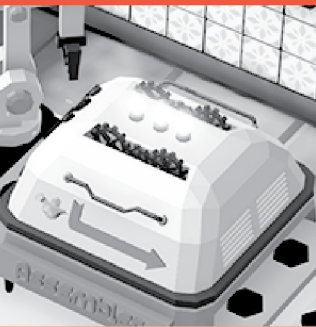




# How to Play



## TABLE OF CONTENTS

Objectives.....	i	Scenario Editor.....	xii
Disasters.....	ii	Machines - Assemblers.....	xiii
Blueprints.....	iii	Machines - Control.....	xiv
Order types.....	iv	Machines - Disasters.....	xv
Efficiency.....	v	Machines - Dispense.....	xvi
Special Orders.....	vi	Machines - Liquids.....	xvii
Reputation.....	vii	Machines - Storage.....	xviii
Blackouts.....	viii	Machines - Transform.....	xix
Salmonella.....	ix	Machines - Transport.....	xx
Contracts Mode.....	x	Action Buttons.....	xxi
Test Site.....	xi		

## OBJECTIVES



Kitchens have three objectives, they are displayed on the Level Objectives panel when working on a kitchen.

- **Dishes Served**: An essential requirement, deliver the target number of dishes. If the kitchen is unable to deliver the minimum number of dishes, the kitchen will fail!
- **Electricity Used**: A non-essential requirement, use less than the specified electricity amount.
- **Ingredients Used**: A non-essential requirement, use fewer than the specified ingredients amount

There are no objectives when in the Test Site mode, where you are free to experiment with the machines.

## DISASTERS



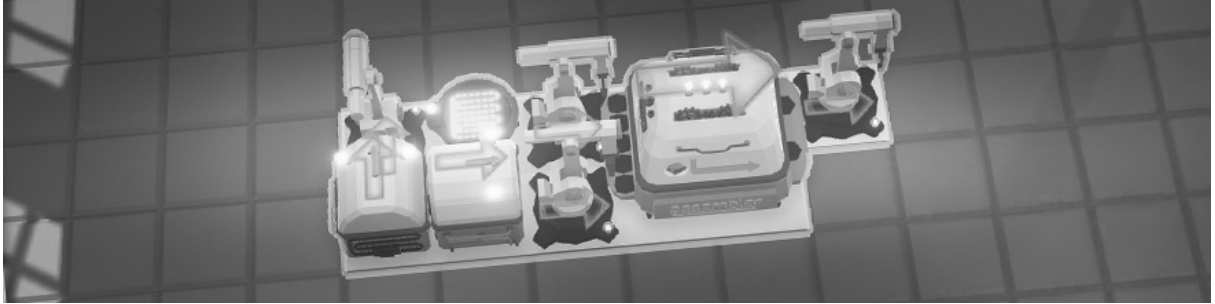
The level objectives panel will list any disasters that are at risk of occurring in the kitchen. Disasters fall into three categories, with each having a specific machine type available to combat it. Whilst disaster-response machines are available, the efficient approach is to fix the problems with the underlying kitchen layout.

- **Fires** can break out if ingredients remain on a cooking machine for too long. Once a fire has started, it will spread to surrounding machines unless extinguished by the Sprinkler or Fire Extinguisher machines.

- **Breakdowns** can occur if a machine is under a high amount of strain (such as an assembler producing dishes in extremely quick succession). Configure machines to operate at a slower speed or place the Mechanic Mechanic machine to fix nearby breakdowns when they occur.

- **Insects** can appear if ingredients remain stationary for too long, causing an infestation to breakout. An infestation can spread to other food stuffs unless exterminated by the XTerminator machine.

