

Ramen



To cook a good bowl of ramen, you need the freshest ingredients! In Ramen, you will add the ingredients you obtain to your bowls. Cook the best Ramen to get a bigger tip! The player who has earned the most yens at the end of the game will be the winner.

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Components



Ingredients
Preference Cards



Ingredients
Cards



Coin
tokens



Naruto
tokens

Preparation



- 1 | Place the Ingredient Preference Cards randomly in the center of the table and the Shōyu cards on the left.
- 2 | Deal **9 cards to each player** (8 if you are 5 players).
- 3 | Draw a card from the deck to each player so as to create the initial ingredients offer.
- 4 | Place the **7-yen token** token on the most valuable Ingredients Preference Card (the card on the left) and, on each of the subsequent ones, place a token with one coin less (place the 3-yen token on the least valuable ingredient).

Ingredient Cards

The Ingredient Cards have a value from **1 to 9**. The Ingredients Preference Cards give value to the Ingredients Cards. **The most valuable ingredient is the number 9 of the type of ingredient that is further to the left in the Preference order** and the least valuable one is the number 1 of the ingredient that is further to the right (in the above example, the red 9 of Chasu is the highest card and the lowest one is the blue 1 of Ajitama. Therefore, a green 1 of Yasai is higher than a yellow 9 of Sūpu).

Playing a round

Players compete for the ingredients offer by choosing a card from their hand and revealing it simultaneously. Then these steps are followed:

1 | Resolve the possible effects of the ingredients. If an ingredient of value 1 has been played, the player who revealed it may, if he or she wishes, exchange that 1 for another of the cards played. If an ingredient of value 5 has been played, the player may, if he or she wants, change the order of 2 Ingredient Preference Cards (not necessarily of the same type as the revealed 5). If a 1 and a 5 have been played, they are resolved according to the order of ingredient preference. **In case there are 2 or more ingredients in play of value 1, their effects do not apply, as well as if there are 2 or more ingredients of value 5.**



The central player played the Ajitama 1. Before determining the order of choice, he decides to exchange his 1 for the Cashu 6 to go first.



The player on the right has revealed a Sūpu 5. Before determining the order of choice, he puts the Sūpu as the most preferred ingredient, leaving the tips as they were. This also gives some advantage to the player on the right who has revealed a Sūpu 9, he will go first.

2 | Determine the order of choice. Starting with the player with the highest card (type of ingredient + value of the card), the player does the following:

1. Place the card that you have played on the opposite side of the ingredients offer, leaving the ingredient preference line in the middle.
2. Pick a card of your choice from the ingredients offer and add it to one of your ramen bowls. If the chosen card is an ingredient of **value 9**, in addition, **pick a Shōyu card** and keep it until the end of the game.



In the next round, the players will compete for the ingredient cards they have used in this round.

In the example, in the next round, they will compete for the ingredients Sūpu (9), Sūpu (5) and Nūdorū (6).



How to add ingredients to a ramen

A valid ramen consist of, at least, **3 cards**. In each ramen, you are **only allowed to put one ingredient of each type** (regardless of its value) and a maximum of 1 shōyu card per every 2 ingredients. If a card cannot go to any already started ramen when you draw it (because it already contains that type of ingredient), you must start a new one. **A ramen with 1 or 2 ingredients will not count for tips and its total value will be subtracted from the yens scored.** If an ingredient can be added to any already started ramen, the player is obliged to add it to one before starting a new bowl.



Example: the player on the right is the first one to choose. He may choose any of the three cards. By choosing Yasai 1, as he has already added Yasai to his ramen 2, he must start a new bowl 3.

The final round

The final round takes place when each player has one card left in their hand.

The players will reveal it and determine the order of preference, but without putting it in the offer, since **in this final round, they will take a card in the order as usual and also the card they revealed in this round.** After this round, players who have Shōyu cards will add them to their ramen and determine who will get the tips.



