Hibachi Fired Up!

Welcome to the Hibachi chef cooking contest! In order to be the first to complete three recipes, each chef will throw their chips onto the cooking area to buy and sell the ingredients they need to cook various recipes.

But competing to be the best hibachi chef is not as simple as throwing things where you want them to go - perhaps a better move will be to knock the other chefs' chips around!

After each round of throwing is complete, money and ingredients will change hands, and if a chef is ready, they will then cook a dish to perfection. The first to complete three recipes will be the one who impresses the customers enough to win!

INGREDIENTS



72 Ingredient cards
(8 of each type)



12 Chili cards



1st Player card



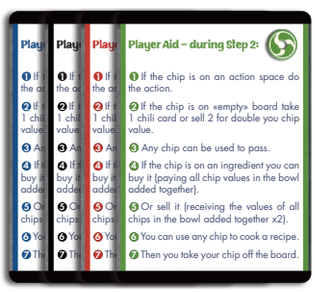
18 Recipe cards



16 throwing chips (4 in each player colour,
with the values 100, 200, 400 & 600 on one side)



53 paper Yen
(15x 100¥, 15x 200¥, 15x 500¥, 8x 1000¥)



4 Player aids

1 game board



PREPARATION

1. Give each player the **4 chips** of their chosen colour and **1200¥**.
2. Sort the remaining money in a supply next to the game board.
3. Place the **Ingredient cards**, including the **Chili cards** on their places around the board in face-up piles.
4. Shuffle the Recipe cards and place them in a face-down deck near the board. Draw **3 Recipe cards** and place them face-up near the deck.
5. Finally, whoever cooked most recently is the head chef (start player) and places the head chef card in front of themselves. You may also choose the head chef randomly.



The game set up for 4 players

PLAYING THE GAME

Beginning with the head chef, players will take turns clockwise around the table.
Every game round includes 2 steps: **Throwing chips** and **Cleaning the cooking area**.
After that, the player who is head chef will move to the left and a new round will begin.
The game will continue in this way until one player has completed **3 recipes**!

Step 1: Throwing chips

Starting with the head chef, each player, in turn, throws one of their chips onto the cooking area (game board), face-down if possible (in order to keep the value of each chip a secret). This continues until all chefs have thrown all their chips. It is up to each chef to decide which chip they will throw on their turn.

In a 2-3 player game, players throw all 4 chips in a round. In a 4 player game, players only throw 3 of their chips each round.

Note that it is legal to knock other players' chips around the game board with your throws!

Important throwing rules:

- » If any part of a space is visible through a chip's hole, the chip is considered "on" that area or space. (Part of any space's artwork, or even the black edge around each space is counted!)
- » If a chip lands face up on the board it is still considered a valid throw, however every player will now know the chip's value.
- » If a chip lands on top of another chip it still counts. However, a chip that lands with its centre hole on top of (or beyond) the raised edge of the game board is invalid for the current round.
- » While throwing, your hand may never extend over or above the outside edge of the game board. If you do, your chip is invalid and removed from the game board.
- » It is okay for players to stand up or move from their seat to throw their chips!

Step 2: Cleaning the cooking area

Once all chefs have thrown their chips, the cooking area is then cleared.

First, all the chips in play are turned face-up to show their values. (You may wish to move chips towards the centre of the spaces they landed on for clarity.)

Then, starting with the head chef and going around the table, each player selects one of their chips on the board to "activate." The order that each player chooses to activate their chips is up to them! After activating one of their chips, the player removes it from the board and places it in their personal supply for the next round.

When a player activates a chip, they must either:

A. Trigger the effect of the space the chip is on; or,
B. Cook one Recipe card; or,
C. Do nothing, but still remove the chip.

A. Triggering the effect of the space the chip is on

- If the chip is on an Ingredient space, the player must decide whether to buy or sell that ingredient. If they choose to buy the ingredient, the player may buy 1 matching Ingredient card, paying the amount in Yen shown by **ALL** chips currently on that ingredient space, added together.



