Chef: A Restaurant Tycoon Game Download Game Hacked

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About This Game

Chef allows you to personally don a kitchen apron and embark on an exciting career in the wild world of professional cooking. Starting with nothing but pocket change, a small restaurant, and an ambitious dream, you'll ascend from the life of a humble cook to that of a world-famous chef.

Nothing will prevent you from deciding how to climb to the top of the food chain. Prepare yourself for a true sandbox experience in which all your management choices matter as you build your gastronomic empire. What will it be? A steakhouse? A vegan paradise? A pasta palace? An experimental cooking lab? Only you can figure out which path is best for your establishment.

FEATURES LIST

- Create your own avatar and level them up across 6 different skill trees with more than 100 abilities to choose from.

- Full restaurant management: Create the restaurant's location and layout, hire the staff, design the menu, and determine the restaurant's policies.

- Customize every aspect of your restaurants: Choose from over 150 different variations for floors and walls, and over 200 appliances and decorations that can be individually placed and colored.

- Experiment with a realistic recipe editor: Use the skills and ingredients at your disposal to create one-of-a-kind dishes that are accurately rated by taste and aroma.

- Choose your own cooking style: Specialize in meat or seafood, go vegetarian or vegan, or offer a vast selection of spicy or exotic dishes. The choice is yours and the world will react to it accordingly.

- Hundreds of events and minor storylines will weave an emergent narrative around your choices and actions.

- Extended modding support: Getting tired of the game after playing it for two hundred hours? Thanks to **Chef**'s mod support, you will never run out of fresh content to enjoy!

Title: Chef: A Restaurant Tycoon Game
Genre: Simulation, Early Access
Developer:
Inner Void
Publisher:
Digital Tribe
Release Date: 6 Dec, 2018

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Minimum:

OS: Windows Vista SP1+ (64 bit)

Processor: Intel Core 2 Duo @ 3.0GHz or AMD Athlon 64 X2 6400+ @ 3.2GHz

Memory: 3000 MB RAM

Graphics: NVIDIA GT 630, AMD Radeon HD6570, or equivalent

DirectX: Version 9.0c

Storage: 6500 MB available space

English

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Disturbing.. and i like it =). awesome game easy to pick up with many challenges to complete. Better than the first one!

10/10.. Freya is a little ugly and I don't use. But Jumong, Raigon, Bakko, and Ashka are all gorgeous. Support the game and look great doing it!. Interesting game if you like to learn about the history of the Roman empire. Pretty bad and boring unless you're looking for achievements. This game regularly goes on sale for a dollar. Even then, that's probably more than most folks will get for it. I actually thought some of the alternate modes were fun, but they went stale for me very quickly.. Very good game to introduce new people to VR.

Nice tactical gameplay and fast-paced.. Fun game! but I keep getting this weird rendering bug so I like it but its hard to play for me so if anyone knows about that..... I love the music its really very relaxing so I have to say yes and no but if your not on mac os it probably doesnt happen so yep thats bout all I have to say.

Game feels a lot like Dont Starve only far more in depth. Ive only played for a bit over an hour but im already hooked. Its gorgeous artwork and relaxing soundtrack are a real bonus.

Some people seem to be having controller issues but I am using a wireless Xbox Elite controller without any issues. And that is why I am writting this short review. Not sure what issues others are running into but i am having no problems and hate to see someone skip out on this based on a review or two with .2 hours played claiming controllers dont work.

A really intriguing game and at 20 bucks? Its a no brainer imo.

