





Employees

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11. **Celebrity Chef** Attracts the first Foodie if at least two ingredients are displayed. Has priority over renovations like Vegetable Garden, Barbecue, and Fish Tank.
10. **Sommelier** Earn \$2 more per customer; does not affect customer decisions
9. **Manager** Allows a 4th staff member or feature. Is always paid \$10/turn. Ignore the usual pay scale.
8. **Maitre D'** Attracts the first Executive if a restaurant has at least 1 renovation.
7. **Pastry Chef** Earn \$1 more per customer; does not affect the customer decisions
6. **Designer** +1 Ambiance point per renovation purchased.
5. **Hostess** Can seat one more customer/day[†]
4. **Bartender** Attracts the first local.
3. **Consultant** Sets price after seeing the other restaurants' prices.[‡]
2. **Sous Chef** Allows player to buy 1 ingredient early at market price w/o having to go through an auction instead of normal trip.
1. **Marketer** Attracts the first Tourist if a restaurant has at least two stars.

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Renovations

Cost	Renovations (Amb.)	Benefit
\$50	Complete Renovation (6) [†]	None
\$40	Interior Decor (5)	None
\$30	New Furniture (4)	None
\$25	Place Settings (3)	None
Cost	Functional Renov. (Amb.)	Benefit
\$20	Patio Seating (2 [†])	Seat +2 cust.
\$20	Valet Parking (2)	Earn +\$1/cust.
\$20	Walk-In Freezer (2)	Save 1 ing. 1 rd. instead of using.
\$20	Dance Floor (2)	1st Scenester
\$10	Vegetable Garden* (1)	1st Veg. Foodie if ≥ 3 ↓ veg.
\$10	Barbecue Grill* (1)	1st Meat Foodie if ≥ 2 ↓ meat.
\$10	Fish Tank* (1)	1st Seafood lover if ≥ 1 ↓ seafood.

*These abilities are overridden by the Celebrity Chef.
[†]Not used for two player game. Patio - 1 removed.

Order of Play:

1. Stock Resources
2. Buy Resources
3. Set prices
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