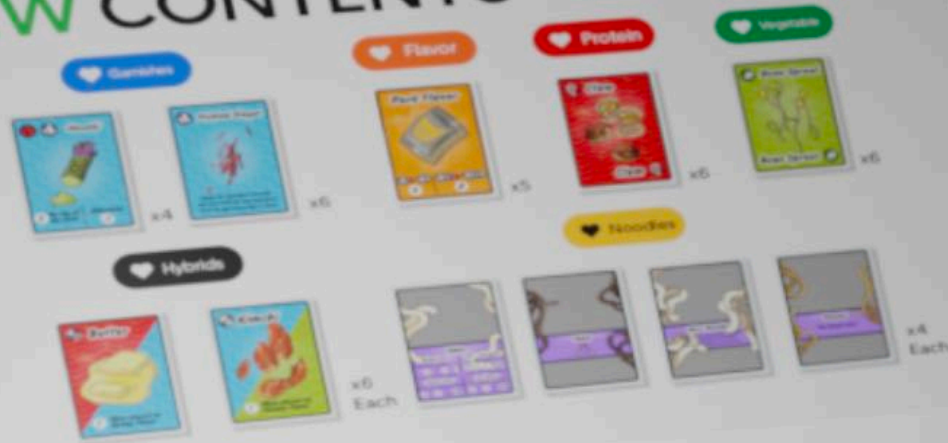
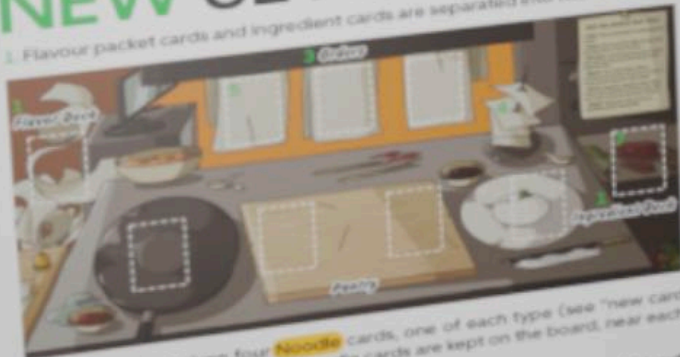


NEW CONTENTS

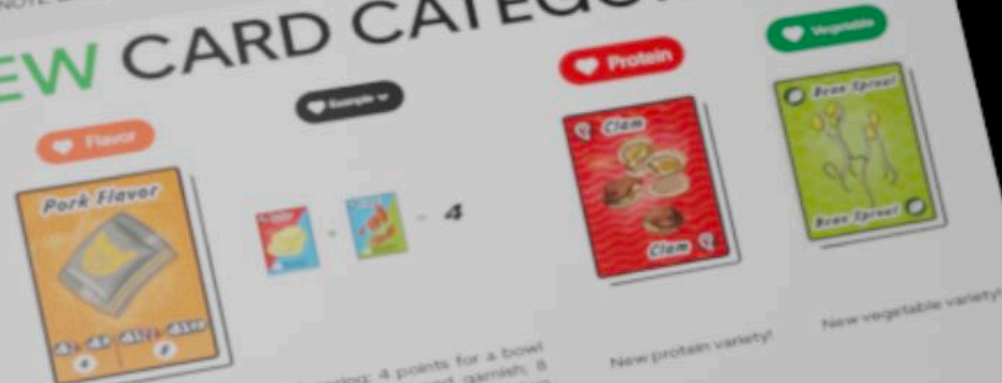


NEW SETUP

- Flavour packet cards and ingredient cards are separated into two decks.
- Each player is given four **Hybrid** cards, one of each type (see "New Card Category" for further details). Hybrid cards are kept on the board near each player's bowl (visible to other players).
- Above the pantry, in the order section, three **Flour** cards are laid out. These are considered "customer orders".
SPECIAL NOTE: Unlike the pantry, flavour cards cannot be restocked.
- Players put together their bowls, racing towards a flavour on the table. Once a player is finished, they may take a flavour card, put it with their bowl, and flip its content, the bowl is now finished (taking up one action).
- A new flavour card is put up on the table for players (flavour cards are always replaced so that their value is equal to three).
- The ingredient limit for a bowl is now seven cards, though you may compete an order with less.
- If the deck of ingredients cards run out during the course of the game, reshuffle the discard pile and use that as the new deck.