Have fun with it!. This game has lots of bugs. Items or character jumping around. Changing mouse speed at different states. DIfficult to pick up things which can easily get lost in graphics. Seems like a nice story but unfortunately i cant play it.. This is a game I have been waiting for, for quite awhile I might add. The controls are very tight and that allows for all your deaths to be your fault. The difficulty ramps up fast and forces you to get better or get wrecked. The upgrades allow for a good amount of variation and the upgrades allow you to control the level of difficulty some. There is a good amount of achievements to unlock and multiple characters are there so replay-ability is decent. So far I've played with one character, but even so there is so much variation and exploring is encouraged with abilities and other goodies hidden throughout each level. The boss characters have decent characterization and when their health is low you can see their desperation through their attack patterns changing. This has taken what I've seen in the demo and improved what was already fun and really expanded upon it. I can totally recommend this game, especially at this price. It is a great bang for your buck game which if you want to play through it, shouldn't be too long, but if you want it, it offers a lot to do.. What a great game! Here is why:
#1 Combat: (I must make this one longer)
-This game has THE Best melee combat system I have ever partaken in. There are many many weapons to choose from, all of which are unique. The fighting mechanics are very deep and I mean DEEP. There are certain enemies that you need to approach differently when you come around that corner, or drop down from a ledge to engage. There is a dodging system in the game to avoid an attack. There is also a blocking system as well that works using stamina, a rechargeable resource. However probably the best part is that each weapon has a type of mechanic to be utilized, such as a single axe to use as an armor penetration to shield breaking capability. From charged attacks to crowd control, the combat is so rich!

#2 Character and class design system:
-There are five heroes to choose from, each of which has three Careers to choose from, all to fit your playstyle

#3 Variety of enemies:
-There are currently two factions with another on the way. Inside these factions are basic infantry, eheavier infantry, elites, and heavy elites, specials, monsters, and lords. You act differently according to what you engage with!

#4 Items,crafting system, Talents,
-There is so much to keep you busy in-game, between games, and after before you log off. Their are a plethora of items to obtain and uniquely for each character. The crafting system is pretty neat as it allows you to break down (salvage) un wanted items, create new gear (which people do often), re roll the enchantments\/properties, when upgraded to exotic, traits give an added power, all of the way to Veteran, the best items in the game. Talents exists for all 15 archetypes of characters.

#5 Quests\/Challenges
-I was going to add this to four but I had to create a seperate one, there are daily, weekly and many others challenges to complete which makes this game feel like you are achieveing something for all of your hard work put into it.

Summary:
In the end the game will provide you with many hours of fun, and that there is a lot more I can add but go explore this game for yourself, it is worth buying for full price yet I was so grateful I found it on sale. I definately look forward to purchasing the DLCs that are out and the upcoming expansion!

. This is a re-review (I kept the original review below this). Originally I was frustrated with the game unintuitive mechanics and UI, and I critized quite a few things that actually weren't true, but I misunderstood them due to lack of good tutorial and help system. The developers were extremely responsive to my feedback, and while there haven't been big UI updates (which I understand budget-wise, since this wasn't probably a selling breakthrough), they changed at least a few things (made the game less grinding and probably a bit easier). I got interested again and decided to properly investigate and understand the game

mechanics, and I finally mostly do. I have created a steam guide for other users, so that it's easier to start with the game and you're not confused by a million of things. Hopefully it will help the game sell better. You can read it here:

http:\/\/steamcommunity.com\/sharedfiles\/filedetails\/?id=832774845

After finally having understood the game, I found it a lot of fun. It's challenging, but not exceptionally difficult if you know what you're doing (that's a big difference). I'm even in the top-10 global ladder already, which I find amusing considering my earlier impressions and review. The game is a well-done mix of action and strategy.

I'm still unhappy about some design decisions, but with the guide, it shouldn't be such a problem now. I created a long list of suggestions for the developers on the forums and they read it all and respond to everything, which is great. Hopefuly the improvements make it into the future versions of the game, if it continues to sell reasonably.

Older review below (mouse over to see)

Death by Game Show reminds me of Hammerfight - a great game with awful UI and obscure game mechanics so that you seriously wonder whether you should suffer through the shortcomings and try to enjoy the fun that is there, or smash the keyboard and never start the game again.

I love the presentation, the art, the style (heavily inspired by \tIdiocracy movie), the humor. I very much like the tug-of-war game style. I also like how everything is exaggerated, chaotic, distractive. Tens of objects moving at once, everything flashing, exploding - just great.

However, the UI and the game mechanics are so obscure and unexplained, that it kills the game. At least for me, because when I play the game, I want to know the rules, and not just button mash (this game is too hard to do button mashing anyway). You can read my detailed reservations in the section below.

I'd really like to continue playing this game and enjoy it, but at the current form, it's very hard to do. This game desperately needs a) proper in-game help with game mechanics well explained b) usability testing and UI improvements c) less infuriating item progression system. Until then it is a very very rough experience.

