
- Eggs weigh 3 units.
- Apples and honey weigh 4 units.
- Flour and cream weigh 5 units = the heaviest ingredients.

Mint and grapes weigh the same. Eggs are heavier than walnuts. Strawberries are lighter than Flour. And so on.



4. Each recipe board has a plate on one side. Your player board has two plate icons, one on each side, and you can mark from which side you see the recipe boards by marking the appropriate plate icon, to help you with orientation.

5. On your player board, above each recipe, next to the name lines are lines of all 9 ingredients - you will use them to mark the clues you get in pacts. We will talk about that a bit later.



6.

Now you can look at your recipe ingredients! Make sure you don't show them to the other players in the process.

First, look at the ingredient on the left (farthest from the plate). It's honey. Mark it in the corresponding square on your player board (left most square, farthest from the coloured plate icon) by circling it.

Next, look at the second ingredient from the left. It's flour. Circle flour in the second square from the left on your player board. Repeat the process for the third ingredient from the left, cream, and the fourth ingredient from your left (= rightmost ingredient, closest to the plate), strawberries. Now you have all of your ingredients marked in your player board, so you don't have to look at your recipe again during the game.

Gameplay

Turns

The starting player collects the active player basket with clue markers and clue type token, and the game starts.

On a standard turn, the player gets two actions.

That's the time to work on my part of the recipe, fetch my ingredients from the pantry, prep everything and bake.

1. (Optional.) You can discard any one face-up pantry ingredient and replenish it with a new ingredient from the bag. You do this if you hope to get an ingredient that was not in the pantry, or if you want to get rid of one ingredient, or, most commonly, if you are hoping the new ingredient will enable you to give a better clue.

The discarded ingredient is placed face-up next to the board. If the bag ever runs empty, refill it with the discarded tiles.

2. You give a clue and peek at the corresponding recipe ingredient on the recipe shelf. We will talk about this in the next subsection.

Actions are followed by a voting phase. All of the players get the option to guess any of the ingredients in the other player's recipes using their voting cards and score points accordingly. This will be described in the subsection Voting phase.

This is when everybody talks about the theories they have about other people's recipe parts, and where I try to collect some ingredients from that parts.

After that, the turn ends and the player passes the active player basket to the next player.

Giving clues

The players give clues with clue type token and one of the clue markers. The clue focuses on one ingredient in the player recipe, and can be given based on ingredient type or weight.

To give a clue about ingredient in your recipe, place the clue type token next to the ingredient with the appropriate side up. The ingredient has to be one of the ingredients that is still hidden. If there are no more hidden ingredients in the player's recipe (this happens later in the game), the player does not give a clue about their ingredient but rather asks about someone else's. We will discuss it in section Asking a clue question.

Then choose the clue marker and place it next to a row or a column in the pantry. This will tell everybody how your ingredient compares with the ingredients in that row or column.

I'm going to go find my ingredients. Do you think anyone is looking? It seems George is occupied with the scale, but I think I hear someone on the other side of the shelves...

Let's look at the possible clues:

A clue about ingredient type



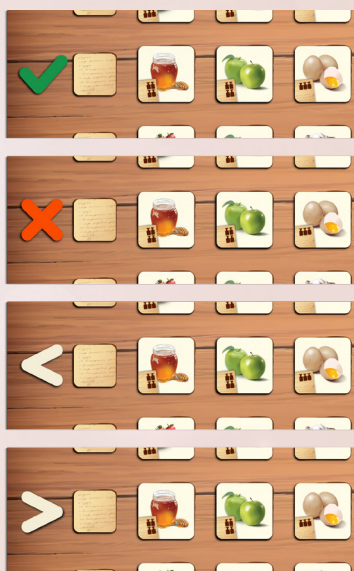
This ingredient is the same as one of the ingredients in this row.
It's honey, apples or eggs.

This ingredient is NOT the same as ingredients in this row.
It's NOT honey, apples or eggs.

Available spaces for clue markers



A clue about ingredient weight



This ingredient weighs the same as one of the ingredients in this row.
It weighs 3 or 4 units.

This ingredient does NOT weigh the same as ingredients in this row.
It doesn't weigh 3 or 4 units.
So it weighs 1, 2 or 5 units.

This ingredient is LIGHTER than ingredients in this row.
It is lighter than 3 and 4 units.
So it weighs 1 or 2 units.

