

No Soup - For You! -

2-4
12+
30-45'



Components:

73 Cards (one card indicates the end of the game)

1 Board

50 Bowls, 10 of each color

90 Point Tokens

1 Starting Player Chef Hat



Set-up:

Remove the “Game End” card and Shuffle the remaining cards.

Deal cards face-up to the market spaces of the board in the following way: The spaces indicate the number of players. Deal only to the spaces that match the number of players. Deal two cards to each space except the last space, deal only one there.

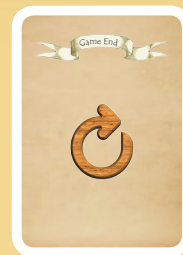
Deal two cards per player face down and place the “Game End” card on top of them. Place the rest of the cards on top of them. Deal 6 cards to each player. Choose a starting player at random and give that player the first player token (chef hat).



Market set up for 3 players

The game is played in an unknown number of rounds.

1. The end of each round is triggered when all players have completed all 3 phases.
2. When the “End Game” card is revealed, players finish the current round, then play one additional round to finish the game. If the draw pile is exhausted, shuffle all discarded cards to form a new draw pile to finish the game.



The round is played in 3 phases:

1. Prediction phase

- a. Players take turns placing a bowl of their color on the board of the soup they hope to make.
- b. Players place one bowl at a time in turn order.
- c. Players must place at least one bowl each round, but can place as many as they want.
- d. This phase ends when no players want to make any more predictions.



2. Market and Cooking Phase:

- a. Players gain cards from the market or from the top of the draw deck.
 - i. If players gain cards from the market, they take all in a stack.
 - ii. If players gain cards from the draw deck they draw 3 cards.
- b. Players place one card face-up in the market.
 - i. If players place the card from their hand, they may draw another card from the draw deck.
 - ii. Players may take the card they place from the top of the draw deck.



- i. Players must place the card in the market space with the fewest cards.
 - ii. If multiple market spaces are tied for the fewest cards the player chooses the space from those that are tied.
- a. Players may make a single soup or a double soup and gain point tokens. Players discard the cards played to a discard deck.

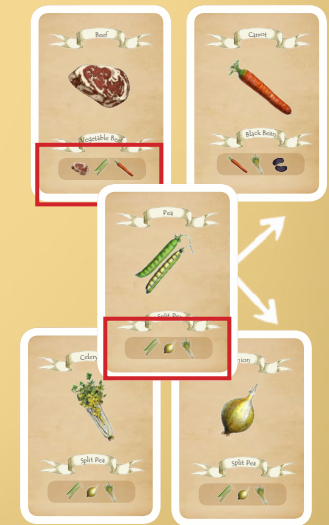


- i. A single soup is made up of 3 cards that match the recipe shown on one of the cards (the 3 ingredients at the bottom of the card). Players must have a bowl on the board for the type of soup being made.
- ii. Players may substitute one of the ingredients with 3 of any other cards to make a single soup.
- iii. A double soup is one that is made up of 5 cards. It matches two recipes showing on the cards. One of the ingredients is shared between both soups. Players may not substitute 3 cards for an ingredient when making a double soup. Players must have a bowl on the main board for each soup being made.



Single Soup

- iv. Players place these cards in a discard pile and gain one point for each soup made. On the board are plus spaces. If a player's bowl is on a plus space of the type of soup(s) made, that player adds the points for that recipe.
- v. If other player's bowls are in the same space the player gains an additional point for each additional bowl. When a player gains points from a bowl, he/she tips the bowl on its side to show it has been counted, but leaves it on the board so other players may note it for their additional points.
- vi. Once all players have taken points from soups made in this phase, all bowls used to gain points are removed from the board.



Double Soup

1. Move bowl phase.

- a. All bowls are moved one space toward the center of the board.
 - i. All bowls that reach the center bowl are removed from the board.
 - ii. Player's lose one point for each bowl of their color removed this way (No soup for them!).
 - iii. Players discard cards down to a maximum of 10 in hand.
 - iv. Pass the first player marker left and that player becomes the first player of the next round.



End of game and final scoring:

Once the “End Game” card is revealed it is the last round of the game. After the last round of the game has ended, players may play any soups left in their hand that are complete using the following rules:

If the player has corresponding bowls on matching spaces of the board, the player gains one point for each complete soup recipe he/she holds with no added points from the board or other players’ bowls. Players gain 2 points for double soups. For all bowls on the board that match no recipe in the player’s hand, he/she loses one point.

The player with the most points is the winner.



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