

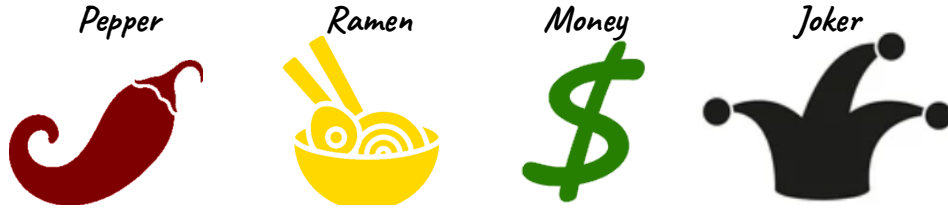


A game for 2-6 players

Goal : Overwhelm your opponents on the Scoville scale, while eating well-seasoned hot ramen.

Ages 11+

Symbols



Setup

Each player starts with a 10 dice deck, composed of :

6x White Dice	1x Yellow Die
2x Green Dice	1x Red Die

Draw 5 dice from the Kitchen and place them in the Marketplace. Place 1 Joker Die per player in the Marketplace. Joker Dice don't count in the Marketplace maximum amount of dice.

All players start with 20 hit points.

Common Pouch

Prep the Kitchen at the start of the game, with the following dice, Multiplied by the amount of players:

2x Green dice	3x Yellow dice	3x Red dice
2x Blue dice	2x Orange dice	

Who plays first?

All players roll their deck's non-white dice, and the player with the most peppers plays first.

How to play?

Each turn is split into 2 phases. First is Cooking, then Service. Starting with the first player, resolve these 2 phases in order.

Cooking Phase

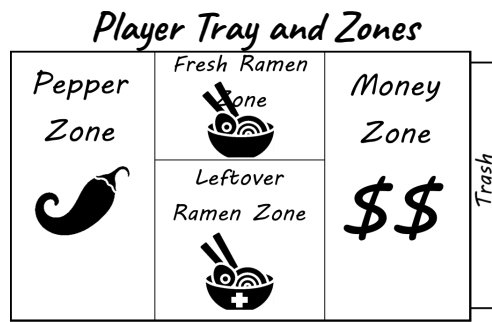
1. Move all the dice from your Fresh Ramen Zone into your Leftover Ramen Zone.
2. Throw 1 die from the Leftover Ramen Zone into the trash.
3. On the first turn, the first player draws 4 dice. Each following turn the player draws 5 dice.
4. Roll the drawn dice, and choose one of the available symbols. The Pepper and Ramen symbols can only be picked if there is no dice in the corresponding zone. There is no such limitation for the Money or Joker symbols.
5. Once a symbol has been picked and placed into a zone, if there are any dice left, you may roll the remaining dice again until you are unable to pick a symbol.
6. When you decide you have nothing left to do, the Cooking phase is over, and you start the Service phase.

Service Phase

1. Deal 1 damage to all opponents for each Pepper in your Pepper Zone, then throw these dice in the trash.
2. Each player absorbs 1 damage per Ramen in any of their Ramen Zone, then throws the used dice into the trash.
3. Throw all the remaining dice from play into the trash.
4. Once the Service phase is done, your turn is over, and it is the next player's turn.

If a player would draw a die and their pouch is empty, they place all the dice from their trash back into their pouch, then draw the amount of dice they had left to draw. If there is still not enough dice, too bad.

At any moment during their turn, the player may spend dice from their Money Zone to resolve any number of Money Actions.



Joker Dice

The Joker Symbol replaces any symbol you want.
 The Multi Symbol "X" have to be picked in combination with at least 1 other die, and placed in the corresponding zone.

Ex.: I roll all my dice, one of them is a Multi "X", and another one of them shows the Pepper symbol. I pick both the Joker Die and all of the dice showing a Pepper, and place them in the Pepper Zone.

Joker Dice are additive. If you have 3 Multi "X" in the Pepper Zone showing 2x, the total is 6x.

The multi effect is only applied to the dice picked with it.

Joker Dice are a 1 shot deal. When it would be thrown into the trash, place it back into the Marketplace instead.

3-6 Players

The exact same rules apply but with 2 exceptions :

- The first player also draws 5 dice on their first turn.
- All players start at 30 hit points.
- Each turn, trash 2 Leftover Ramen dice instead of 1.
- Each player starts with 2\$ per player before him.

Ex.: If you're the 4th player, there are 3 players before you, so you start the game with $3 \times 2 = 6\$$ (Max 6\$).

How to win?

Be the last remaining player with any hit points left!

Money Actions

2\$: Purchase

- Buy 1 dice from the marketplace, then place it in the trash.

2\$: Trash

- Trash one of your own dice from anywhere except your pouch.

2\$: Draw

- Draw an additional die from your pouch.

2\$: Reroll

- Reroll one of your dice in play.

2\$: Heal

- Restore 1 hit point.

2\$: Recycle

- Replace all dice from the marketplace with new dice from the community pouch, then put the old dice back into the community pouch.

3\$: Joker Dice

- Take one Joker Dice from the Marketplace, then put it in your pouch.

A game by François Boivin aka Lurk3D