Those are the revealed cards:



In the example, you can see how each player adds their own card and also the one they chose according to the established order of preference. Players who obtained an ingredient of value 9 also get 1 Shōyu card. The player on the right, not being able to add more Yasai, will have to keep the card that he has not been able to add so as to subtract its value (2) from the total of yens in the final score. The same has happened to the central player with the Sūpu.

Tips

Tips give 3, 4, 5, 6 and 7 yens to the player who gets them. **The coin tokens on the top of Ingredient Preference Cards are dealt according to the player who has the lowest combined total value of a type of ingredient.** Ingredients that do not belong to any Ramen are not taken into account because they do not reach the minimum of 3 cards (See scoring example). If there is a tie, the player who has the highest card among the tied ones takes it. Once all tips are dealt, the final score is calculated.



Final score

Each player gets yens (points) as follows:

- 1 | **Number of valid ramen x Number of cards of the largest ramen** (The maximum of cards in a ramen is 7, being formed by 5 ingredients and 2 shōyu).
- 2 | Add the value of the **tips** obtained.
- 3 | Add 1 yen for each **ingredient of value 6, 7 and 8**.
- 4 | Subtract the total value of the ingredients that could not be added to the ramen.

The player with the most yen is the winner. In case of a tie, the player with the minority which grants the least yens wins.

Example of Final Score



1 | $3 \times 6 = 18$ yens

2 | 5 yens tip
(5 per Nūdoru)

3 | 4 yens
(ingredients of value 6, 8, 6 and 6)

4 | No cards subtracting points

Total: 27 yens

1 | $2 \times 5 = 10$ yens

2 | 10 yens tip
(7 per Sūpu and 3 per Ajitama)

3 | 0 yens
(no ingredients of value 6, 7 or 8)

4 | -2 yens

Total: 18 yens

1 | $2 \times 6 = 12$ yens

2 | 10 yens tip
(6 per Yasai and 4 per Chāshū)

3 | 4 yens
(ingredients of value 6, 7, 8 and 8)

4 | -2 yens

Total: 22 yens

2 Player rules

To make the **2 player** rules more exciting, we suggest the following changes:

Prepare the game as for 3 players. The not present player be called Grunchie. Deal 9 cards face down to him. After revealing the cards you have chosen, reveal also any one of Grunchie's cards. At the time of choosing a card from the offer, in Grunchie's turn (he can go even first!), remove his card and the lowest value card of the ingredients offer from the game. If Grunchie reveals a 1 or a 5, its effects will never apply, but if this causes more than a 1 or a 5, their effects will be canceled for all the players. Grunchie does not get tips nor participate in the final count, he just came to bother a little.

Naruto

To play with the Narutos expansion, you must make the following modifications in a Ramen game. Keep in mind that this expansion works the same way for any number of players.



Setup | Take the 6 Narutos, shuffle them face down and **take 3**. Place each Naruto face up on its corresponding Ingredients Preference Card..

Playing a Round | If, at any time, you play a 5 and you have to change the position of an Ingredient Preference Card where there is a Naruto, simply move the card with the Naruto on top.

Tips | Now the Narutos also give tips! **Each Naruto you get will give you 3 yens at the end of the game.** The way to determine who takes the Naruto is as follows: **The player who has the highest combined total value of that ingredient will get the 3 yens that the Naruto grants. If the Naruto is the Shōyu one, the player with the most Shōyu cards will take it.**

If there is a tie, nobody will take the naruto.

Achievements

Little bowls

End with 4 valid ramens



Chef

Prepare real ramen to eat

Employee of the Month

Gain all the tips



Poser

Play a game of Ramen in Japan

Millionaire

Get 6 yens in cards of 6, 7, 8



Hikkikomori

You have played 20 ramen games

Salty

Have 4 shōyu cards



Analysis

You used a 1 to trade it for a 5

Noodle

Win a Ramen game!



Paralysis

You played a 1 or a 5 and it was canceled

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Credits

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