Chef: A Restaurant Tycoon Game Activation Code [addons]

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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

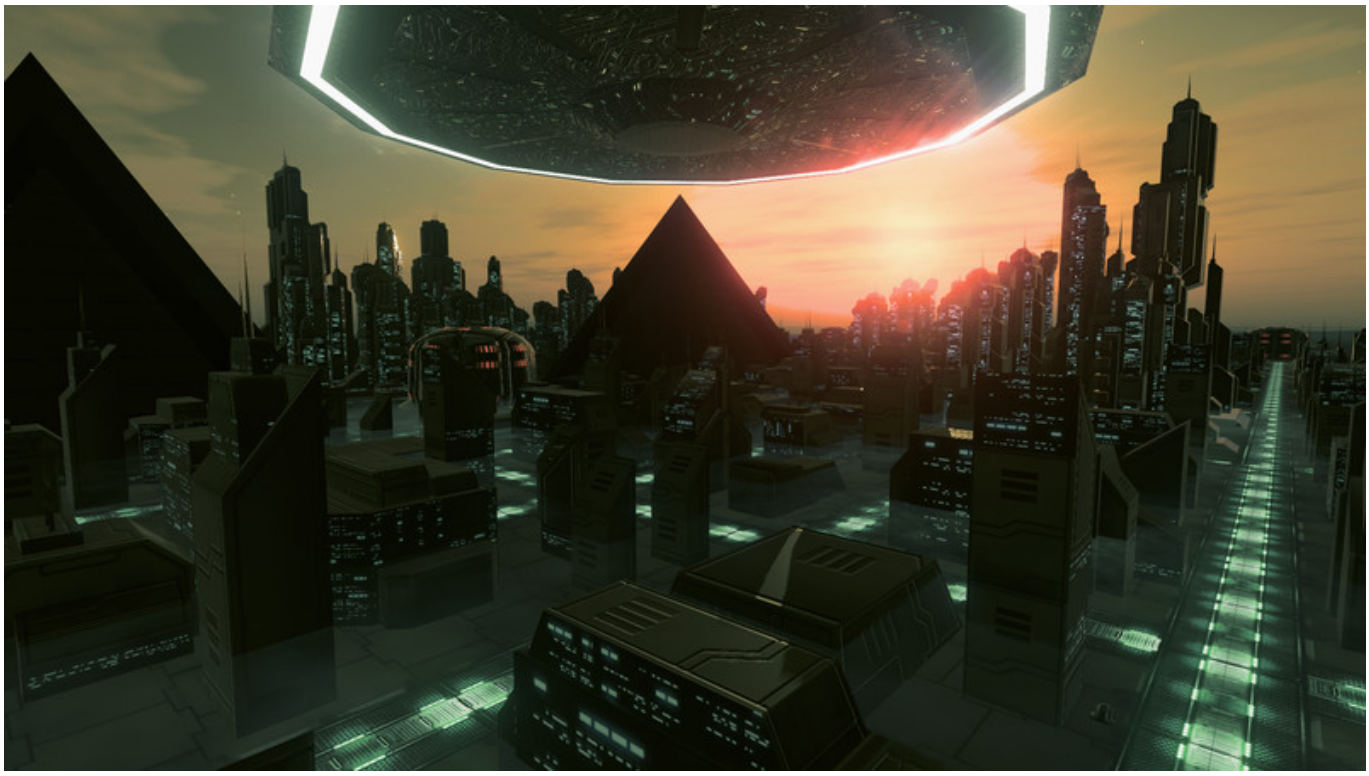
Memory: 3000 MB RAM

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

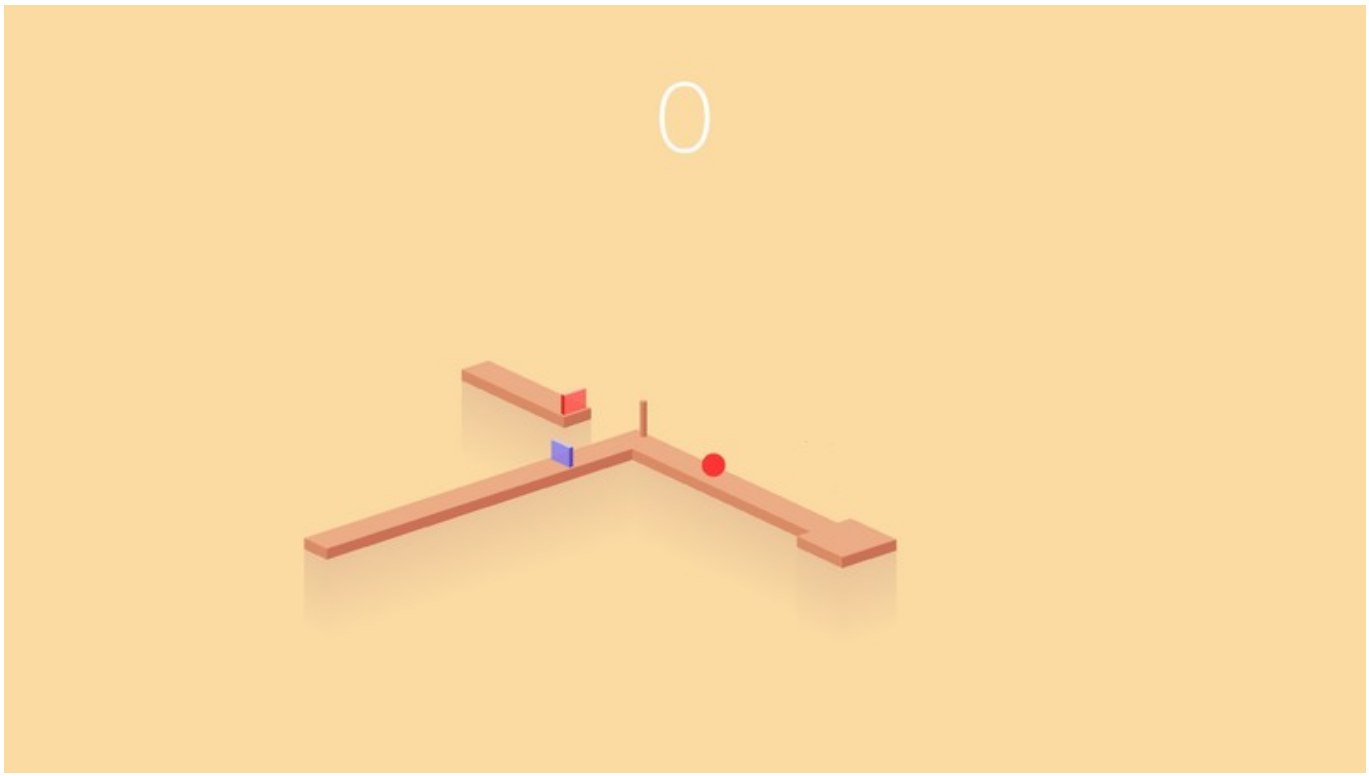
DirectX: Version 9.0c

Storage: 6500 MB available space

English



通常モード
待った
設定
ヒント
棋譜メニュー
パス
中断
投了
新規
地合計算
タイトルへ戻る
レベル10
時間 00:27:53
揚浜 4
置石 無し
コミ 6目半
あなた
時間 00:19:31
揚浜 2
情報切替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This game is pretty fun :D

I had great time playing it.