## BLUEPRINTS

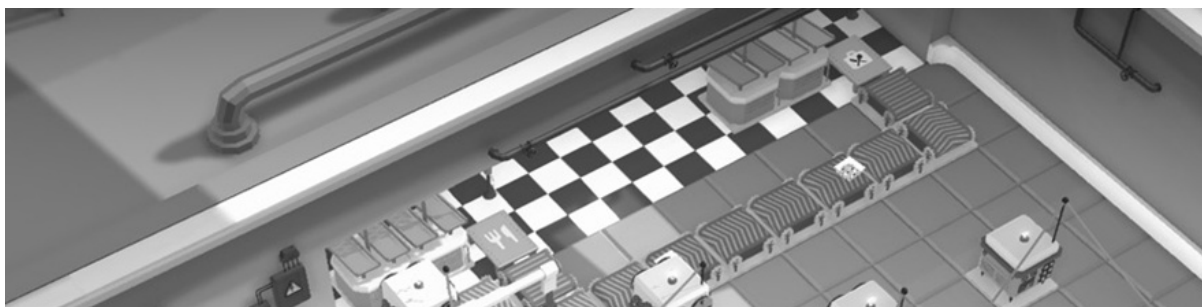


Blueprints are saved copies of a single machine, or group of machines that can be used in other levels. Blueprints retain all the settings of the original machine(s).

To create a blueprint, head to the Blueprints tab in the Parts list, then press the **+ New Blueprint** button, you will then be able to draw a marquee around the machines you wish to include in the new blueprint.

Saved blueprints can be used in other levels, however they are only accessed if all the individual machines within the blueprint are available in that level.

## ORDER TYPES



When a kitchen is running, orders are received and displayed in the order queue on the left-hand side of the screen. The type of order will need to be taken into account when designing the kitchen.

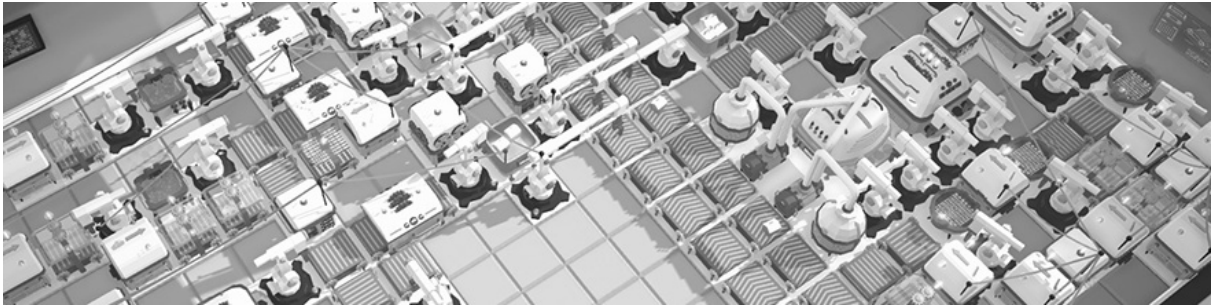
Restaurant meal orders can be delivered in any order. The customers will generally be quite patient.

Take Out meal orders can be delivered in any order, however the customers will be less patient than restaurant customers. Take Out customers can also order multiple meals in one go.

Drive Thru meal orders MUST be delivered in the correct order: The Meal order at the top of the order queue MUST be delivered first. An Advanced Order Reader can be used to help, as it can be configured to control other machines when an Order reaches the top of queue. Drive Thru customers will also generally be quite patient.



## EFFICIENCY

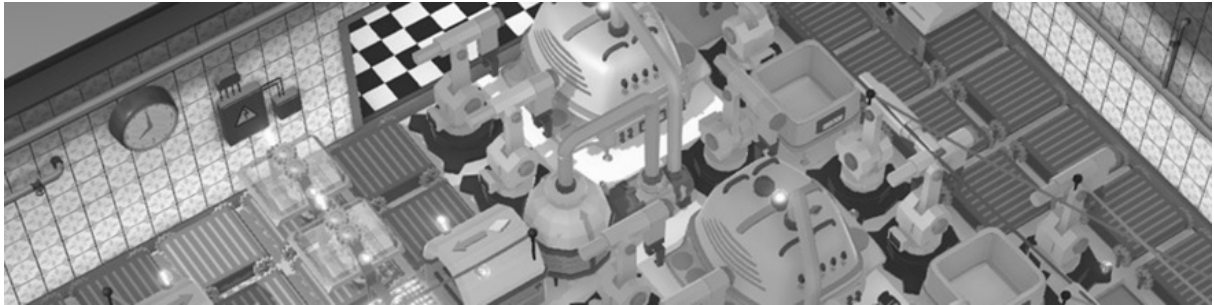


Kitchen efficiency is calculated by determining how many dishes were completed in time, how many ingredients were wasted, and what the average amount of energy used was to complete a dish. Those are then combined to represent an overall efficiency percentage for a kitchen.