It kinda makes me sad to leave a negative review here. I mostly like it, just certain parts of it make me go nuts. Maybe I'm just too thick-headed. If you don't mind the lack of help and a confusing UI, try it out, maybe it will click with you more.

Notes for developers

The in-game help is probably the least helpful help I've ever seen (it's funny, yes, but that doesn't *help*). And there are so many unknowns. Why some buildings or units appear or disappear from your "inventory" at some point of time. What is even the inventory the game is referring to - units, power-ups, buildings, everything? How does the wheel of fortune work? How do you charge it up? What is the spin bonus for? Why does my vending machine sometimes stop producing units for a while, even though it has enough energy? No one knows. There are a few helpful hints in the tips, but you can only see those when you die.

The whole progression of items from previous to next levels seems to be convoluted and nowhere explained. After 2 hours of playing I accidentally saw a tip bubble that I need to "pack things up" if they should persist. I got mad at that point, because it means I've been losing all my items for 2 hours. But what does it apply to - buildings, or even units? What if units die, can I still "pack them up"? A core mechanic, almost unexplained. Needless to say, there are no game guides on the Internet.

The UI. Even after hours I still don't understand all the widgets at the main screen. The in-game zoom levels are "everything is too big" and "everything is too small". Why not continuous zoom? It's very difficult to place buildings in the strategy view, because you can't do it in the more useful zoomed-out view, and you also can't move the ground while placing the building. Recalling buildings is weird. Recalling certain units (iTCEs) is almost impossible, due to how the icon shifts when you click it for the first time. Very often your own view moves with every click on "swap\/recall unit" icon, which makes double click on that icon impossible even for ground units. Key E to recall all units is mentioned once in the tutorial, and then not mentioned anywhere in the key overview in help (I had to replay the tutorial to remember the key). Double click to refocus your units never works as you would expect. When

your rocket arrives, your strategy view becomes unusable, because it forces your screen to be centered on the rocket and it can't be moved. You can't click on enemy buildings to see what their abilities are. You can't see the firing range of your own buildings. There's a difficulty slider at the beginning of each level, but there are 10 options you can choose(!), each with different ruleset, and you have whooping 10 seconds to read it all and make a choice. I never managed to read through even half of that. (Why on earth would you time-limit the difficulty picker?). I could go on and on. It's unfortunate that the devs didn't let 10 of their friends play the game (without seeing it in advance) and see how they struggle.

There are certain parts of the game which I find infuriating. By trial and error (because it's of course missing in help) I figured that if you pass the level, your non-damaged buildings and units are returned to you. But if you fail, you lose everything even if you hit Retry challenge. Unless you manually pack up everything possible just milliseconds before dying\/losing (using the strategic overview). Does that make sense? I don't think it does. First it adds needless busywork before each failure (packing up things). Second, if you forget about it, you need to go to lower levels to grind things back up and then finally try to repeat this level again. That seems to be a deliberate decision how to make this game artificially longer. I don't approve that. Grinding is not fun. It would make sense if I lost items destroyed during passing the level. But if I want to retry challenge, it should automatically give me my undestroyed things back, without busywork. And probably even destroyed ones, because that's the purpose of *retrying*. Anything else is a chore.
Another example are time limits, which are extremely tight and you need to exactly know what you're doing to make it. Time limits are again a mechanic which is usually rather annoying than fun, and it's true also in this case, at least in their current ultra-strict configuration.

From psychological standpoint, it would be much better for the game to have 3-4 difficulty settings (easy, normal, hard, insane) and default to normal. That would allow people to bump up difficulty if they feel like it, but also not feel like wusses to lower the difficulty for each level. Many people will rather quit the game than to lower the difficulty (including me, I'm not going to go lower than the *default*, I'm not a sissy -> I'll rather not play it). Making the insane difficulty the default was not a smart move here. I understand the "from hardcore gamers to hardcore gamers" sentiment here, but that could've been even without sacrificing the rest of the audience.. worst iteration of bomberman in existence. but any bomberman game is fun with friends.. well it a really well done game
+good story
+good and enjoyable puzzles
+AMAZING MUSIC
and i think this is one of the most underrated games of all time

Patch 12 - v0.5.3.8 Changelog:
New day, new patch for Chef!

