

INSTRUCTIONS INSTRUCTIONS - INSTRUCTIONS



8+ 2-5 20'

Contents: 5 Dice, 14 Ramen Bowl cards, 48 Ingredient tokens, 5 Chopsticks tokens, 5 Chili Heat cards, 5 Chili Pepper tokens, 4 Hot Pot Cards and Instructions.

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Vegetables Vegetables Vegetables	x2	x3
	scallion scallion scallion	corn corn corn
Proteins Proteins Proteins	x2	x3
	eggs eggs eggs	naruto naruto naruto



Chili Pepper
Chili Pepper
Chili Pepper



Fan
Fan
Fan

ON A TURN - ON A TURN - ON A TURN

Must Roll/Re-Roll/Resolve Dice

Plus One Optional Action:

- Claim Ramen Bowl Card
- Chopsticks* Steal and Claim, or Replace bowls
- Swap an Ingredient (only items of equal value)
- *Chopsticks are used once, until all have been used, then return to players

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OBJECT:

The Heat is on! Ramen connoisseurs take turns rolling and re-rolling five dice to choose ingredients and then use those ingredients to compete for the best bowls of ramen. Players also put the heat on their opponents by raising their spice levels which decreases their points. At the end of the game, the player with the most points is the winner.

SETUP:

- Give each player one Heat card, one Chili Pepper token and one Chopsticks token. Each player places their Chili Pepper off the bottom of their Chili Heat card.
- Place the Ingredient tokens on the corresponding Hot Pot card. Separate ingredients by type (proteins and vegetables) and by value (x2 or x3).
- Each player chooses any one protein token and one vegetable token from the Hot Pots to start. Do this before the first three cards are revealed.
- Shuffle the Ramen Bowl cards. Place the top three cards face-up in a row in the center of the playing area. This is the "Table". Place the remaining cards in a face-down pile.
- Each player rolls one die. The first player who rolls a chili pepper is the first to play.
- In a 2-3 player game, remove THREE Ramen Bowl cards: one 5-point card, one 10-point card, and one 15-point card.
- Any unused Heat cards, Chopsticks tokens and Chili tokens are placed back in the package. They will not be used.



HOW TO PLAY:

On each turn, a player **must** perform the roll and re-roll action and resolve the final dice. In addition, the player **may** perform any **one** of the optional actions. Optional actions may be played **before or after**.

REQUIRED ACTION:

Roll, re-roll, and resolve

The active player rolls all five dice and may stop rolling or may re-roll any number of dice up to two more times (three rolls is the maximum). Based on the final roll, the player must resolve the five dice by taking one or more of the indicated actions.

Action Dice

- Two vegetable dice
- may collect one scallion or corn token



- Three vegetable dice
- may collect any one vegetable token: scallion, corn, mushroom, or carrot



OBJECT:

- Two protein dice
- may collect one egg token or one naruto token



- Three protein dice
- may collect any one protein token: egg, naruto, chashu, or tofu



- Two chili pepper dice
- each player, except the rolling player, must move their chili pepper one space up on their Heat card.



- Two fan dice
- only the rolling player may move their chili pepper two spaces down on their Heat card.



Notes on dice and Ingredient tokens:

- You may take the same dice action twice if you have the right combination. For example: If you rolled four vegetable dice, you could take one scallion with two of those dice, and a second scallion with the other two dice.
- When rolling and rerolling is complete, each die is only used once.
- Players may only have a maximum of eight tokens (protein or vegetable) in their possession at any time. If you have more than that, you must discard the extras.
- Ingredients that are not currently available in the Hot Pots may not be chosen.
- Ingredients used to claim a Ramen Bowl are returned to the Hot Pots.
- Collected ingredients must be visible to all players at all times.

OPTIONAL ACTIONS:

In addition to rolling and resolving the dice, players may take ONE optional action any time during their turn. A player may choose to take no optional actions. These are the optional actions:

Claim a Ramen Bowl from the Table

A player may use their tokens to claim one (or two) of the face-up Ramen Bowls. Claimed Ramen Bowls are kept face up in front of the player. The number on the Ramen Bowl cards indicate points earned towards a win. The player must have the exact ingredients indicated on the Ramen Bowl card to claim it. Ingredients 'spent' are returned to the Hot Pots. Replace each claimed Ramen Bowl card with a new one from the top of the card pile.



Chopsticks

A player may use their Chopsticks in one of these two ways:

Steal any single Ingredient from any other player. If that ingredient also gives you the ability to claim a Ramen Bowl, you may.

This combination, Steal and Claim, counts as only one action.

OR,

Replace one, two, or all three Ramen Bowls from the table. Put the discards on the bottom of the card pile and replace them with new Ramen bowls for the Table.



Note: Chopsticks are used once and discarded; however, if all players have used their Chopsticks, the Chopsticks are returned to each player so they can be used again.

Swap an Ingredient

A player may discard any ingredient and replace it with an ingredient of the same type (vegetable or protein) and same value from the Hot Pot.