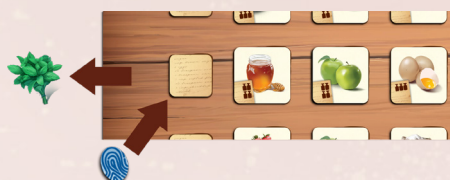
This ingredient is HEAVIER than ingredients in this row.
It is heavier than 3 and 4 units.
So it weighs 5 units.

In general, you wish to give good clues - communicating your ingredients gets you points. Experienced players will find some occasions when it's beneficial to give a bad clue and keep the information about your ingredients hidden for longer, scoring fewer points on point tokens in the process.

Peeking at ingredients in the recipe shelves

When you give a clue, you can peek at the hidden recipe ingredient next to the clue marker you place. As you do so, also place your fingerprint on the ingredient. This way, you know what recipe ingredients you've already looked at, as well as what the other players have looked at.

Aha, I found some grandma's notes! Cinnamon stars, walnut cake... Apple strudel... Sage? No, I don't think I need sage... Ooops, i think I'll have to wash my hands. I hope grandma doesn't notice.



Don't forget to cross out the ingredients you learn about at the top of your player board, in the row with all of the ingredients.

Sometimes, you will cross out the last ingredient of one type, and therefore you learn, that there are no ingredients of that type in other players' recipes anymore, so you can cross it out in all other recipes. In any case, this is a piece of information that is asymmetric, as each player learns about the hidden ingredients based on the clues they give, so it can give you an advantage in deducing what other players have in their recipes.

Marking clues

It's very important that you mark both the clues you receive - this will help you deduct the other player's ingredients - as well as the ones you give - this will help you to remember what information you have already communicated and give the next clues that complement it.

I know Anne wants us to think her part of the recipe says we have to add 3 tablespoons of honey, but she's not fooling me!

We propose this tactic:

- Cross things out. Look at the clue and figure out what it says this ingredient is NOT. Then cross all of that out.
- Circle an ingredient only when you are certain it is the right one. For example, at the beginning, you circle the ingredients in your own recipe. You know 100% what they are. You can also circle the ingredient when you are sure you know what the other player has usually because you have crossed out everything else, or because that ingredient has already been revealed.

Let's see how this works in practice. Anne gives us a clue:

Anne



1. The clue is about the third ingredient from the left, that's the third ingredient from the plate icon, which we see on the left side of her recipe.

The clue is about the type of the ingredient.



3.

Anne peeks at the hidden recipe ingredient on the shelf next to the clue marker. She doesn't tell us what it is, but she crosses it out in the top row of her recipe board.

She places her fingerprint on that ingredient, so we all know she knows it.

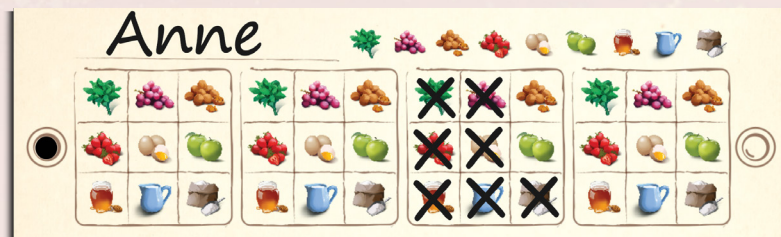
2. The ingredient is the same type as one of the ingredients in this column. So it is either apples or walnuts.

This is a good clue, we're down to two ingredients already.

4. Ok, let's mark her clue on our recipe board. First, find her recipe and locate the third ingredient from the left.

She said her ingredient is walnuts or apples.

Cross out everything except for walnuts and apples.



5. Anne will also mark her clue on her recipe board, so she knows what information she's given us for the next clues.

Her recipe is the topmost recipe on her recipe board, just as you have your recipe at the top recipe space.

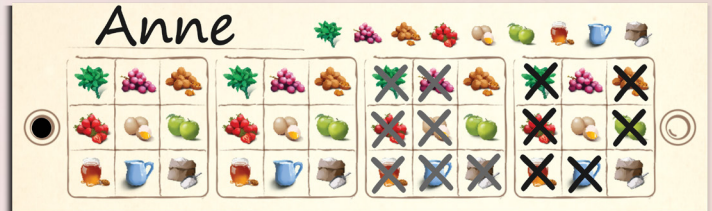
After the clue phase, we would do a voting phase (more on this later), and Anne would then pass the basket with clue markers and token to her left to the next player and the game would continue. Let's look at some more clues which Anne might give us in the next rounds. To save space, we'll move her recipe board a bit on the images.