Top tips for an efficient kitchen:

- Minimise electricity usage by configuring machines to use lower-energy modes. Order Readers can be used to turn machines on/off for a set amount of time when orders are received.
- Minimise Ingredient Wastage by dispensing only what is needed when an order is received.
- Minimise the kitchen footprint, the fewer machines that are needed, the less electricity required, and the less distance ingredients need to travel. Avoid unnecessary conveyor belts wherever possible.
- If an ingredient is required by multiple dishes, potentially use an Order Reader detecting multiple dish types to dispense that ingredient, then send it to the appropriate assembler to cut down on unnecessary duplicate machines.

## SPECIAL ORDERS



Special Orders can occur whilst a kitchen is running, they appear in set campaign levels and you will be alerted to them being included during the kitchen introduction.

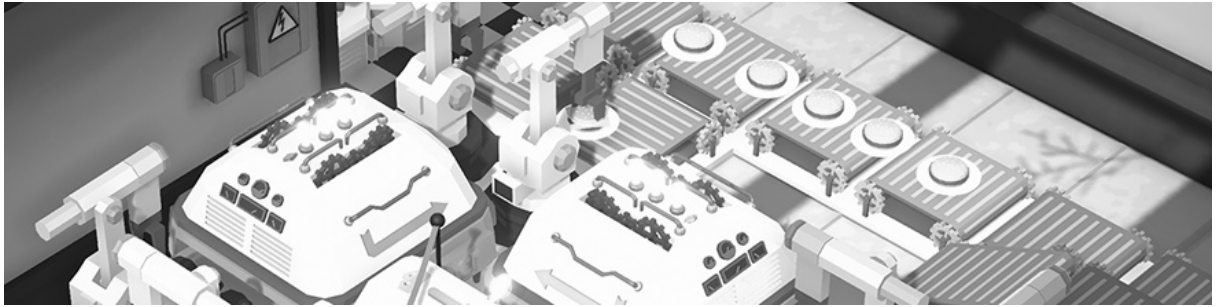
- A **Food Critic** can place an order which immediately heads to the top of the order queue, they are extremely impatient, leaving not much time to complete the order! If the order is not completed, there will be a larger loss of reputation than a regular order. A message on screen will alert to the arrival of the Food Critic.

- **Rush Hour** orders will come through at a quicker rate than regular orders, meaning the kitchen will need to be able to deal with potentially many orders at a single time. The Rush Hour will last a set amount of time, A message on screen will alert to the start/end of the Rush Hour.

- **Craze** orders will all be for a particular dish which has become extremely popular. A craze will last for a set amount of time, with all orders being for that dish. A message on screen will alert to the start/end of the Craze.



## REPUTATION



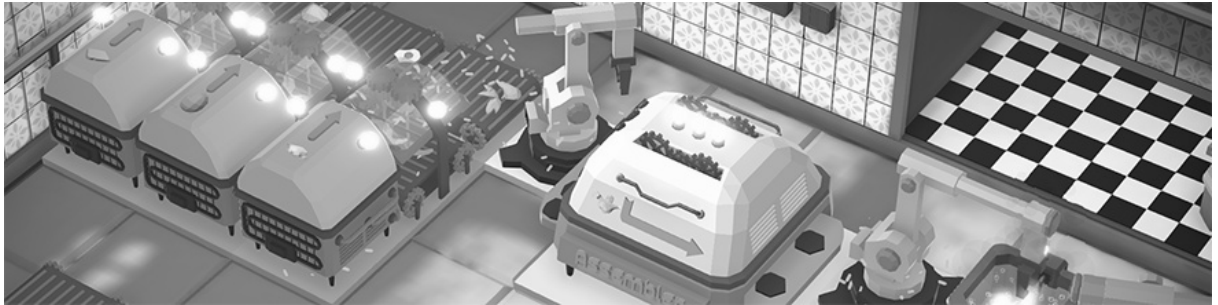
When a kitchen is running, a Reputation percentage will be visible above the order queue. This is the reputation of your kitchen, if that reputation reaches 0%, the kitchen will fail! Reputation can be lost by not satisfying orders in time. The Food Critic special order type will cause the reputation to drop by a larger amount if it is not delivered in time.

