

# KITCHEN KINGDOM

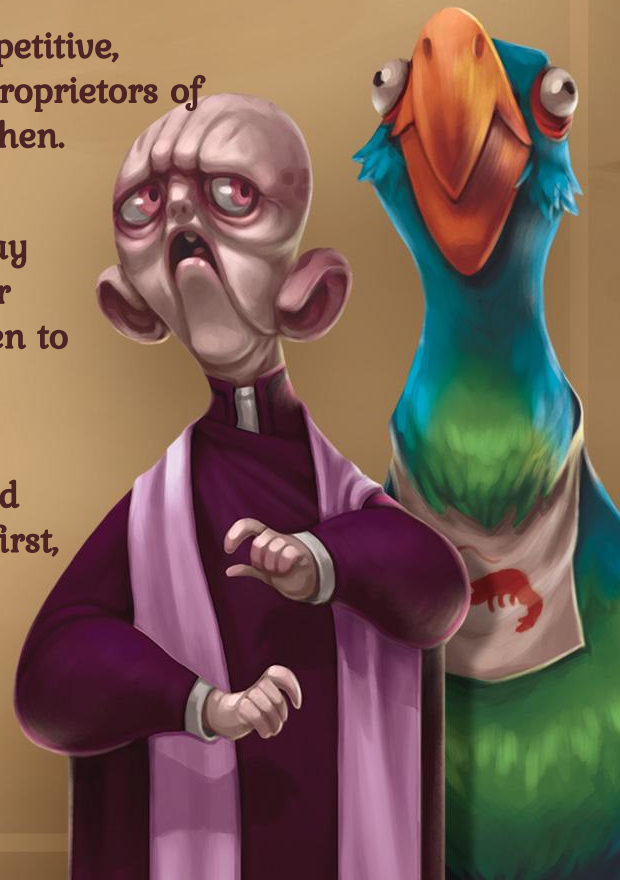
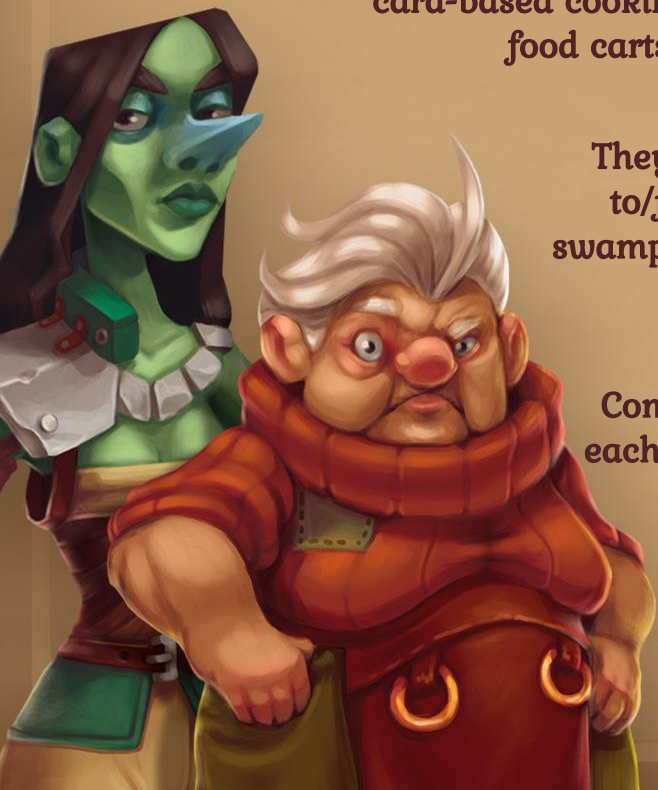
◆ LORDS OF THE CULINARIUM ◆

# Kitchen Kingdom: Lords of the Culinarium

Kitchen Kingdom: Lords of the Culinarium is a competitive, card-based cooking game for 3 - 6 people. Players are proprietors of food carts in the mystical city of New Essenmachen.

They serve hungry adventurers on their way to/from the horrifying horrors in whatever swamp/sepulcher/forgotten city they've chosen to plunder.

Competition is fierce in The Culinarium and each player competes to serve a Customer first, securing the gold for themselves.





# What's In This game?

## Customers and their Cravings

A bizarre cast of characters at the core of KKLC, the Customers are the puzzle each player is trying to solve. Each has two dishes they want, as well as a garnish they'll pay extra for. Every round starts with a new Customer.

## Getting Paid

The first player(s) to serve a Customer a requested dish wins the gold for that dish. Since each Customer wants two dishes, multiple people can win gold in a round.

## Conquering the Culinary Challenge

Players have Hands of Ingredient cards they combine to make a Customer's order. Paired with the Universal Cookbook, they can choose to serve a dish or trade with other players.



# Why We Made This Game

We make games that are fun, engaging, and a little silly but won't require hours studying a rulebook. We want hardcore gamers to have fun as well as their more mainstream friends and family.

Not everyone plays the same way, so we include alternate rule sets in our games for a variety of situations. For Kitchen Kingdom, while the default is a rapid-fire contest of culinary quickness, we have several options for more moderate pacing and even cooperative modes.

We've playtested with players of various skill levels and held demonstrations with some of our industry contemporaries. Based on the feedback from these sessions, we think we're striking this balance well.



# State of Things



## Development Status

Kitchen Kingdom is feature-complete at this time. The rules have been playtested and may undergo a few minor tweaks, but it's ready for primetime. The artwork is mostly complete, save for some ancillary pieces and design flourishes.

## Our Process Gaps

Printing and logistics. We've created Print and Play versions of Kitchen Kingdom, as well as playable demos in the popular Tabletop Simulator on Steam (PC). However, we lack the resources to fully print the game ourselves.

## Where You Come In

As we cannot market and produce the game at scale, we're looking to partner with you to fill those gaps. We believe Kitchen Kingdom has a great potential in both enthusiast and mainstream circles, and with your help we can achieve this potential.

# Partnership Goals

## Marketing

Social media management and advertising are outside of our current resources, as well as presence at industry events. We've attended industry events like Penny Arcade Expo in the past and are familiar with the space and operations.

## Production and Fulfillment

Kitchen Kingdom is almost complete, but we lack the financial backing to print and ship a retail run of the game. As of now it will be available in Print & Play and Print on Demand formats.

## Must-Haves

Wanton Walrus Productions (WWP) has a number of games in production and maintaining control of our IP is a must. We're a small team and are open to partnership/commission for other products, but games developed entirely in-house need to remain the sole intellectual property of WWP.



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## At a Glance

**Game:** Kitchen Kingdom: Lords of the Culinarium

**Developer:** Wanton Walrus Productions

**Genre:** Card/Tabletop

**Target Audience:** Enthusiast and Mainstream Gamers

**Players:** 3-6

**Proposed MSRP:** \$20

