
Chef: A Restaurant Tycoon Game Download For Pc [cheat]



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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.

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- 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

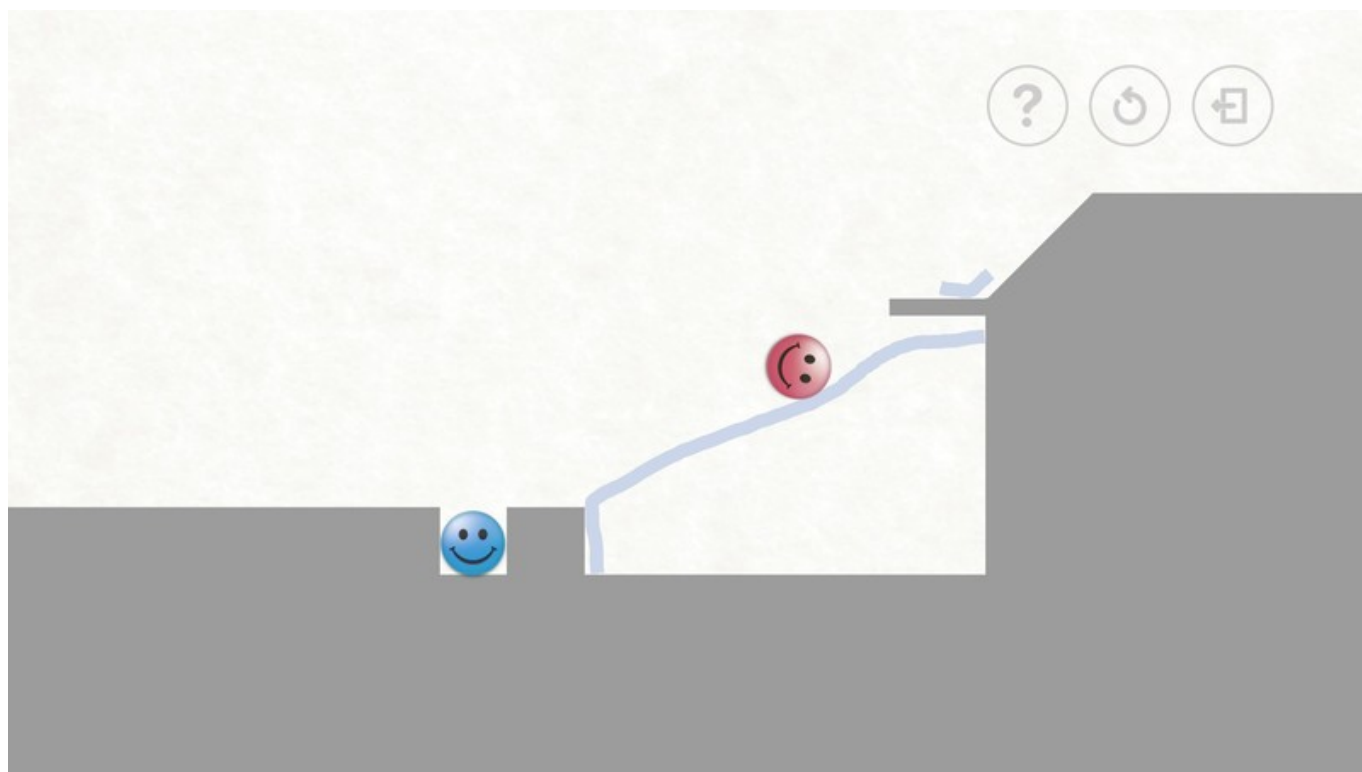
Memory: 3000 MB RAM

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

DirectX: Version 9.0c

Storage: 6500 MB available space

English





PRESS ESC KEY FOR VOLUME CONTROL & OTHER OPTIONS



how
many
contestants?



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Jak dla mnie jedna z najlepszych gier strategicznych szkoda że jest tak mało znana bo powinna zasługiwać na więcej. This is a masterpiece!

If you like puzzle games, it is a must buy!. It's a sim, thats a plus.

It's a sim where i learned some thing from that's a plus aswell.

It's fun, big plus.

I can play the sim with a T500RS wheel the t3pa pro pedals (Clutch works ingame!) and an Th8a Shifter.

Thats a realy big plus.

Has an ingame radio.

Can set your own conditions.

The wait the car excellerate is pretty insane but not a big issue.

The game has reaaaaly horrible engine sounds Thats a big minus.

Graphic's arnt horrible.