Myb. If you let people play more that 50 years,becose it will be more fun to have more stuf and etc.
For me it is 7.5/10
Becose i didnt had a lot to do.Anyways i recommend this game.
Great Job Developer :D

Video : https://youtu.be/igFGndrTirg. I love HOGs, but I'm not sure if I will finish this game... (For me, that's like saying I'm not sure I'm going to finish a book; it's almost sacrilegious.) It is a cool looking game, but I'm spending as much time b*tching at it as I am playing it. The HOGs are having some issues such as: not recognizing the correct item (try clicking several times and around the item), bad naming ("clutch" is apparently a C-clamp), and multiples of a named item in a scene, but only one is correct. Some of the puzzles so far are intuitive. Some, I have no idea WTH I'm suppsed to do. NO instructions on the puzzles, even in Casual mode with tutorials open (because I thought maybe I missed something). I really dislike having to look at a strategy guide, not to SOLVE a puzzle, but just to figure out what you are supposed to do. Also, the having an appropriate tool in your inventory that will work, but it's not the "right" tool, is irritating. So, I will put it aside for now and play something else. Maybe I'll come back to it. IDK.... Horribly translated and boring slow pace, not worth any price.. Game is dead :(. Tried playing online with buddies.
The online hub was horrid.
Game constantly lags oh.. an did i mention the whole game freezes beyond saving if the host dies?. Great game! Looks perfect..Plays perfect! 9\/10 for this game so far..This is a game I hope has at least 10 levels when finished and as soon as they can make 10 more levels I will spend another 10$....and keep on doing that for as long they keep making levels lol...This game brings the VR dreams of the 90s to life!. Loved it! It was awesome to see the story of Jett and Bolt play out after playing through the original SC2VN. I this this a great prequel and really enjoyed all of the characters. Lots of funny moments as well, and the interactive game scenes were a cool addition! Great job!

Excellent game. Highly recommend. Graphic quality is good. I am a huge fan about the option where you can skip certain puzzles, as some may become a little tedious. The ending caught me by surprise. Only downside is the short gameplay, just wish they could add some DLC or bring out another.. I really do enjoy these sort of "games" as these stories really add up in the world of story telling, and this world. As this story takes places in the ocean as a mermaid, I don't wanna spoil much what happends more. But I really love the idea of transgender character(s), lesbian lovers or just doing both genders. Or choose you don't give a single\u2665\u2665\u2665\u2665\u2665\u2665about love at all.
I would recomend it if you enjoy these sort of stories with a path to choose your own.
It's sure a diffrent twist then some random mermaid story, but very good.

-Little edit-
I wrote this late night, and forgot to add that some things are really forced into the game. As you can't really choose that way and just get pushed into the direction. otherwise it's pretty good only a shame they kinda force some ways.. Still only in the beginning. Graphics have a nice feel to them and story is so far small but intriguing.

* Update First had problems with my xbox controller. After restarting the game it now detected and configured my wireless xbox controller without problems. Don't know what the issue was. The game is certainly more enjoyable using a controller.

* Update 02-12 Played a bit more. Game becomes even better as you get better. I want more skulls!. Great game that had a poor Launch. Since launch, its been updated with new weapons and had several bugfixes.
This is a Great game that suits VR very well! It has amazing potential just simply needs more players.

Definately give this game a buy.. I would really like the game but its to pricy for the state that its in

1 it does not have a option to change the language (the old version has)
2 the turns of the enemys happen to fast i think
3 the tutorial could use a workover

if all of this would be fixed and the game would have a bit more to do

for example a local 2 player mode

than the pricetag would be ok but in this state i think its way to expensive for what it gives .... Basically what you are getting are premade buildings. If you tried to make your own buildings out of the tilesets provided you would be severly limited as there are very few intermedate blocks to allow for extension. The quality is good and they are nice looking tiles that i feel mesh well with the standard tiles but wasn't what i expected.
If you are looking for tiles to make your own buildings this is NOT the dlc for you. If you just want the buildings premade and ready to go, then go ahead and get this dlc. though i recommend getting it on sale. there isn't much to this dlc.. I love the Just Cause franchise. When I played Just Cause 2, I gravitated to the amazing gameplay, and the awsom destruction. Just Cause 3 gave me more amazing gameplay, crisp graphics, great dlc that added on to the game, a\u2665\u2665\u2665\u2665\u2665\u2665ton of toys, and an environment that feels realistic. When Just Cause 4 was announced, I pressed the preorder button immediatly. But when I got the game, I was hella dissapointed.