Changelog

- *Experimental: new End Day/Economics Panel has been added, correctly simulating an entire week. Since it radically affects the game, let us know -what you think about it!*

- *Balanced costs for Waiters.*

- *Balanced maintenance costs for Tools.*

- *Balanced Restaurant rents.*

- *Added a limit to the maximum price of recipes.*

- *Restaurant's name now saves properly.*

- *Fixed seats counter.*

- *Fixed a bug preventing the Recipe Editor to show the various slots after selecting a new template.*

. Patch 22 - v0.5.4.8 Changelog:

We released a new patch, addressing several issues and bringing some small features! In the meantime we keep working on the first major update of the game: the city map!

Changelog

- Placing items is now easier and pressing Shift allow for a precise placement of all items.

- Fixed some issues related to pausing and resuming the game

- Added an alert to inform the player in case the menu setup brought all potential customers to zero.

- Added an alert to inform the player in case there's a missing tool in the kitchen that's needed for some recipes.

- Achievements can now be properly unlocked, but they do appear once the game is closed. We are aware of the issue and will soon fix it, but in the meantime they can finally be unlocked!

. Patch 14 - v0.5.3.10 Changelog:

Here's the changelog for today's patch!

Changelog

- Budget is reverted to old daily projection, weekly projection will be re-implemented in the future for balance purposes

- Improved shader loading to reduce stuttering.

- Optimized all materials to reduce the use of video memory

- Rebalanced rents to reflect the change in the budget projection.

- Rebalanced policies to drive Cheapskates away when spending for marketing
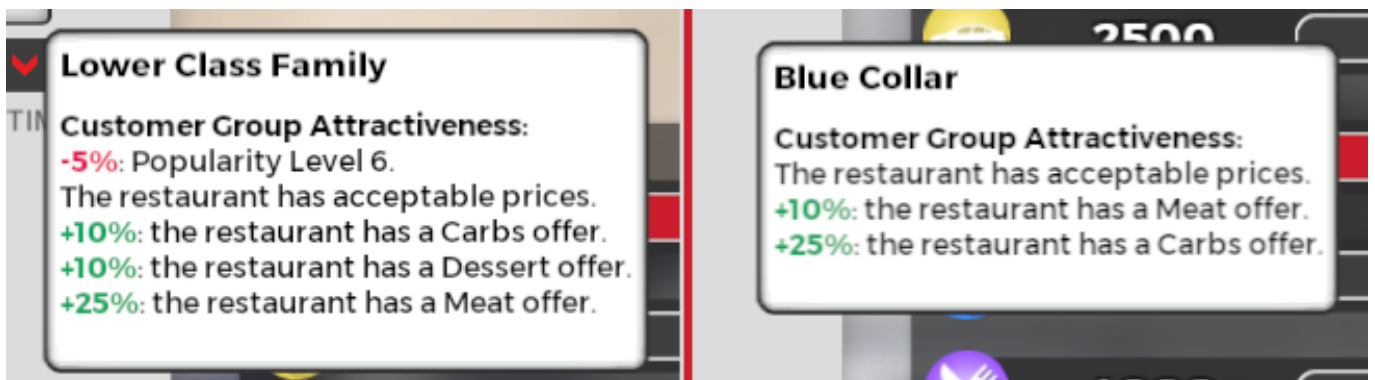
. Work in progress: the Attractiveness System:

Buongiorno fellow chefs!

We keep working on the first major update and it is now time to show you some of the contents we will soon release for Chef! As you may know, we are working on the City Map, a new system that will allow you to extend your influence across the city and slowly gather loyal customers. But to do that, we needed to rework how customers work in the game.

We felt like that the current system wasn't clear enough, we wanted players to have a precise idea of how many people could come to the restaurant with a certain setup. That's why we reworked the existing customers' bars that appear in the Menu Panel and in the Policies Panel.

What's new? Well, let's start with the fact that there will finally be a clear number representing how many people may currently be interested in coming to your restaurant. All those numbers represent the actual pool of customers of the restaurant and the bars have now a different role: they indicate the Attractiveness of the restaurant's offer.

Lower Class Family

Customer Group Attractiveness:
-5%: Popularity Level 6.
The restaurant has acceptable prices.
+10%: the restaurant has a Carbs offer.
+10%: the restaurant has a Dessert offer.
+25%: the restaurant has a Meat offer.