## BLACKOUTS



If a kitchen has a Blackout Limit visible when running, then it means that if the energy usage for any given moment crosses that limit, a blackout will be caused and the kitchen will fail. A message will appear on screen when the energy usage is dangerously close to a blackout. Use machine power settings (where available) and fine tune which machines are on at any given moment to control energy usage. Pay attention to high-energy usage machines, such as the Teleporter, as these will cause large spikes in energy usage when used.

## SALMONELLA



Raw Chicken can introduce dangerous bacteria into a kitchen! Other ingredients that are processed/transported by the same machines that handle raw chicken risk catching Salmonella. When a kitchen is running, use the Lens filters to view where bacteria (if any) is spreading around a kitchen. Salmonella served to customers will cause a loss in reputation and risk the kitchen failing.

## CONTRACTS MODE



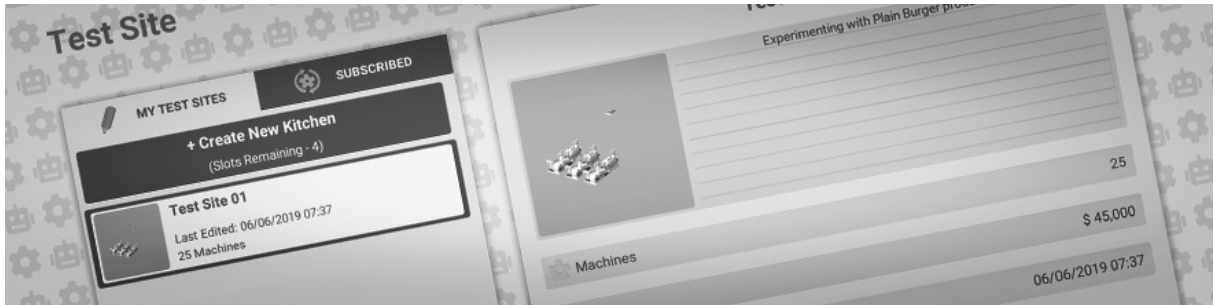
Contracts mode offers a chance to run your own kitchen building company, receiving contracts from restaurant chains with you being in control of which kitchens you decide to work on. Your business has its own cash reserve, used for buying machines to complete the contracts.

You will start with a basic set of machines. Invest your business's cash into unlocking additional machines in the Machines screen, so that they can be purchased when working on contracts.

Contract offers are received in the inbox tab, their difficulty can be configured before accepting: the harder the contract, the more lucrative the pay-out! Clients will offer an efficiency bonus that will be paid if you can hit (or better) a desired efficiency target.

You will be able to work on kitchens with a negative amount of cash (debt), however you will only be able to unlock new machines when your cash goes back into the positive.

## TEST SITE



The Test Site is a sandbox environment with no budget restrictions, where you can experiment with layouts and create blueprints for use in the Campaign or Contracts Mode.

There are no orders placed in a test site kitchen, instead you are free to produce whichever of the recipes you wish.

## SCENARIO EDITOR



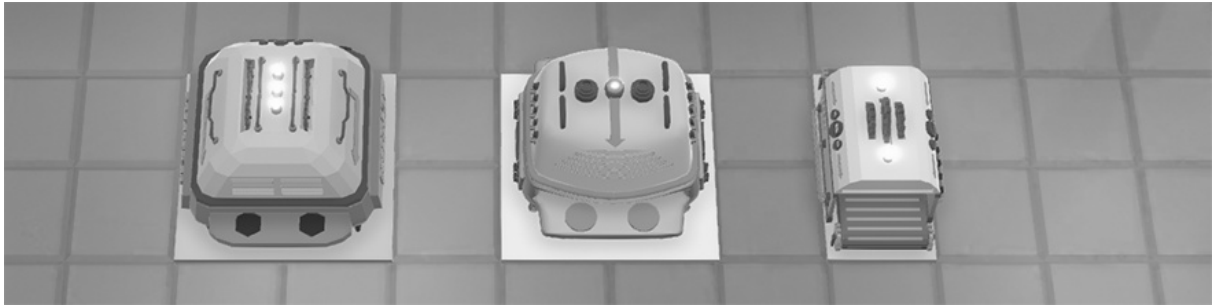
The Scenario Editor allows for custom scenarios to be created that can then be shared with fellow Automachef players.