More clues



Another clue about the ingredient type. The ingredient is grapes, eggs or flour. Cross out everything else.

Anne



Again a clue about type. The ingredient is NOT cream, apples or grapes. Cross those three out. This clue was not very informative, but it's still a valid one.

Anne



Now a clue about weight. The ingredient is lighter than apples and walnuts. Apples weigh 4 units and walnuts weigh 2 units. The ingredient is lighter than both, which means it's lighter than 2 units, therefore it weighs 1 unit. So it's either mint or grapes, as they are the only ingredients with this weight. And we have already crossed out grapes before, so we know it's mint. Now that we have found one mint, we can cross it out in the top row.

Anne



Another clue about weight. The ingredient is heavier than honey, walnuts and eggs. They weigh 4, 2 and 3 units. So the ingredient weighs 5 units, which means it is either cream or flour. And we know from the previous clues it's not cream, therefore it's flour. We cross one flour out in the top row. Let's say we have crossed out 3 flours before, and we just found the 4th one, the last one. We know there's no more flour in the recipes, so we can cross it out in all of the other player's recipes. Don't cross it out in your recipe, however. The other players maybe don't know where the other 3 flours are, so you will still need to give them a clue to exclude it.

Anne



One more clue about weight. The ingredient weighs the same as one of these: cream, apples and grapes. So it weighs 5, 4 or 1 unit. Cross out everything with weight other than 5, 4 or 1 = cross out everything that weighs 2 or 3 units. We cross out walnuts and we know the ingredient is apples. We cross out apples in the top row.



Anne







Anne





This time, Anne took Action 1 and swapped one of the pantry ingredients. Then, she gives us a clue about type. The ingredient is honey, walnuts or eggs. We know from before that it's not honey or walnuts. So we know it's eggs. Be sure to cross out eggs in the top row too! Note that Anne already peeked at the ingredient next to the clue marker, so she doesn't place any fingerprints this time.



Anne





In reality, we would often be able to figure out all of Anne's ingredients in less than 8 round, as we would also get some information from our ingredients, from other players, the recipe shelves and pacts. We could also look at what clues Anne is not giving us, despite having a great opportunity for them with the pantry ingredients. Or why she's giving us a particular clue at a particular time. But if we do that, Anne might bluff. Or not. But that's for you to find out!

Your body language is saying you're up to something. I bet you are just pretending you are interested in those apples, and you want to get strawberries instead!

Voting phase

Each turn, after the active players gives a clue, and the clue is registered by the other players, there is a voting phase, which is optional. This is a chance to uncover other people's ingredients. Any players that wish to corporate, mark their choices on their voting cards. The voting cards are then revealed simultaneously and resolved. Hey guys? Do you think Anne's piece of recipe is about the frosting? I'll need to start working on it if I want to finish this cake.

You have two options:

1. If you are not sure, you can have a theory about an ingredient. You say you **think** you know it. You can do this 4x in the whole game, and you use think markers to do it. If you are right, this will get you 1 VP, and if you are wrong, you do not get any negative points.
Maybe I can impress grandma with my logic?
2. If you know for sure, or you are feeling lucky and want to gamble, you can declare you know the ingredient and **collect** it from the pantry. If you are right, this will get you 2 VPs or 4VPs (see next paragraphs), but if you are wrong, you will get -1 VP (= 1 negative victory point).
Do I wait until I am sure, but others may outrun me, or do I risk and have more time for baking?

You mark your vote on the voting card. You always write the name of the player and mark the location of the ingredient you wish to vote about (the four squares) and where the plate icon is on the recipe board. This way, there can be no mistake about which ingredient you are talking about.

If you think you know it, you circle the ingredient in the cloud above.

If you know it and want to collect it, you mark it below, in the pantry grid. Notice that the ingredient needs to be present in the pantry in order for you to collect it. You mark the space at which it is located in the pantry. Rotate your voting card if necessary, to align the recipe shelves on the voting card with the recipe shelves on the game board, so you are sure you are marking the right spot.