Overall its a good sim, im just reaaaaly annoyed on the engine sounds. There all the same electric like vacuum cleaner sounds. . such an old game. only get it if you remember playing it back in the day or have a thing for old games. i dont think its held up very well over the years lol. I need another couple of eyes!

When you're trying to avoid bullets and reach that corner of the screen in order to retrieve that item by switching dimensions while sweating the control pad... arf! that's when you realize that you're in front of a great game!

Very well designed levels (and bosses) that will challenge your skills (and nerves), cool music, a great story... Such a GREAT surprise! Not just smash buttons but also think how to solve the level with the higher tier score.

Highly recommended!. Its not a bad game. Somewhat older graphics and style of gameplay. It seemed very simplified game at first but later it becomes harder as you start to travel further from the begining. I realized later after constantly dying often that this wasnt so simple of a game. Some creatures are extremely hard to kill, and the trick of running to edge of the map to heal on the other side of the next map, is what I mostly did to try and survive. (that and to save often) Its a worthy game in my opinion and I enjoyed very much. Just waiting for the next version to come out on steam.. The rhythm Beat 'em Up we don't deserve.

Way of the Passive Fist is a Beat 'em Up sidescroller that is based on defensive mechanics.

If you love parries, well timed dodges and Capcom style dashes stop reading and buy the game.

The Gameplay consists of parrying, dodging, shoving and evading your enemy until he is tired or your combo meter reaches a certain number so you can take him out with a finishing move.

Every face button is a different defensive move, it's up to you to learn the patterns of the various enemy types so you can uhm defend I guess.

Next to the very large number of different enemy types, are 5 bosses. The bosses are all unique and have gotten new forms with the New Dawn update.

Sadly the bosses are also my one gripe with the game. Most of them are alright, but not as fun as the rest of the game by a long shot. The biggest offender being Thorneborne's new version in the New Dawn update. I personally found him to be inconsistent and cheap. This could just be me being bad at the game, but I can get through the new Dawn mode without dying once except to Thorneborne, which usually kills me around 4 times.

The visuals are fantastic, the animations are smooth and the sound design is amazing as well. You can time your parries and dodges according to visual and sound cues no problem.

Both stories are perfect Mad Max/Fist of the North Star pulp, nothing to complain about here.

5/5 nails exactly what it wants to do.

. Buy it ONLY ON SALE.

I think more content to a game is always good but the pricing should be a bit more realistic. The content is by the way just more of what we already had. Which is great if you enjoy the game

Thats a really great game!

Really lets you learn about how AI overwatch you. iv had fun with every thing in it so far :). Deserves respect; Has a GTA2 feel to it. I bought the deluxe content and I'm not sure if I got the fur or not. I don't think I did. But I could care less, I mean, even if I might've not gotten the fur I can actually enjoy the game at least.. Luckily, I got this game in an indie bundle.

Finished campaign in 10 minutes.

I've played literal *tens* of indie games. This is worse than all of them combined.. Suitable graphics and excellent BGM for horrible atmosphere.

Simple, but enjoyable gameplay.. Act of War: Direct Action was pure RTS quality, playing like a more realistic and deeper version of C&C Generals while also possessing a stellar campaign that was told through live action cutscenes. Sadly, the expansion to Act of War: DA, High Treason, gets rid of the live actors and tells a story that is much less gripping as a result. We no longer see any of the characters up close, only hearing them through voice over narration mid-game or through 3D cutscenes, and combined with it being shorter than DA's campaign, the whole thing just felt uninspired and lazy.

All this is unfortunate, since the game does do better overall on the gameplay front compared to its predecessor. Naval battles are enjoyable in its scale and weapon systems you can bring to bear (though the Tomahawk sound bug is annoying and requires a mod to fix), mercenaries are interesting and useful, and the changes to each faction, like the unit additions and fixes (US MLRS is now useful) were mostly positive. The only regression I found was the healing/repairing system, with most passive healing abilities being replaced by an active command ability with cool down. I understand they wanted to streamline it, but it just ended up being less effective and not as interesting.