You see, every game, the developers add a really cool gameplay mechanism that changes how we play the game. The problem is that the gameplay mechanism, is nothing more than a \u2665\u2665\u2665\u2665ing gymmic! All we get is just a tornado and grapple hook options. Both dont really change the game.

The one good thing I can say about this game is that the environments and models are so good to look at, I deleted my hentai folder and replaced it with my screenshots of Just Cause 4. But thats the only good thing I can say about this game. Shame on you square enix. Avalanch, your ok, you just got a huge\u2665\u2665\u2665\u2665\u2665\u2665of feature creep up your developers\u2665\u2665\u2665\u2665\u2665. Great game to familiarazie with VR. Enjoyable and funny.

Patch 13 - v0.5.3.9 Changelog:
New day, new patch for Chef!

Changelog

- Experimental: we created a failsafe measure to prevent blocking issues. At 4am the game remove all customers and ongoing actions in the restaurant, allowing to proceed to the next day.
- Fixed a waiter missing half head (not save compatible)
- Fixed missing tag for Carbs skills
- Rebalanced customer frequency to let popularity have a bigger impact.
- Fixed an issue with the tutorial not activating properly.

. **Patch 10 - v0.5.3.6 Changelog**:
Here's today's patch for Chef, addressing several issues and balancing many features!

Changelog

- Fixed a bug occasionally messing up both Skill and Ingredient points when starting a new game.
- Gelatine is now Flavor Neutral, to be able to doo Cheesecake recipes without a penalty.
- Fixed the Star Chef chain of events.
- Vegetarian and Vegan friendly no longer give penalties to any Customer Category.
- Beverages no longer count as Vegan or Vegetarian recipes in the menu for the purpose of detetermining if certain Perks should be activated.
- Fixed a blocking issue on restaurant 601
- Fixed a minor issue on restaurant 1101 with wall decorations clipping through the wall.
- Added a new Counter
- Balanced both Cooking Slots and Maintenance Costs for all tools.
- Improved the effect of several decorations, especially costly ones.
- Fixed an issue with luxury tables which could prevent customers to go away.
- Fixed several strings
- Added Reddit link button

We also, thanks to Mellacus, have an official subreddit. You can find the link inside the game!. **New Trailer and slightly adjusted release date!**:
We're getting closer to the release date, meaning that we needed a new, shiny trailer! In it you won't only be able to hear the terrific voice over of Ed Kelly, it also features the massive improvements we made to the game in the last months. And since we keep working on it, it will in an even better shape for the release!

Release that we moved of a single day, the game will come out on December 6th.

Jokes aside, we only encountered a minor bureaucratic issue, but now nothing will prevent the Early Access release of **Chef**!.
Patch 16 - v0.5.4.1 Changelog:
We uploaded a new patch for Chef!

Changelog

- Unlocked ingredients are now properly reset when going back to the main menu and starting a new game.
- The game now properly saves and load info related to how much customers paid for their orders, preventing the summary panel to show wrong data.
- Fixed a navigation bug on Restaurant 601

- Fixed missing terrain on Restaurant 601
- Fixed an issue not showing earnings on the budget summary panel
- "The Cubening" skill has now three different levels, as originally intended.
- Fixed an issue appearing when deciding to move to another restaurant, saving, then loading the save.
- Cream is now unlocked by default as ingredient, to prevent some issues with custom recipes not appearing.