By using the editor tools you can create a base kitchen layout, then configure the rules and objectives, including which machines are available and what budget limits will be in place.

Scenarios can be shared via Steam workshop, don't forget to rate the work of fellow creators!



## MACHINES – ASSEMBLERS

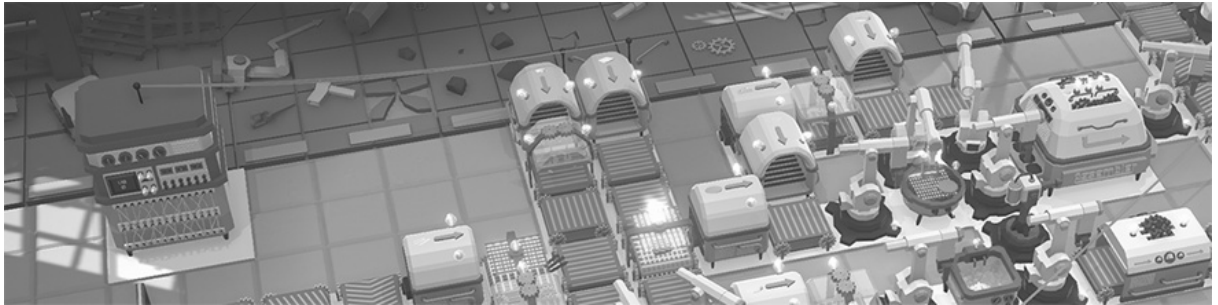


**Assemblers** are configured to construct a single type of dish. They require the raw ingredients to be fed into them by robot arms. Each assembler has its own operation mode setting, allowing it to operate at different speeds. The time it takes to construct a dish is displayed on the machine settings panel, but remember – the faster a dish is constructed, the more electricity it will use!

Only Advanced Assemblers can construct dishes that require sauces.

Packaging Machines are required for both boxing up certain individual orders (such as Fries or Hot Wings) and for combining completed meals into Combo meals.

## MACHINES – CONTROL



**Control** machines can be configured to issue on/off commands to machines they are connected to based off food orders placed by customers.

This category includes the AC-16 and AC-32 programmable computers, which both allow for commands to be input in a basic programming language for fine control over a kitchen.

The Repeater is a machine that can turn up to four other machines on or off, depending on the input itself is receiving. An Order Reader connected to four Repeaters can turn 16 other connected machines on or off.

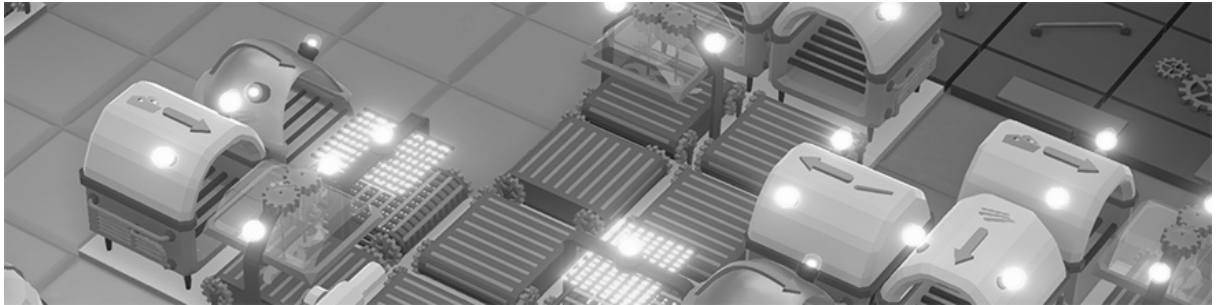
The Counting Machine can count the number of ingredients in a specific machine, then (based off that value) turn on another separate machine. Perfect for dispensing more ingredients if a storage unit's supply starts to go dwindle!

