

Chef Check is a card game in which the players make runs of meals by using the entree, side dish, drink, and sabotage cards.

1. Was it fun?

The game was fun. It was satisfying to get a run worth 20 points.

2. What were the player interactions?

Player interactions included drawing cards, playing runs, and playing sabotage cards and interacting with the other players according to those cards.

3. How long did it take to learn?

The game only took about five minutes to learn. The concept was easy to understand and the rounds were straightforward.

4. What was the most frustrating moment or aspect of what you just played?

The most frustrating moment was getting a run removed from my score because an opponent would play a "mice attack" card.

5. What was your favorite moment or aspect of what you just played?

My favorite aspect was the special runs that were worth double the points of a regular run.

6. Was there anything you wanted to do that you couldn't?

I wanted to have a way to block a mice attack, like a rat trap card to play as a counter.

7. If you had a magic wand to wave, and you could change, add, or remove anything from the experience, what would it be?

I would add a card that allows players to block a mice attack on one of their runs.

8. Is this a game you would play again?

I would play this game again because the concept was a lot of fun, and it was a great mix of luck and strategy.