If the ingredient is not in the pantry, you can still 'think' it now and 'collect' it later. But you may give other players some information in doing that. When you are giving clues, remember, that the ingredient needs to be in the pantry if you wish for others to collect it (you will score points when they do). You can give clues about it even if it's not, however, as they can collect it later, and there's ways to swap the pantry ingredients (with Action 1 and tea break tokens - more on them later).

The 'think' and 'collect' votes are mutually exclusive, meaning you can only do one of them during the voting phase. You can not vote about more than one ingredient.

When all of the players are happy with their choices (you can decide to introduce a timer if that works for your group), they simultaneously reveal the voting cards.

'THINK' vote



'COLLECT' vote





Collect the ingredient from the pantry. Mind the orientation of the recipe shelves!



Place the think marker on the recipe board grid next to the ingredient.

Resolving the votes

First, resolve any players that voted 'think'. Take one of their think markers and place it on the recipe board, in the appropriate space on the grid next to the ingredient they have a theory about.

More than one player can share the same theory - in this case, stack the markers. The order doesn't matter. Different players can also have different theories about one ingredient (= there can be pink, green and red think markers in the same grid), however, one player can only have one theory about every ingredient (= there can never be more than one pink think marker in any grid)

So you think Anne's recipe includes apples? I'm not sure, but others think it's walnuts. How did they get to that conclusion?

The points for thinking will be awarded when the corresponding ingredients are revealed.

Next, resolve the players that voted 'collect'. The order is important here, because of the point tokens (more about it later), so start with the player whose turn it was. Resolve all of the 'collect' votes about their recipe. The sub-order for doing that is not important.

Let's start with Anne's recipe. Choose one of the 'collect' votes. Is the vote correct?

- If yes, Anne reveals the ingredient. Rotate the collected pantry ingredient 45 degrees to mark it will be collected from the pantry. Don't remove it right away as other players may use it too.

If only one player found the ingredient, they get 4 VPs and move their chef's hat on the score track. If more than one player gave the correct answer, each of them moves 2 VPs on the score track. Anne scores point tokens, which are described in the next section.

High five!

Resolve any think cubes on the grid next to the revealed ingredients. Any players who had the correct theory get 1 VP and move their chef's hats on the score track. Wrong theories do not get negative points. All of the resolved think markers are removed from the game.

- If the answer is no, Anne does not show the ingredient and does not tell us what it is. Any players that presented the answer move -1 VP on the score track. Everybody has learned something about the ingredient and can vote about it on the next turn. Anne does not get any point tokens. Think markers are not resolved.
What do you mean 'there's no walnuts in this part of the recipe'? And you're sure you've read it right? Well, I think I'll have to start making the frosting from scratch again...

We continue with resolving the 'collect' votes around the table. When all of them are resolved, remove the rotated ingredients from the pantry and replenish them from the bag. If the bag ever runs out, replenish it with discarded ingredients.

If there's only one player with hidden recipe ingredients left, the endgame is triggered. See the Endgame and winner section.

The voting phase is complete and the game continues with the next player's turn.

Point tokens

Each time someone correctly knows one of your ingredients, they immediately score on the scoretrack.

At the same time, you also gain points for communicating the ingredient. But those points are not scored on the score track right away, but through the point tokens. You take the top 3 point tokens from the point token pile, look at them and choose one to keep. Return the other two to the point tokens discard pile.

Do you see this filling? No, actually don't look. But I'm telling you, it tastes amazing! I know grandma will love it!

If the point tokens pile ever runs out, shuffle the tokens in the discard pile and place them on the point token pile space. The consequence of this is that the tokens that remain in the pile will get worse with every replenishment. This is why you want the other players to figure out your ingredients quickly.



There are two types of point tokens - some contain only victory points, marked with [glasses icon]. You keep them hidden and score the victory points at the end of the game.

The other type are the point tokens that give you two options:

1. You score just victory points. In this case, keep the token hidden and score points at the end of the game.
2. You score less points than in option 1, but you also get to peek at one or two recipe ingredients on the recipe shelves. In this case, reveal the token, peek at the appropriate number of ingredients on the recipe shelves, and score the points on the race track immediately. Discard the point token and move it out of the game.

Hey grandma, look how great this cake is coming along. What do you say, does it need another layer? Really? Walnuts and cream you say? No, no, without walnuts is fine to!