Here, **if Red wanted to activate their chip on the egg space, they would have to pay 600¥ for 1 Egg card.**

If they choose to sell the ingredient, the player may return 1 matching ingredient card from their own supply of cards back to the board, earning 2x the amount in Yen shown by **ALL** chips currently on that ingredient space, added together.

If Red wanted to use their chip shown above to sell 1 Egg card, they would receive 1200¥ for it.

Remember to remove the chip from the board after activating it. This will reduce the ingredient's cost/price!

Note: If a player has more than one chip on an ingredient space, they may buy the ingredient on one turn and sell it on another.

Players should keep their hands of Ingredient cards hidden from the other players at all times, except when the following occurs: If any Ingredient card draw pile is ever used up (including Chili), and a player needs to add a card of that Ingredient to their hand, all players must show their hands. The player(s) with the most of the Ingredient type that has run out must place half of their Ingredient cards of that type (rounded down) back into the board.

- If the chip is on an Action space, the player may trigger the action it represents. The four Action spaces are explained on the next page...



PLACE A CHIP: Take one of your remaining chips (or a chip you have already thrown, including invalid throws) and place it face up on the board. Now that all the chips are face-up, you probably know exactly where you want to be!



BONUS INGREDIENT: Take an ingredient card of your choice from the board.



RESERVE A RECIPE: Take the top recipe card from the draw pile, look at it, and place it face down on the table in front of yourself. This recipe is reserved exclusively for you to attempt to cook later on. Note: There is no limit to the number of recipes a player may reserve.

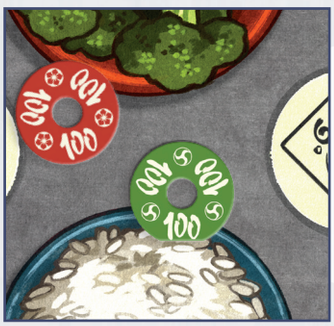


EARN TIPS: Earn yen equal to 3x the amount shown on the chip you activate on this space!

As shown here, if Blue activated their 400¥ chip to Receive Tips, they would gain 1200¥. If Red activated their chip, they would earn 300¥ in tips.



- <u>If the chip is on neither an Ingredient or an Action space</u>, the player may receive or sell Chili cards. To receive a Chili card, simply remove the chip from the board and take one Chili card. If a player wishes to sell Chili, they must return 2 Chili cards to the supply and receive **2x the amount shown on the chip they are activating** (not the total of all chips currently on the red area of the board, added together).



If Green activated their 100¥ chip shown here, they could choose to either gain 1 Chili card from the board, or to sell 2 Chili cards for 200¥.

B. Cook one Recipe card

A player may activate any chip on the board (in any location) and use it to cook a single Recipe card, **instead** of activitaing the space it is on.

To cook a Recipe card from the three displayed on the table, or in the player's reserve, the player must discard the three ingredient cards listed on the chosen Recipe card and place the completed Recipe card face up in front of them.



Using chili: When completing a recipe, a player may return 2 Chili cards to the board as a replacement for any one ingredient required on the recipe. This may only be done once per Recipe card.

Note: The 3 face-up recipe cards are not replenished until the end of the round! Don't miss out on cooking your desired recipe!

C. Do nothing

If a player is not able to (or doesn't want to) use a chip on the board, they may remove it from the board and do nothing as their turn.

BEGINNING A NEW ROUND

If no player has yet cooked 3 recipes, perform the following steps to get ready for the next round:

1. The player on the left of the head chef becomes the new starting player, and takes the head chef card.
2. If required, new Recipe cards are drawn from the recipe card deck and placed face up near the board so there are 3 available Recipe cards. (If no recipes were cooked in the previous round, then no new cards will be drawn.)

WINNING THE GAME

At the end of the round in which at least one person has cooked 3 recipes, the game ends!

If only one person has cooked 3 recipes, they are the winner! If more than one person has cooked three recipes, the tied player with the most money left over at the end is the winner!

Will you be crowned the greatest ibachi chef in town?