NEW CARD CATEGORY



New flavour card: Pork Flavour (scoring 4 points for a bowl with a vegetable and garnish, or a protein with either two points for a combination: two garnishes and one protein), and two points for 3 garnishes, or one vegetable and one protein), and two points for 3 garnishes - any combination of 3 proteins/vegetables).

New protein variety!
New vegetable variety!

NEW CARD CATEGORY



New Pure Customer card
 Provides a player with a "pure" customer order. It is a player's only "order" that is not a combination of other ingredients. It is a "pure" order, meaning it is not a combination of other ingredients. It is a "pure" order, meaning it is not a combination of other ingredients. It is a "pure" order, meaning it is not a combination of other ingredients.

New Protein card
 Provides a player with a protein ingredient. It is a "protein" order, meaning it is not a combination of other ingredients. It is a "protein" order, meaning it is not a combination of other ingredients. It is a "protein" order, meaning it is not a combination of other ingredients.

New Flour card
 Provides a player with a flour ingredient. It is a "flour" order, meaning it is not a combination of other ingredients. It is a "flour" order, meaning it is not a combination of other ingredients. It is a "flour" order, meaning it is not a combination of other ingredients.

Ramen Fury: Takeout Edition Instructions

AGES 8+ 1-4 PLAYERS

Takeout orders are in high demand, and it's up to you to get quality food out to hungry patrons. Working in an acclaimed ramen shop, your customers have faith that you'll put together the perfect bowls: they'll be asking only for a certain flavour of ramen, leaving the ingredients up to the discretion of the chefs. You and your opposing chefs will work towards completing customer orders as quickly as you can to keep your star rating high, though this may result in some competition... is it worth putting together a subpar bowl to complete a customer order before another chef, or is it better to hold out and create the best ramen bowl ever? It's up to you to decide! As a four-player expansion, Ramen Fury: Takeout Edition is the perfect game to play while you and your friends wait for your own food delivery!

Ramen Fury: Takeout Edition

Created by

Alex Xu Cara Outar
Nick Fellows Xiao Zhixuan

✓ Enjoy your order



We appreciate your feedback



Ramen Fury: Takeout Edition

Instructions

AGES 8+ | 4 PLAYERS

Ramen Fury: Takeout Edition

Instructions



AGES 8+ | 4 PLAYERS

NEW CONTENTS

♥ Garnishes



x4



x6

♥ Flavor



x5

♥ Protein



x6

♥ Vegetable



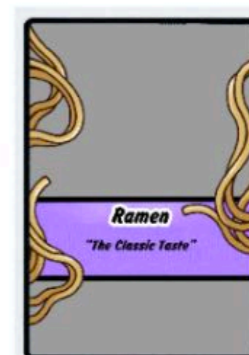
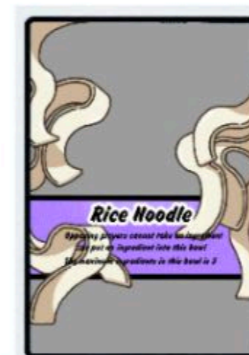
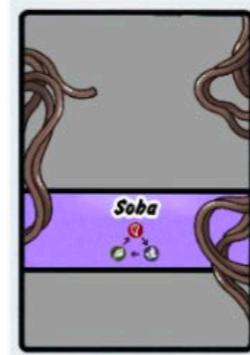
x6

♥ Hybrids



x6
 Each

♥ Noodles



x4
 Each

NEW RULES

1. Flavour packet cards and ingredient cards are separated into two decks.



2. Each player is given four **Noodle** cards, one of each type (see “new card category” for further details). Noodle cards are kept on the board, near each players’ bowls (visible to other players).

3. Above the pantry, in the order section, three **Flavour** cards are laid out; these are considered ‘customer orders.’

SPECIAL NOTE: Unlike the pantry, flavour cards cannot be ‘restocked.’

4. Players put together their bowls, racing towards a flavour on the table. Once a player decides they are finished with their bowl, they may take the flavour card from the ‘orders’ section, put it with their bowl, and flip the bowl’s contents. This bowl has now been ‘served’ to the customer, taking up one action.



5. The ingredient limit for a bowl is now seven cards, though an order may be completed with less. For an order to be served, a noodle card must accompany the bowl (see ‘new card category’ on noodles for details).

6. A new flavour card is put up in the ‘orders’ section once a bowl has been completed; flavour cards are always replaced so that three are available on the board.

