

MAINS 主菜

FLOW OF A TURN

Each turn consists of:

1. Going to the Market
2. Cooking Dishes

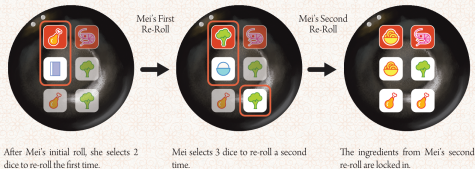
Strategy Tip

Most dish servings require two of the same ingredient. If you are able to have one ingredient on the red dice and one on the white dice, your fellow players won't be able to cook that dish serving unless they have spare ingredients.

1. Going to the Market

The starting player on turn rolls all 6 dice (using the dice wok-tray provided). After their first roll, they have up to 2 more re-rolls (for a total of 3 rolls). They may re-roll any die, including any dice they previously set aside, regardless of colour.

EXAMPLE 1



Players may lock in their dice after any of their first 2 rolls. After the third roll, the dice are automatically locked in. These dice are now ingredients fresh from the market available for all players to cook dish servings from!

2. Cooking Dishes

Once the dice are locked in, players can start cooking! Using the ingredient symbols shown on the dice, players may now simultaneously cook up dish servings to the best of their ability. As a bonus for going to the market, the starting player may use all 6 dice (both red and white), while all the other players may only use the white dice. A dish serving may be cooked (crossed off) if the necessary ingredients are present in the roll.

EXAMPLE 2



Mei groups her ingredients to cook a Noodle and Meat dish.

Looking at Mei's roll, Wong can only use the ingredients on the white dice. He decides to cook a Meat dish too.

Players may also use ingredients from their Fridge to cook dishes. In the Simple Menu, you start with 5 ingredients and 1 Recipe Book in the Fridge to be used only once each in the whole game. If a player wishes to use these ingredients to cook their dishes, they cross off these symbols from their Fridge. **There is no limit to the number of Fridge ingredients players may use in a turn.**



Dish servings may only be crossed off from the top to the bottom (the only exceptions being the dish platters). Dish platters are denoted by dishes grouped vertically or horizontally in an outlined section (see Example 3). Once a dish serving is crossed off, it will remain crossed off for the rest of the game and gain the player taste points or bonuses. Each dish section has different effects, explained below:

Rice and Noodle Sections

No special effects besides earning taste points.

Meat and Vegetable Section

Players may cross off servings in the dish platters in any order. If an entire dish platter is completed (i.e. if all servings in the dish platter have been crossed off), the player earns bonus taste points (see Example 3).

If a player crosses off servings in the same row, completing an ingredient, they may circle the ingredient to be used immediately, as though it were an ingredient in their Fridge (see Example 4).

Seafood Section

Players may cross off servings in the dish platters in any order. If an entire dish platter is completed (i.e. if all servings in the dish platter have been crossed off), the player earns bonus taste points.

EXAMPLE 3



Cooking a full dish platter earns +2 taste points.

EXAMPLE 4



Wong rolls the dice. Using up 1 Vegetable from his Fridge, he cooks a Vegetable and Meat dish serving in the same row. This earns him 1 extra Rice, which he circles to indicate it is available for immediate use.



Specialty Skills

For two Recipe Books, a player may gain (outline) a passive conversion skill (hexagon) of their choice (see Example 5). This skill will allow them to utilise a Recipe Book as the listed ingredient from the moment the skill is gained (even in the same turn).

EXAMPLE 5



Ana rolls the dice and doesn't go for any re-rolls. With her passive conversion skill that allows her to use any Recipe Book as a Vegetable, she cooks a Noodle and Vegetable dish serving.

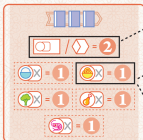


The skill applies to any number of Recipe Books, including Recipe Books from your Fridge or elsewhere, but a single Recipe Book only becomes a single ingredient. If a player has multiple skills, they may choose to convert a Recipe Book to any of the ingredients they have conversion skills in, **but a single Recipe Book may only become a single ingredient.**

For three Recipe Books, a player may gain (outline) an end game bonus scoring (rectangle).

Players are free to outline any rectangle of their choice. Each rectangle states the bonus points to be gained at the end of the game (see Example 6).

EXAMPLE 6



Gain 2 taste points for each Specialty Skill (hexagon or rectangle).

Gain 1 taste point for every Noodle dish serving that is crossed out.

With this Specialty Skill outlined, gain 5 more taste points from this Noodle section.



End of the Turn

When all players have cooked their dishes using the available ingredient symbols, the turn is over. Pass the dice clockwise to the next player to start a new turn.

End of the Game

The game ends in the turn when at least one player has completed a combination of any 3 dishes or dish platters. To complete a dish, you need to cross off all the dish servings in the column. To complete a dish platter, you need to cross off all the dish servings in the outlined section.

All players will continue playing till the end of that turn. Now, tally the scores from each food group section into their respective wok spaces. Add up the taste points from every dish serving that was crossed off. The player with the most taste points wins! In the case of a tie, the player who is furthest clockwise from the starting player of the game wins.

Wong's end game score is 55 taste points.

The game board, titled "WOK AND ROLL", features a "Welcome" banner and a "TASTE POINTS" counter. It displays the progress of four players: Wong, Wong, Wong, and Wong. Each player has a vertical column of 10 icons representing different food groups. Wong's column shows 10 crossed-off icons, with a note indicating "Additional points for cooking 2 full dish platters". Wong's score is 55, marked as "Super Best Eat!". Wong's score is 10, with a note indicating "Additional points for cooking 2 full dish platters". Wong's score is 13. Wong's score is 8. The board also shows a "PROPER" section with a score of 19 and a "SPECIALTY SKILLS" section with a score of 19.

Player	Score	Notes
Wong	55	Super Best Eat!
Wong	10	Additional points for cooking 2 full dish platters
Wong	13	
Wong	8	