You can choose option two anytime during the game, on your turn or on someone else's turn, and you peek at the ingredients and score points immediately after you reveal the token.

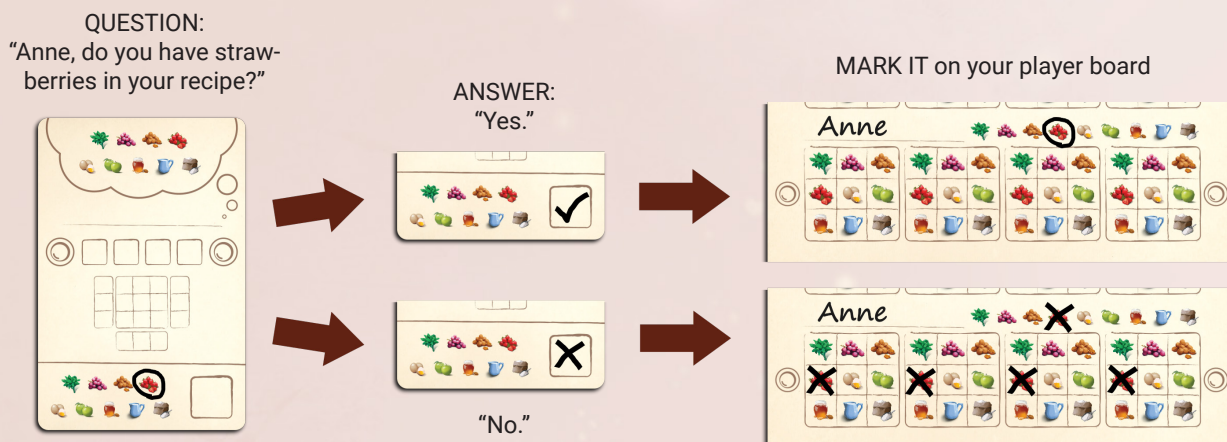
Tea breaks and pacts

Teabreak tokens are located on the player board, between fields 5 and 6 on the score track. Take one token the first time you move from field 5 to 6. You could theoretically move from field 5 to 6 more than once if you get any negative points. You get a tea break token only the first time you cross.

Tea break will happen at the end of the turn. This is the time to try to get some information from your fellow players and make some pacts. You have the chance to ask one player one question: "Do you have this type of ingredients in your recipe?"

What's a better opportunity to chat than a cup of hot tea?

You ask this by circling the ingredient at the bottom of your voting card and passing it on to the player you want to inquire. Do it in a way that the other players won't see it.



Their answer will be either a yes or no, a checkmark or a cross in the square to the right. Yes, if they have at least one ingredient of the marked type in their recipe - this ingredient can still be hidden or already revealed. Make sure you don't ask about the ingredients that are already revealed, as you will get a certain yes, and you won't learn anything about the ingredients that are still hidden. The answer will be no if they don't have any ingredient of the marked type in their recipe.

You can mark their answer on your player board, in the ingredient line next to their name. If you get a yes, circle the ingredient and remember that it will also be in at least one of the 4 squares of their recipe - maybe you can even determine where, if this ingredient is crossed out in 3 out of 4 squares. If the answer is a no, cross the ingredient in the line and in all 4 recipe squares.

During a tea break, each player asks exactly one question to a player of their choice. It's possible that some players receive more than 1 question from different players, and some players receive none.

It is possible that more than one tea break is triggered at the same turn end - all of the triggered breaks happen consecutively. They are independent of each other, so you can choose a new question and a new player to inquire during each tea break.