## MACHINES – DISASTERS



**Disasters** machines are each specialised to deal with a specific type of disaster. These machines are unique in that they have a radius of effect surrounding them: If an associated disaster occurs within that radius, they will automatically resolve it.

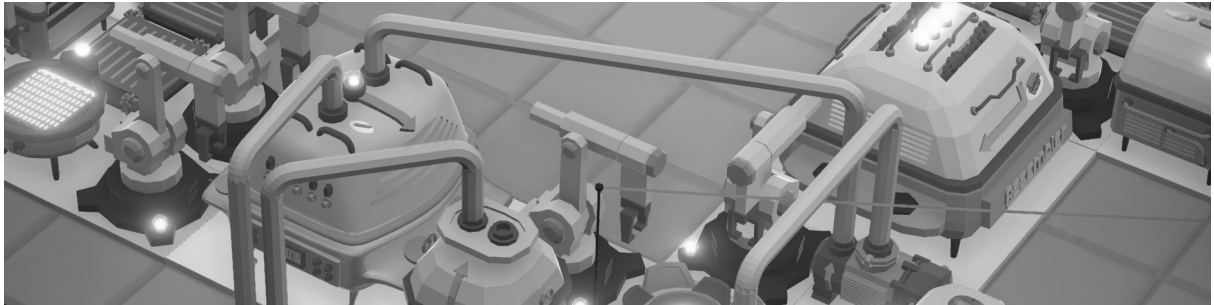
## MACHINES – DISPENSE



**Dispense** machines are required to bring raw ingredients into a kitchen. Each dispenser can dispense a single type of ingredient, but the speed at which it dispenses can be configured in its machine settings.

Dispensers can dispense directly onto a conveyor belt, or a robot arm can be used to take the ingredient out of the dispenser.

## MACHINES - LIQUID



**Liquids** machines are all specialised in introducing and moving sauces around a kitchen. Liquids are initially set in storage tanks, then are either sent via pumps to Advanced Assemblers to be used in a final dish or sent to a Liquid Mixer to be combined into a new sauce type.

Liquids are transported via pipes and require pumps to function. Whenever a new pipe connection is made from a storage tank or a liquid mixer, it **MUST** first feed into a pump in order to reach its desired location.

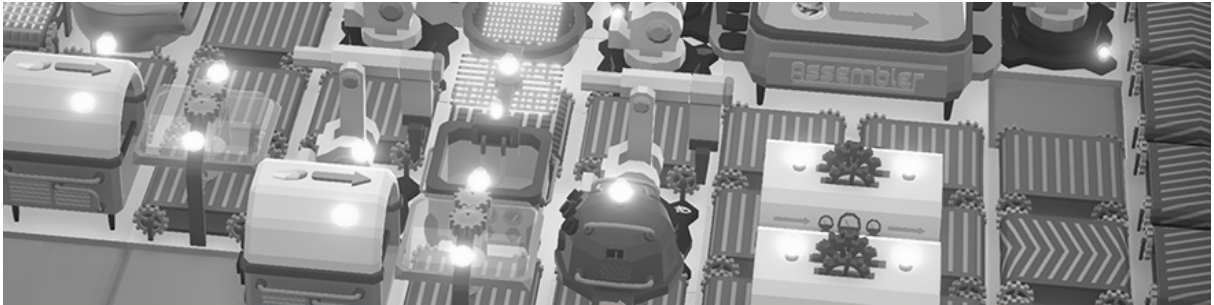
## MACHINES – STORAGE



Storage units are used to store ingredients and completed dishes. They keep their contents fresh and allow for food items to be stored in preparation for future orders. Food items that are not put into storage (or processed quickly enough) will spoil, leading to a loss of reputation from unhappy customers, and potentially an infestation of insects!



