

While ramen is typically thought of as a Japanese dish, it has its roots in Chinese cuisine. In the mid-19th century, when Japan first opened to foreign trade, Chinese restaurants began popping up in Japanese port towns. One noodle dish known as *shina soba* ("Chinese noodles") became quite popular, and the first specialized ramen shop opened in 1910 in Yokohama, Japan's second-largest city. Common toppings included eggs, corn, *nori* (dried seaweed), and *naruto* (fish cakes). After an earthquake outside of Tokyo caused massive devastation in 1923, ramen continued to rise in popularity because this simple food could still be served from food carts.

Entrepreneur Momofuku Ando invented the first packaged instant ramen in 1958, which soon made its way around the world. The combination of instant noodles and flavor packets (ranging from chicken to beef, bacon, and even pizza!) continues to be wildly popular to this day.



Ramen Fury™

INSTRUCTIONS



AGES 8+ • 2 TO 5 PLAYERS

Contents:

15 Ramen Bowl Cards
89 Ingredient Cards
10 Spoon Tokens
Instructions

Ingredient Card Symbols:



Protein



Vegetables



Hybrid

(either protein or vegetables)



Chili Peppers



Point Value

Object:

Score points by eating bowls of ramen containing delicious combinations of ingredients and flavors. Each type of flavor scores in a different way. At the end of the game, the player with the most combined points from their eaten bowls is the winner!

Setup:

1. Each player takes three Ramen Bowl Cards and two Spoon Tokens, placing the Ramen Bowl Cards in a row, noodle-side up.
2. Shuffle the Ingredient Cards and deal three cards to each player. Keep your hand hidden from the other players.

3. Place the deck of Ingredient Cards in the center of the table and flip four cards from the Ingredient Deck face up onto the table. These four face-up cards are "The Pantry."

4. The player who most recently ate ramen goes first!

Any unused Ramen Bowl Cards and Spoon Tokens are placed back into the package and will not be used during this game.



Ramen Bowl noodle-side up

Sample Setup:

Player 1



Player 2



Player 3



Player 4



How to Play:

On each turn, a player **must** perform **two** of the following actions:

Prep **Restock**
Draw **Eat**
Spoon **Empty**

You may perform any combination of your two actions in any order, and may perform the same action twice. (Additionally, players may have special free actions they can perform, as detailed in the **Chili Peppers and Nori Garnish** section.)

Actions:

Prep: Place any one Ingredient from your hand into one of your bowls. Ingredients placed into bowls must always be placed on top of the other Ingredients in the bowl. **Note:** *Chili Peppers and Nori Garnish* cards have special rules, detailed on page 6.

Ramen bowls may never have more than five Ingredients placed into them, and may not contain more than one Flavor Ingredient.

Draw: Take a face-up card from The Pantry or the top card of the Ingredient Deck and place it into your hand. When a card is taken from The Pantry, immediately replace it with the top card from the Ingredient Deck.

Note: *Chili Peppers and Nori Garnish* cards revealed this way have special rules, detailed on page 6.

If a player ever has more than five cards in their hand, they must immediately discard cards until they have only five.

Spoon: Discard one of your Spoon Tokens, and then take the top Ingredient from any bowl belonging to any player, including yourself. Place the Ingredient directly into one of your bowls or into your hand.



Restock: Discard all the cards from The Pantry and replace them with four new cards from the top of the Ingredient Deck. **Note:** *Chili Peppers and Nori Garnish* cards revealed this

way have special rules, detailed on page 6.

Eat: Eat a bowl of ramen by flipping it to its finished side, along with all of the Ingredients inside it. A bowl must have one Flavor Ingredient and at least one other Ingredient in it before it may be eaten. Once a bowl has been eaten, no more Ingredients may be placed in it, and no Ingredients may be spooned from it.

Empty: Empty all the Ingredients from one of your ramen bowls into the discard pile.

Once a player has performed their two required actions and any optional special free actions, play continues around the table clockwise.

Preparing a Ramen Bowl:

- **Newest Ingredients on top**
- **Ingredient symbols visible**
- **No more than five Ingredients**
- **Only one Flavor Ingredient**

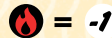


Chili Peppers and Nori Garnish:

Chili Peppers and Nori Garnishes are special Ingredients, which can be placed into bowls the following two ways:

- Whenever you perform a Draw or Restock action that results in adding Chili Peppers or Nori Garnishes to The Pantry, you may immediately place **one** of the Chili Peppers or Nori Garnishes into a bowl of your choice — even another player's bowl! After the Ingredient is placed into a bowl, replace it with the top card from the Ingredient Deck. If more Chili Peppers or Nori Garnishes are revealed because of this, you may immediately place those as well!

- During your turn you may also take Chili Peppers and Nori Garnishes from your hand and place them in any bowls belonging to any players. Playing Chili Peppers and Nori Garnishes from your hand are free actions and do not count as one of the two actions you must take on your turn.



Chili Peppers:

Chili Peppers put the FURY in Ramen Fury! At the end of the game, subtract 1 point (-1) for every Chili Peppers card in a bowl of ramen you've eaten, unless they are in a bowl containing Fury Flavor.



Nori Garnish:

Nori Garnishes are Ingredients that can be used to make any bowl of ramen more colorful and delicious! At the end of the game, add 1 point (+1) for every Nori Garnish in a bowl of ramen you've eaten.

Chili Peppers will add points to your total when eaten in bowls containing Fury Flavor, but penalize you when eaten in bowls with other Flavors!

End of Game:

The game ends once any player has eaten their third bowl of ramen or when the Ingredient Deck is empty. Each other player gets one last turn. Then proceed to scoring.

Scoring:

At the end of the game, players score points for each bowl of ramen they ate based on the Flavor inside each bowl.



Three finished bowls of ramen



Shrimp Flavor:

Bowls with Shrimp Flavor are worth 4 points for every pair of Vegetable and Protein Ingredients.



Soy Sauce Flavor:

Bowls with Soy Sauce Flavor are worth 2, 5, 9, or 14 points depending on whether they have 1, 2, 3, or 4 unique Vegetable Ingredients.



Beef Flavor:

Bowls with Beef Flavor are worth 2, 5, 9, or 14 points depending on whether they have 1, 2, 3, or 4 unique Protein Ingredients.



Fury Flavor:

Bowls with Fury Flavor are worth 2 points for every Chili Peppers card they contain. Do NOT subtract points for Chili Peppers in bowls containing Fury Flavor.



Chicken Flavor:

Bowls with Chicken Flavor are worth 6 points if they contain a pair of matching Ingredients and 10 points if they contain three matching Ingredients. (Nori Garnish and Chili Peppers don't count when making matches.)

Once you've determined how much your ramen bowls are worth individually, add your points together. The player with the most points wins. In the case of a tie, the player who has eaten the most total Ingredients is the winner. If there is still a tie, the tied players win together!

Scoring Examples:



= 8

This bowl contains Shrimp Flavor and is worth 8 points because it contains two Protein and two Vegetable Ingredients. Tofu can count as either a Protein OR Vegetable.



= 7

This bowl contains Chicken Flavor and is worth 7 points: 6 points because it has a pair of Eggs, and one extra point because it also has a Nori Garnish card.



= 4

This bowl contains Soy Sauce Flavor and is worth 4 points: 5 points because of the two unique Vegetable Ingredients, but 1 point is subtracted because the bowl contains a Chili Peppers card.



= 2

This bowl contains Fury Flavor and is worth 2 points because it contains one Chili Peppers card.