And that's pretty much how I'd describe High Treason compared to Direct Action; less interesting and less effective overall. I'd recommend it but if you already have Direct Action and hoping for more techno thriller storyline action, you'll probably be underwhelmed.. I love it. I would give either an 8/10 or a 9/10 only because if you exit you have to start at the beginning of each stage and it is annoying sometimes. Other than that i love the retro feel of it and i love how much fun it is. Great soundtrack and nice look, but the controls made it feel like I was trying to place dominos on a table in a ship during a hurricane.. not bad 4da money

Work in progress: the Attractiveness System:

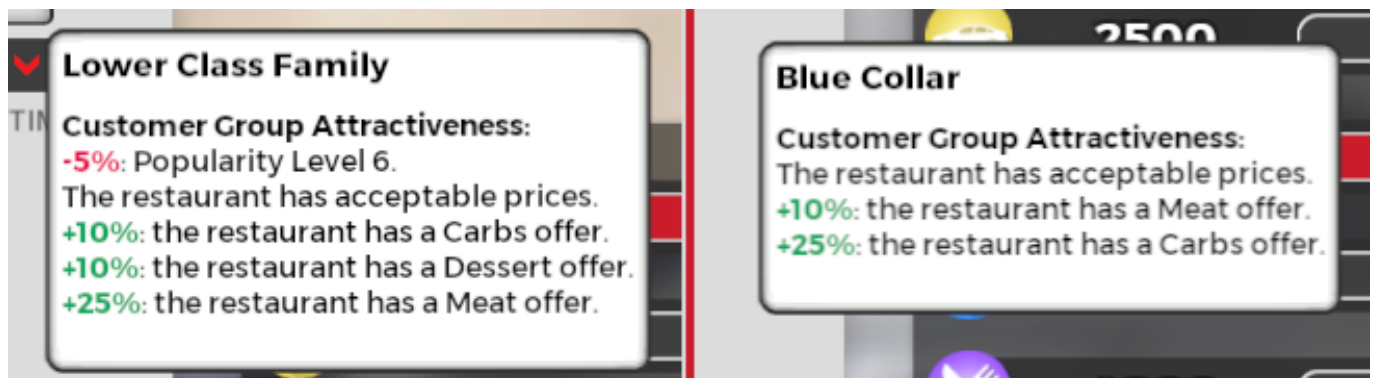
Buongiorno fellow chefs!

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 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 09 - v0.5.3.5 Changelog:

Today we analyzed future tasks, reorganized our roadmap adding many suggestions, and we will share it with you very soon. But that doesn't mean we didn't save some time to fix a few issues!

Changelog

- Fixed some issues with Millefeuille and Ice Cream templates corrupting saves.
- Cheesecakes now correctly appear in the menu once they are created (not save compatible, if cheesecakes are locked for you the easiest solution is to unlock the Gelatine ingredient).
- Fixed some strings around the game.
- Specializing in Carbs no longer lures Cheapskates.
- Custom Recipes can now be deleted only if no customer has ordered or is eating them, to prevent gamebreaking issues.
- Fixed a rare issue preventing the game to save properly.
- Fixed the save panel to let the player see the save name correctly without losing 4 dioptries.

. 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 17 - v0.5.4.2 Changelog:

A new patch has been uploaded!

Changelog

- Options are now properly saved after pressing the Apply button.
- Antialiasing options now work properly.
- Added a graphic option to activate shadows on the interior lights.
- Added a graphic option to deactivate dynamic lighting and drastically reduce the workload on the GPU.
- Fixed blank tooltips in the customers' summary panel.

. 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 28 - Quests and Fixes - v0.6.5:

Quests and Fixes

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.

. Patch 18 - v0.5.4.4 Changelog:

While we are working on the first big updates for Chef, we found some time to fix some issues and release a new patch!

Changelog

- Fixed an issue related to savegames which could reduce the kitchen's performances

- Added a graphic option to select the details of organic models, to let the game run smoother on low-end GPUs.
- Fixed the "internal shadows" option to work properly.
- Fixed the popularity perk not updating in the Restaurants Panel

. Where's my next big update, signore?:

Buongiorno, cuochi!

A quick update for those who are wondering what we were working on last month, a surprisingly low profile January for our bombastic and loud standards.

Our initial idea was to work on the next big, fat update, but then we noticed this on our store page:



Chef is a Restaurant Management game in which you create your own character, acquire supreme cooking skills, customize restaurants, design unique

53% of the 28 user reviews in the last 30 days are positive.

RECENT REVIEWS: **Mixed** - 53% of the 28 user reviews...

ALL REVIEWS: **Mostly Positive** - 71% of the 141 us...