Heat card, Chili Peppers, and Fans

Each time a player keeps two **chilies** in their final roll, all other players must raise their Chili Pepper one level on their Heat card. If a player rolls two **fans**, they may choose to move their own Chili Pepper token down two levels. At game's end, players deduct points or add points to their score based on where their Chili pepper is.

Chili Pepper	+20
Chili Pepper	+15
Chili Pepper	+10
Chili Pepper	+5
Chili Pepper	-5
Chili Pepper	-1
Chili Pepper	0



All other players



"Rolling player"

Watch out for EXTREME HEAT!

If any player rolls **ALL five chili peppers**, all other players must move their Chili Peppers all the way to the top of their Heat cards. Ouch! In addition, if a player rolls all **five Fans**, that player moves their Chili Pepper token back to the beginning so they have no points on their Heat card.



Next Player

After a player has finished their required and optional actions, the turn moves to the player to the left.

End of Game

As soon as the last card is drawn from the draw pile and placed on the table, each player may have one more turn. Then proceed to scoring.

Scoring

All players add up the points on their cards and add or deduct any points from the Heat meter. Players also earn one point for each remaining ingredient they have. The player with the most points wins.

Note: In case of a tie, the tied player with the most Ramen Bowl cards in their possession wins. If there is still a tie, all tied players share in the glory of being the Reigning Ramen Champions!

OBJECT:

The Heat is on! Ramen connoisseurs take turns rolling and re-rolling five dice to choose ingredients and then use those ingredients to compete for the best bowls of ramen. Players also put the heat on their opponents by raising their spice levels which decreases their points. At the end of the game, the player with the most points is the winner.

SETUP:

- Give each player one Heat card, one Chili Pepper token and one Chopsticks token. Each player places their Chili Pepper off the bottom of their Chili Heat card.
- Place the Ingredient tokens on the corresponding Hot Pot card. Separate ingredients by type (proteins and vegetables) and by value (x2 or x3).
- Each player chooses any one protein token and one vegetable token from the Hot Pots to start. Do this before the first three cards are revealed.
- Shuffle the Ramen Bowl cards. Place the top three cards face-up in a row in the center of the playing area. This is the "Table". Place the remaining cards in a face-down pile.
- Each player rolls one die. The first player who rolls a chili pepper is the first to play.
- In a 2-3 player game, remove THREE Ramen Bowl cards: one 5-point card, one 10-point card, and one 15-point card.
- Any unused Heat cards, Chopsticks tokens and Chili tokens are placed back in the package. They will not be used.



HOW TO PLAY:

On each turn, a player **must** perform the roll and re-roll action and resolve the final dice. In addition, the player **may** perform any **one** of the optional actions. Optional actions may be played **before or after**.

REQUIRED ACTION:

Roll, re-roll, and resolve

The active player rolls all five dice and may stop rolling or may re-roll any number of dice up to two more times (three rolls is the maximum). Based on the final roll, the player must resolve the five dice by taking one or more of the indicated actions.

Action Dice

- Two vegetable dice
- may collect one scallion or corn token



- Three vegetable dice
- may collect any one vegetable token: scallion, corn, mushroom, or carrot



3 - may collect one egg token or one naruto token



4 - may collect any one protein token: egg, naruto, chashu, or tofu



5 - each player, except the rolling player, must move their chili pepper one space up on their Heat card.



6 - only the rolling player may move their chili pepper two spaces down on their Heat card.



Notes on dice and Ingredient tokens:

- You may take the same dice action twice if you have the right combination. For example: If you rolled four vegetable dice, you could take one scallion with two of those dice, and a second scallion with the other two dice.
- When rolling and rerolling is complete, each die is only used once.
- Players may only have a maximum of eight tokens (protein or vegetable) in their possession at any time. If you have more than that, you must discard the extras.
- Ingredients that are not currently available in the Hot Pots may not be chosen.
- Ingredients used to claim a Ramen Bowl are returned to the Hot Pots.
- Collected ingredients must be visible to all players at all times.

OPTIONAL ACTIONS:

In addition to rolling and resolving the dice, players may take ONE optional action any time during their turn. A player may choose to take no optional actions. These are the optional actions:

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Chopsticks

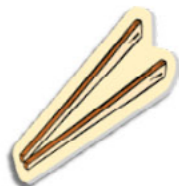
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Swap an Ingredient

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Heat card, Chili Peppers, and Fans

Each time a player keeps two chilies in their final roll, all other players must raise their Chili Pepper one level on their Heat card. If a player rolls two fans, they may choose to move their own Chili Pepper token down two levels. At game's end, players deduct points or add points to their score based on where their Chili pepper is.

5 Chilies	-20
4 Chilies	-15
3 Chilies	-10
2 Chilies	+5
1 Chili	-5
0 Chilies	-1
0 Chilies	0



All other players



"Rolling player"

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Next Player

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End of Game

As soon as the last card is drawn from the draw pile and placed on the table, each player may have one more turn. Then proceed to scoring.

Scoring

All players add up the points on their cards and add or deduct any points from the Heat meter. Players also earn one point for each remaining ingredient they have. The player with the most points wins.

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