Blue Collar

Customer Group Attractiveness:
The restaurant has acceptable prices.
+10%: the restaurant has a Meat offer.
+25%: the restaurant has a Carbs offer.

While previously the Menu composition directly affected the number of people in the pool, with imprecise effects, now the pool can only be affected by your Popularity and your efforts to reach new districts expanding the influence you have in the city.

It will now be possible to know how many customers will pay a visit during the day, and you will be able to carefully assemble the menu and develop tactics to maximize profits. There will also be a much rewarding progression, since you will have to deal with low-budget customers at the beginning (including the infamous Cheapskates!), and slowly conquer more and more districts to gather enough high-budget customers to finally be able to serve only them in the restaurant!

We are now finishing all mechanics related to the City Map and the player's expansion in it, and we will soon share more info regarding this major update with you! We are also still fixing bugs and minor issues, and all those fixes will be included in the City Map Update!

*. **Patch 01 - Changelog**:*

The first patch for Chef is out! It solved many different things, but we are not over yet, so expect a new update in the next hours!

We also reduced the initial challenge, balancing some costs.

Changelog

- *Fixed the save issues with Skill Points. Old save games will be fully compatible, and all skill points spent have been restored!*

- *Added tutorials to Chef Advisor*

- *Added tutorials to the Ingredients Panel*

- *Reduced and balanced the cost of all Policies*

- *Removed a few Alerts from the tutorial phase, to avoid confusion.*

- *Staff salaries reduced*

- *Fixed a minor bug on a restaurant preventing some items to be placed on a single wall*

- *Game is now fully compatible with 21:9 screens*

*We are not done yet, expect all major issues to be fixed very soon. Thank you for your support and patience!. **Patch 08 - v0.5.3.4 Changelog**:*

We just released a new patch for Chef, bringing some new features we've been asked and several fixes!

Changelog

- *Fixed several bugs related to save and load issues.*

- *Added Autosave feature: the game now saves at the beginning of the day and right after the lunch service is over.*

- *Fixed a bug related to rotation of already placed items.*

- *Custom recipes can now be deleted permanently from the Menu Panel.*

- *Fixed missing icons for Roasted Veggies.*

- *Added Margarine to create vegan desserts*

- *Savegames are not sorted by the most recent ones.*

- *Fixed an issue with customers leaving the place because unable to be served. It won't appear with future savegames.*

. Patch 25 - v0.6.2 Changelog:
We uploaded a new patch addressing a couple issues!

Changelog

- *Tools in use now have proper visual effects*

- *Fixed a minor issue in the Summary panel with Tags not aligned properly.*

- *Fixed a blocking issue related to selling tools in certain moments.*

- *Fixed a rare issue with stuck customers not recovering properly.*

- *Fixed a major issue preventing players to save if certain characters were used in the name of the recipe.*

- *Influence Points/Popularity ratio is now at 20, as originally intended.*

- *Fixed a missing string in the popup appearing when trying to sell or move an object that's being used.*

. Patch 20 - v0.5.4.6 Changelog:
It took some days of work, but a new patch for Chef is finally available! And it's a big one!

We finally reworked the navigation system, meaning that 99% of bugs related to characters stuck somewhere are now gone, and overall the game looks better and performs better! Just remember to replace all tables and cooking tools when playing on older save, to avoid minor visual bugs!

Changelog

- *Implemented ChefAdvisor comments, allowing the player to know what customers think about the food and the service. This system will be further expanded in the future to offer more information.*

- *Tables placement now works differently, clearly highlighting the area used by waiters and allowing tables to be placed near walls or other tables.*

- *Reworked static interaction positions into areas, to prevent stuck people and let both chefs and waiters go idle around the restaurant and the kitchen.*

- *Implemented a failsafe measure to avoid all possible blocking issue related to characters and their movement.*

- *Reworked all navigation meshes to reduce 3D models interpenetration.*

- *Correctly implemented a waiting area for customers. Waiters will no longer wait for people to come near the door, customers will now wait to be welcomed near the restaurant's entrance, making the staff much more efficient.*

- *Thanks to the waiting area it is now possible to see how many people would be willing to come into the restaurant.*

- *Fixed minor issues on several tables.*

- *Fixed a few strings.*

- *[Improved performances for Restaurant 501, 601, 602.](#)*

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