RELEASE DATE: 6 Dec, 2018

DEVELOPER: **Inner Void**

PUBLISHER: **Digital Tribe**

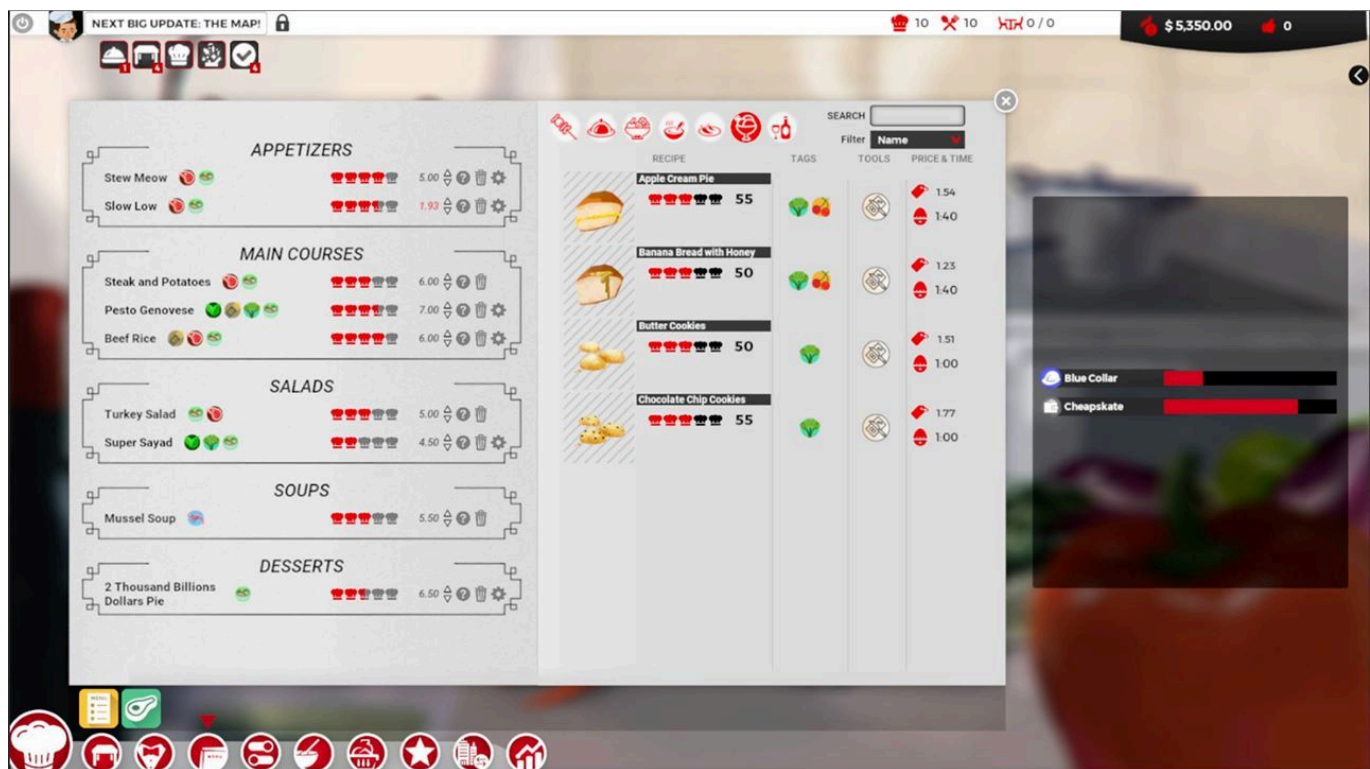
We obviously reacted like professional, adult and responsible people. Apart from a couple of panic attacks and a desperate, naked escape through the historic center of Rome.

Browsing the most recent reviews, we realized that we had given a low priority to some glaring issues that actually needed to be fixed as soon as possible (i.e. tutorial consistency and UI usability), simply because Chef's veterans are true Catholic Saints with an infinite reserve of patience. Some of the new players were not as ready for such a turbulent start and they rightly complained. We could have done better and we're sorry for that.

January has therefore gone from "wow, let's start working on these fantastic new features" to "OMMIODDIO WHAT IS THIS? OUR TUTORIAL SUCKS LET'S PURGE IT WITH FIRE", forcing us to postpone the first really juicy update for at least a couple of weeks.

Do not fret, friends, because our January work wasn't all for naught: We have managed, among various Quality of Life improvements, to finally add the much requested recipe editing in the menu panel!

WOOOOOH! Your new menu will look like this:



We know you all expected a huge update in these first weeks of February, but at least we had to try to transform some of those negative feedbacks in a positive and enjoyable experience for everybody.

Want to know about the next update? Well... here's a second hint:



No, zero Pokémon Go Mechanics. We are working on the City Map, along with a completely revamped customers spawn system!

Buon appetito!

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