7. If the ingredient card deck runs out during the course of the game, shuffle the discard pile and use that as the new deck. The game will culminate once all players have served their three bowls.

NEW CARD CATEGORY

♥ Flavor



♥ Example ▾



♥ Protein



New protein variety!

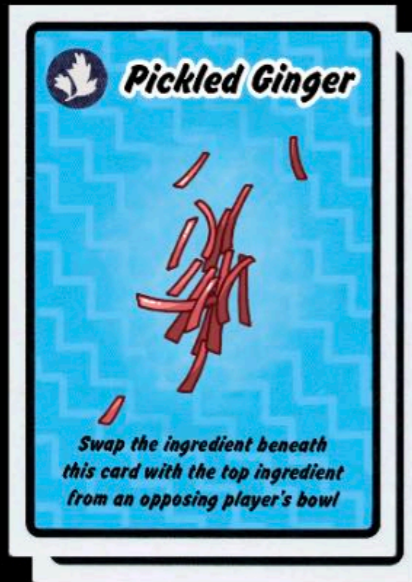
♥ Vegetable



New vegetable variety!

New flavour card: Pork flavour. This card will allot four points for a garnish + protein pair or a garnish + vegetable pair. Eight points will be awarded for a bowl with a combination of two garnishes + two proteins or two garnishes + two vegetables. NOTE: The chilli pepper and nori garnish of the base game count as 'garnish' cards.

NEW CARD CATEGORY



New 'pure' **Garnish** card

Pickled ginger: allows for a "swap" action; if a player puts pickled ginger into their bowl, they may swap the ingredient beneath the ginger with the top ingredient from an opposing player's bowl. Along with its special effect, pickled ginger will count as a garnish card.



New **Hybrid** card

Wasabi: +3 points if placed on top of a bowl as the final ingredient; -1 point otherwise. Exception: Counts as two points per card if used in a fury flavour bowl (if top ingredient, card counts as three points). Note: If the player chooses to place a noodle card at the end of their bowl (see following section for details), then the wasabi will need to be placed directly before it to be considered at the 'top of a bowl.' Wasabi can be placed free of charge into a bowl if drawn from the pantry/deck, though a player may choose to keep it in their hand and play it on a later turn at the cost of one action.



New **Hybrid** card

Kimchi: +1 if placed in a chicken flavour bowl (can stack); ex. If three kimchi cards are in a chicken flavour bowl, the player will receive ten points for meeting '3 of a kind' plus an additional three points (one per kimchi). Kimchi can act as either a vegetable or garnish in any bowl, but will only grant +1 point per card in a chicken flavour bowl.



New **Hybrid** card

Butter: +1 if placed in a shrimp flavour bowl (can stack); ex. If a shrimp flavour bowl has two butter cards + two vegetable cards, then the player will receive eight points for meeting the bowl's requirements, plus an additional two points (one for each butter). Butter can act as either a protein or garnish in any bowl, but will only grant +1 point per card in a shrimp flavour bowl.

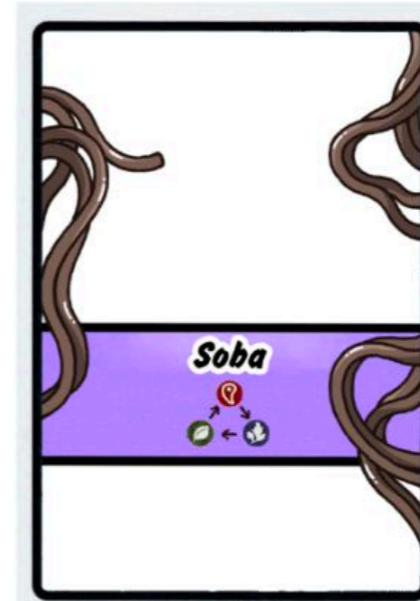
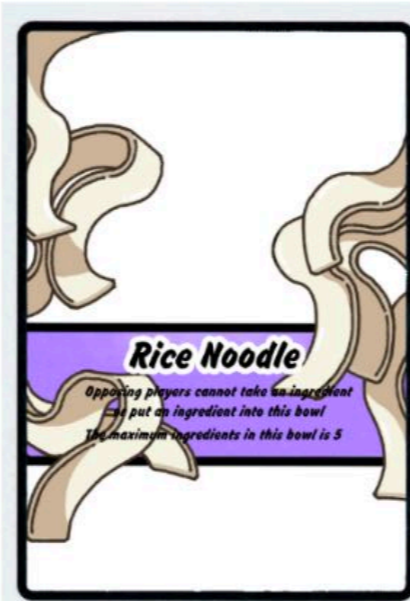
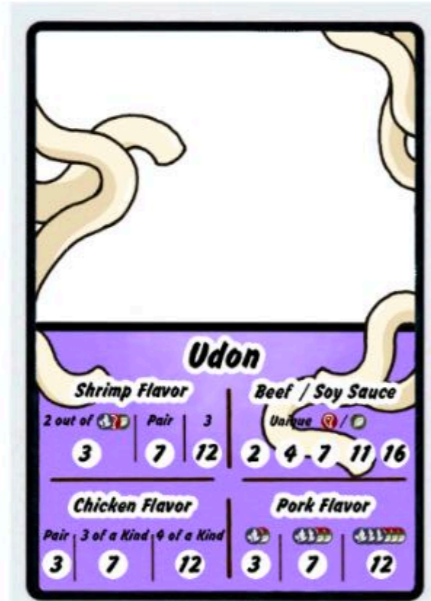
NEW CARD CATEGORY

