

Overcooked Gameplay



About the game: Overcooked is a cooperative video game for up to four players. The game, its sequel Overcooked 2, and several expansions are available for play on Microsoft Windows, PlayStation 4, Xbox One and Nintendo Switch. There are 28 different kitchen levels in the Overcooked, plus a final boss level.

Overview: In this cooperative game, players control chefs who have to prepare and serve meal orders in kitchens that are filled with obstacles and hazards – all within a strict time limit.

Players must find the ingredients they need in the ever-changing kitchen and work together to prepare meals, serve them, and clean up. Coins are earned by serving the correct meal with a bonus “tip” earned for doing so quickly – but additional orders keep piling up, and unfulfilled orders mean both wasted time and no coins. Players who don’t earn enough coins before time runs out get no stars and must repeat the level. Players who excel at the game can earn up to three stars per level.

How to play:

Once players choose their character, the game begins by introducing them to the Onion Kingdom, under siege by the boss villain referred to as “The Ever Peckish.” Players must prepare meals for him in a doomed pre-level where they learn the mechanics of the game, before being sent on a journey across the Onion Kingdom to hone their skills and ability to work together.



Each stop on this journey represents a different level, and in each level a new **kitchen** is introduced and **orders** begin appearing along the top of the screen.

1. Orders

In earlier levels the orders are simple, like a soup made from onions or tomatoes. The steps to create the soup are to gather the right vegetable, chop it, cook it, plate it, and send it out to be served. As the levels progress, the orders get more complicated and involve additional ingredients or cooking steps. Chefs must pay attention to any meals that involve cooking, as left unattended they’ll result in a kitchen fire that has to be extinguished before play can continue. Because time is ticking, if meals aren’t prepared and served quickly enough, they disappear from the row at the top of the screen and no coins are earned.



Orders progress from simple (left) to more complex (right) as the game progresses.

2. Kitchens

A significant challenge in the game comes from the layout of the kitchen. Kitchens change with each level, and even early in the game the parts of the kitchen where players gather ingredients, pick up dishes, chop, cook, plate and serve are far apart from one another. There are often obstacles in the way and as the levels progress those obstacles get more complex and dangerous. Some kitchens may slide around as the ground beneath them shifts, others may be separated into different sections with hazards between them. Players may find themselves cooking in a moving truck, on an ice flow, or even in space.



Players may find their kitchen in the middle of a street, complete with pedestrians and traffic to avoid.

Hint: The key to this game is good communication. If players attempt to control every element of food preparation, serving and cleanup without talking to other players and strategizing, the level becomes practically impossible to beat.



Note: The actions you take to control your chef's movements will change from system to system. Please review the controls for your system of choice so you can guide players in how to move around the kitchen, pick up items and put them down, and chop.