## MACHINES – TRANSFORM

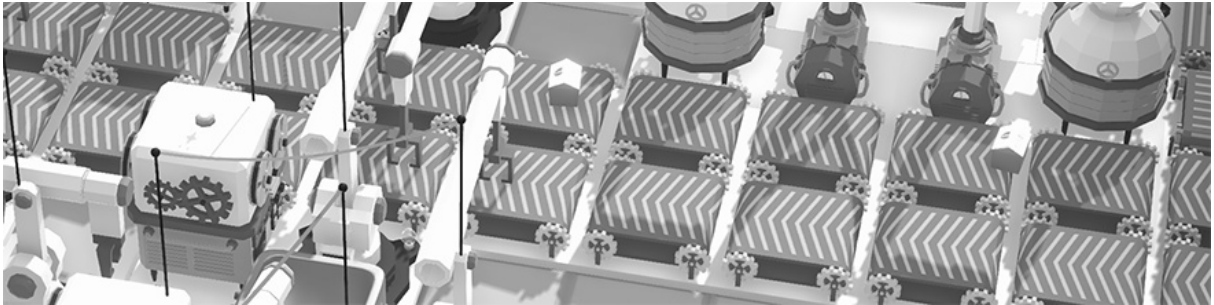


**Transform** machines include cooking machines and the Food Processor.

Cooking machines will turn a raw ingredient into a cooked variant. Ensure that there is a means of removing the cooked food from a cooker, as if it remains on the cooker for too long it can turn into ash, or even catch fire!

The food processor will automatically break down a raw ingredient into a chopped/sliced/shredded variant, it requires no additional set up. Make sure to pay attention to dish recipes, as certain ingredients (such as cheese) can be put through a food processor multiple times.

## MACHINES – TRANSPORT



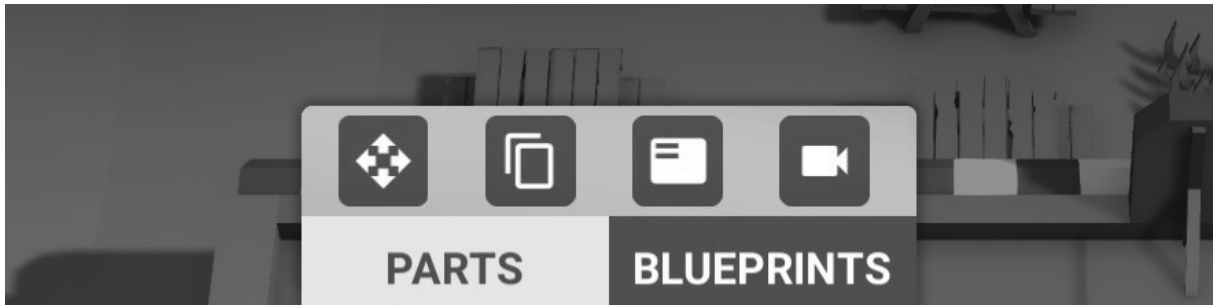
Transport machines play the vital role of moving food around the kitchen.

Conveyor belts are the cheapest and easiest way of moving food around a kitchen, but Robot Arms will always be needed to move food from a Conveyor Belt to another (non-conveyor belt) machine. Robotic arms will need to have their direction configured, to ensure any food they pick up is placed in the correct location.

There are four types of robot arm:

- Robotic Arm (Dumb) will pick up any ingredient that is placed in front of them.
- Robotic Arm (Long) can pick up and place down items from 2 tiles away, instead of the usual 1 tile. They can also be configured to pick up specific items, and whether to filter spoiled dishes.
- Robotic arm (Smart) can be configured to pick up specific items, and whether to filter spoiled dishes.
- Robotic arm (Stacking) Can pick up 3 ingredients at once, and can also be configured to pick up specific items, and whether to filter spoiled dishes.

## ACTION BUTTONS



There are four action buttons at the top of the Parts & Blueprints list, from left to right these are: Move, Clone, Recipes and Camera.

Press the Move button to draw a marquee to select machines to move (retaining their current settings).

Press the Clone button to draw a marquee to duplicate a section of machines (duplicate their current settings).

Press the Recipes button to open the Recipes tab.

Press the Camera button to cycle through the pre-set camera positions.