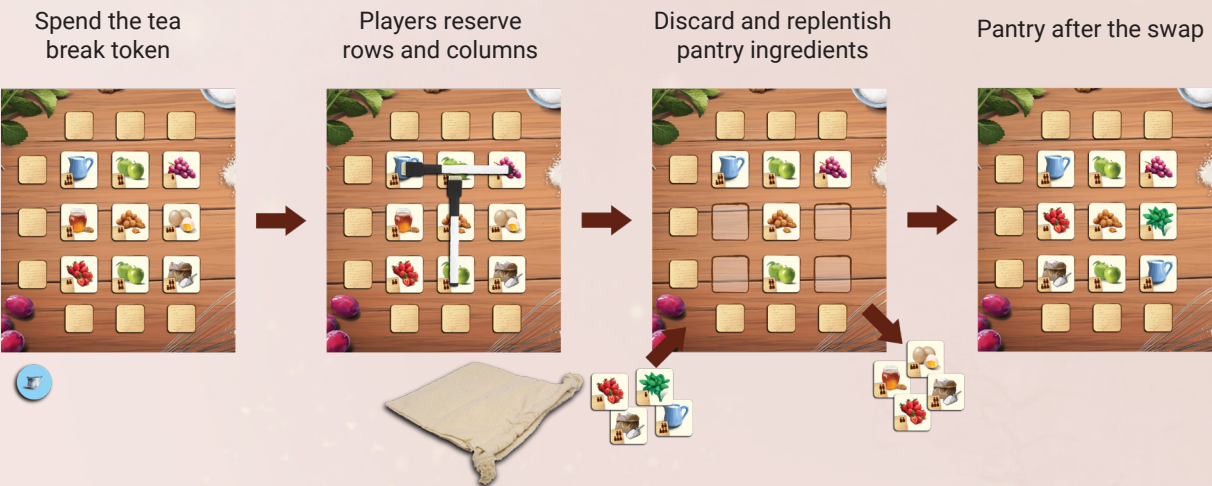
There is NO voting phase after the teabreak, and the play continues with the next player's turn.

Using tea break tokens to swap pantry ingredients

You keep the collected tea break tokens. You can use them anytime on your turn, or before the voting phase on someone else’s turn to change the pantry ingredients.

When you declare you want to use it, you can theoretically replace all of the pantry ingredients, but each player (including you) may reserve a row or a column that is left the same. You sometimes want to reserve a row or a column that contains an ingredient you wish to collect, or one that allows you to give a clue you wish to give. **You do so by placing your erase marker on it. The players may change their minds and place change the location of their erase marker until everyone is satisfied with their choice. They may even choose not to place their marker.**

When everybody is satisfied, the rows and columns with erase markers are left alone, while all of the other pantry ingredients are discarded and replenished with the new ingredients from the bag. If the bag ever runs out, replenish it with discarded ingredients.



Tea break tokens allow you to switch multiple ingredients at a time, and they are usually used when you are looking for a specific ingredient that is not in the pantry in order to be able to collect it. So it is likely that other players will happily let you switch a lot of the ingredients and not reserve a lot of rows and columns. However, it is possible that players place their erase markers so that they cover the whole grid. In this case, no ingredients get replaced.

Asking a clue question

If all of your recipe ingredients are revealed, you do not give any more clues. Instead, you ask other players questions. On your turn, during Action 2 (giving a clue), use the clue markers on another player's hidden ingredient in the same way as you would use them to give a clue about that ingredient. You can also peek at the appropriate recipe shelf ingredient.

Once you set them, that player will look at the clue and say: "Yes, that is correct." or: "No, that clue is not correct," based on their ingredient. Everybody sees the clue and hears their answer and you can all mark it on your player board.

Asking a question becomes your Action 2 on your turn. You can still discard and replenish pantry ingredients in Action 1. All of the other players continue playing as usual.

End of the game and winner

The endgame is triggered when all of the players but one have all of their recipe ingredients revealed. This happens at the end of the round, after the voting phase, when only one of the players still has one or more hidden ingredients.

After that, the play continues for almost a full round, so each of the players but the player whose turn it was last (= the endgame was triggered at the end of their turn), gets one final turn. If at any point, all of the ingredients of the last player are revealed, the game ends. If they are not, and they remain hidden until the end of the game, that is valid too. The player with the hidden ingredients does not score point tokens for the hidden ingredients, and the other players don't get points for thinking or uncovering them.

At the end of the game, each player reveals the VPs on their unused point tokens and moves their player chef's hat accordingly on the reputation score track.

The player with the most points is the winner.

In case of a tie, the player with more VPs on their unused point tokens wins.

2-player variant

In 2-player variant, each player takes two recipe boards. Players alternate between giving clues and asking clue questions, and they score point tokens a bit differently. Detailed rules coming soon.

Credits

Game design: Nika Mlinarič Hribar and Blaž Hribar

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2024 SnowBoardGames

<https://snowboardgames.si/>

SnowBoardGames is an independent board game publishing studio. Our mission is to create quality games that bring people together and whisk them into adventure.