Udon Noodle: Changes the scoring system of flavour cards, allowing for more points earned with more ingredients in a bowl.

Rice Noodle: Opposing players cannot take an ingredient or put an ingredient into this bowl. This bowl has a five ingredient limit.

Soba Noodle:
Swaps the categories of cards.

Ramen Noodle:
No effect on bowl.



In order for a bowl to be finished, a 'noodle card' must accompany it. There are four noodle types offered in our expansion, each with a special effect; players will be given these four noodle types at the start of the game. Noodles may be placed down either at the beginning of a bowl as your first card, or at the end of a bowl as your final card.

NOTE: Noodles do not count as an 'ingredient' slot in your bowl, though they do count as one 'action' in order to be placed down. When putting a noodle card down, place it on top of your yellow 'bowl' card.

Takeout orders are in high demand, and it's up to you to get quality food out to hungry patrons. Working in an acclaimed ramen shop, your customers have faith that you'll put together the perfect bowls: they'll be asking only for a certain flavour of ramen, leaving the ingredients up to the discretion of the chefs. You and your opposing chefs will work towards completing customer orders as quickly as you can to keep your star rating high, though this may result in some competition... is it worth putting together a subpar bowl to complete a customer order before another chef, or is it better to hold out and create the best ramen bowl ever? It's up to you to decide! As a four-player expansion, Ramen Fury: Takeout Edition is the perfect game to play while you and your friends wait for your own food delivery!

Ramen Fury: Takeout Edition

Created by

Alex Xu

Cara Outar

Nick Fellows

Xiao Zhixuan



Enjoy your order



STEAM
WORKSHOP



We appreciate your feedback



NEW CONTENTS



NEW SETUP

1. Place packet cards and ingredients cards as indicated by the icons.



2. Each player is given four **Ingredient** cards, one of each type. Each "base card" (or **Recipe** cards) for other players' cards are kept on the board, face up.

3. Above the priority in the order section, three **Priority** cards are laid out.

4. Above the priority in the order section, three **Priority** cards are laid out.

5. Above the priority in the order section, three **Priority** cards are laid out.

SPECIAL NOTE: Unlike the priority **Recipe** cards cannot be restocked.

NEW CARD CATEGORY



New **Recipe** cards from **Special Occasions**. A points for a food with a combination and points for a drink and special. For a combination, these **Ingredients** and other food ingredients, here presents, or one ingredients and one priority, and bonus points for 2 ingredients, any combination of 3 (priority+ingredient).

NEW CARD CATEGORY



New **Recipe** cards from **Special Occasions**. A points for a food with a combination and points for a drink and special. For a combination, these **Ingredients** and other food ingredients, here presents, or one ingredients and one priority, and bonus points for 2 ingredients, any combination of 3 (priority+ingredient).

1. Players put together their bowls, using **Special** as a bonus on the table. Once a player is finished, they may take a bowl card, put it with their bowl, and lay it out. The bowl is now **Restock** (taking up one action).

2. A new **Recipe** card is pulled on the table for players. **Ingredient** cards are placed on the table that their bowl is made for.

3. The **Ingredient** card for a bowl is then taken from the table through special **Occasions** and used with bowl.

4. At the end of ingredients cards are used during the course of the game, updating the board and use that as the new board.

