Outdoor game

Overcooked

The Pancake Game

The chaotic outdoor cooking game



Overcooked: The Pancake Game

Working as a team, you and your fellow cooks have to prep, cook and serve a whole stack of delicious pancakes before time runs out.

The Pulse team hopes you have a blast with “Overcooked: The Pancake Game,” the chaotic co-op outdoor cooking game for youth groups, for five to fifty players.

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About this game

This version of “Overcooked: The Pancake Game” was developed by Silas Bilger and Andy Fronius.

Free for your work with young people. What you may do with it: Terms of use.

Questions or problems?

Thank you for everything you do for young people. We really appreciate you. If you have questions or problems with your download, don’t hesitate to contact us through our contact form: thepulse.org/en/contact.

Game description

In this outdoor game for youth groups, players have to work together strategically, get their own ingredients and cook as many pancakes as possible. At the end, you can eat the pancakes together around the campfire with a big jar of Nutella.

Goal of the game: The team that has made the most pancakes by the end of the game wins.

Weighing the finished pancakes makes for a fair verdict. It's up to the jury whether burned pancakes go on the scale or not.

Getting ready

- The group leaders must give a safety briefing on using the camp stoves, which also covers handling food carefully.
  - The camp stove must stand securely.

- No running or tagging within 4 meters of the camp stove.
- Don’t breathe in the gas.
- Tie long hair up tightly when working at the camp stove.
- In case of an accident, tell the group leaders right away, or call emergency services directly and then tell the group leaders.

✔ Split your youth group into teams of 5.

✔ Each team of 5 gets a **camp stove**, a **frying pan**, a **whisk**, **oil** or butter and the **pancake recipe**. The team now has 10 minutes to find a spot to set up camp and cook. This spot must be roped off with barrier tape at hip height (25 meters per team). Opposing players and thieves may not enter this safe and cooking zone.

⚠ **Caution:** risk of injury.

✔ A loud signal (a whistle) or another signal starts the game.

How to play

Once the whistle blows, the hunt for pancake ingredients begins. There are two ways to get them:

1. Players find the traveling merchants, where they can choose between flour, milk, sugar and eggs. But they can only ever carry **two ingredients at a time**. The area around the traveling merchants is a neutral zone.
2. Players tag an opposing player outside the neutral zones and beat them at “rock, paper, scissors.” Careful: you can lose your own ingredients too (up to 2).

A playing time of 70 to 90 minutes has worked well. From halfway through the game, it’s a good idea to open an extra trading post: the hardware dealer. At this special merchant, players can trade ingredients for an extra frying pan and an extra gas stove. Experience shows that by the last third of the game there’s enough batter, and the game only stays fun for everyone if the cooking is spread across more players.

The traveling merchants

You can adapt the number of merchants to your group. If only a few leaders are available, one traveling merchant is enough: they carry all the ingredients and close each trade quickly (handing out the baking ingredients). With several merchants, you can split the ingredients between them.

For example, *merchant 1* carries sugar and milk, while *merchant 2* carries flour and eggs.

Three things apply to the traveling merchants:

1. The merchants are neutral zones and act as referees.
2. The merchants change their location often, so players have to keep searching for them.
3. The merchants should carry enough ingredients so the game runs smoothly. (We advise against tying ingredients to tasks or challenges, so the game doesn't slow down for no reason.)

Finally, the traveling merchants have to think about how to transport the ingredients safely.

- **Flour:** in 50 g bags (maybe mix in a little baking powder).
- **Sugar:** in 5 g bags.
- **Egg:** 1 egg at a time, with no protective packaging. That makes players more careful.
- **Milk:** 50 ml at a time.

The hardware dealer

The game leader needs to keep an eye on the groups and on how much food the teams of 5 are hoarding. If ingredients pile up early, it can make sense to open the hardware dealer (also a traveling merchant) earlier. At the hardware dealer, food can be traded for frying pans and stoves:

- A **frying pan costs**: 250 g of flour and 20 g of sugar.
- A **stove costs**: 200 g of flour and 150 ml of milk.

The thief

To raise the tension, you can bring a thief into the game. The thief is either in the game the whole time or shows up now and then and disappears again. The thief doesn't belong to any team and can simply take ingredients without having to play "rock, paper, scissors."

⚠ **Caution:** In the neutral, safety and cooking zones, not even the thief may steal anything!

Materials list

- 1 frying pan per team
- 1 camp stove per team
- 25 meters of barrier tape per team
- 4 kg of flour in 50 g bags = 80 bags of flour
- 50 eggs
- 500 g of sugar in 5 g bags = 100 bags of sugar
- 4 liters of milk in 50 ml portions = 80 bottles of milk

Pro tip: You'll need more frying pans and gas stoves if you open the trading post. To keep the cost of materials low, ask around in your youth group beforehand whether anyone has gas stoves and old frying pans.

How did it go?

Thank you for everything you do for young people. We really appreciate you. Tell us how the game went for your group: thepulse.org/en/contact.

PS: You'll find more free games and resources for your work with young people at thepulse.org/en.