. **Patch 02 - Changelog**:
New patch available! Here's the changelog:

- Ingredients Issue after the second day solved
- Ingredients are no longer interactable in their UI when no Ingredient Points are available
- Expanded tutorials with more information and images.
- Additional tooltips in Skill Screen
- Additional tooltips in Menu Screen
- Additional Tooltips in Recipe Editor
- Fish Soups now have proper menu sections.

Have fun! In the meantime the team will work on more updates!. **Patch 28 - Quests and Fixes - v0.6.5**:

We uploaded a new patch, with new contents to enjoy and several fixes requested by the community! We finally added a Quest System to the game, and added a first storyline allowing players to earn the Chef Stars in a more organic, interesting way!

We are eager to know what you think about the new Quest System, and we are already working on several quests and storylines that will be included in future updates!

Changelog

- A Quest System has been implemented! Players may now get Tasks of any sort and the leveling is now managed through repeatable Tasks. We plan to release dozens of events and storylines in the next months, using this Quest System as foundation.
- Completely reworked the Tutorial using the new Quest System.
- The process of gaining the three Stars is now part of a storyline consisting in multiple Tasks with increasing challenge.
- Waiters performances have been optimized: many actions have been modified to allow them to spend much less time

walking around the restaurant.

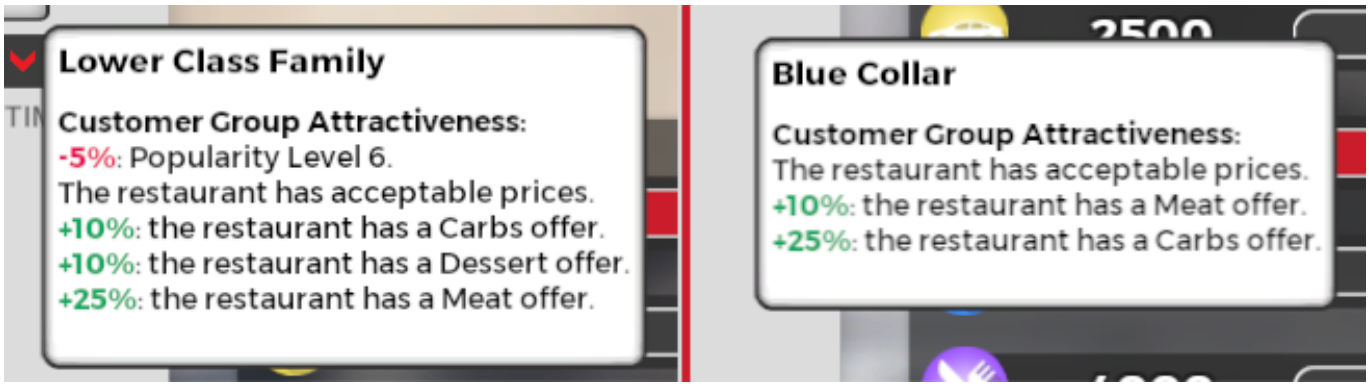
- Data in the Stats Panel can now be sorted.
- The balance screen is now showing correct numbers.
- The Recipes summary no longer breaks when recipes with more than 5 tags are displayed.
- Fixed a missing string when clicking on customers.
- Added a new ambient track.
- Buttons used to find more people to hire are now more reliable.
- The Policies panel will no longer take a few minutes, after loading a game, to activate the various sections.
- Fixed an exploit allowing to gain infinite skill points when closing the skill panel.
- The ingredient tooltip in the Ingredients Panel now shows taste values for ingredients.
- Fixed some missing icons.
- Fixed an issue with Influence Points not being assigned when making a new game without restarting the application.
- Recipes on the right area of the menu can be now sorted correctly.
- Menu Perk are now updated in real time in all cases, without any delay due to some orders still being processed.
- Added a button to go back to the main menu after opening the map to select a first restaurant.
- Fixed Missing hair on a waitress.
- Fixed conditions for decisions not properly showing and moved them near the description to increase clarity.

. **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.



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!

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