Ultimate instant noodles

究極のカップ麺

-Flavour Arrange Version-

Rulebook

Read before you play.

Dr.Cup
（カップ博士）

1.Outline

The player becomes a developer for a food company and takes on the challenge of developing the "Ultimate Instant Noodle".

The more steps involved in making a Instant noodle, the tastier it should be, but the player must memorize the steps.

If you forget a procedure or make a mistake during development, you will receive a negative evaluation. When the development is finished, the winner is the one with the fewest negative assessments. Finally, you will have your own "Ultimate Instant Noodle" recipe!

The "Flavour Arrangement" rules have added cooperative play to the game, making it even more exciting and fun!

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2.Components

◎ 35 Recipe cards

Front

Front (for Spicy rule)
*With chili icon

Back

◎ 1 Start card

Front   **Back**

◎ 3 Additional cards

Front   **Back**

◎ 1 Rulebook   ◎ 3 Additional Rulecards   ◎ 1 Hourgrass

Additional cards and hourglasses are used when playing with the new rules written on the Additional Card.

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3.Setup

1. Shuffle the recipe cards face down to make a deck.
2. Put the start card face down on the top of the deck.
3. Draw three cards from the deck, including the start card, and place them face up. This is the "recipe" for the "Ultimate Instant Noodles".
4. The three cards are placed on top of each other in the order in which they were turned over, with the start card at the bottom, and then turned over. This is the "recipe in development".
5. The player who ate the instant noodle most recently is the start player. This player takes the "Recipe in Development" and starts the game.

first "recipe"

Put the starting card on the deck.   **Flip 3 cards to make the first "recipe"**   **Layer the recipe and turn over.**

The first step is to "open half the lid" of the start card. The "Recipe in Development" is on the back of the start card at the top.

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4.How to play

The development proceeds by adding more recipe cards.
Beginning with the starting player, follow these steps in sequence.

Action

1.Prototyping

Do you remember the correct procedure?
Turn over the "Recipe in Development" one card at a time, declaring the recipes in order. Then check to see if it is correct.
If you can declare all the steps without mistakes, "Prototyping" is a success!

What to do if you make a mistake is described later.

Open half lid.

Declaration   **Flip and Check**   **Check all steps**

2.More Deveropment

Turn over a recipe card from the deck and add it to the end of the recipe.

Add soup.

Flip the card from the deck, and read it.   **Add to end of recipe**

3.To the next developer

The updated "recipe" is turned over so that the order is not changed, and the "recipe in development" is passed to the next player.

The added card will be at the top of the list.   **Turn it over and pass it to the next person.**

Steps 1 to 3 are repeated until the deck is exhausted.

Take care not to stack layers out of order or accidentally swap recipe steps!

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Wrong declaration.

Steps you make mistakes or can't remember are not needed for the "Ultimate Instant Noodle" recipe. Redo the development! The turn player places the wrong recipe and subsequent cards face down in his hand. This is a "negative assessment".

hot water

Add soup...

If you make a mistake...

Before Declaration | **Declared cards** | **Wrong card**

receive — receive

Receive all pre-declared recipe cards containing the wrong steps

Continue with "2. Development" keeping only the "RecipeCard" that was correctly declared from the "Start Card".

> In other words, you receive the recipe card from the destination that failed to declare as a deduction.

5.End of Game

When the deck is exhausted in "2. Development", the game ends when the next player has reached "1. Prototyping".
The winner is the player with the fewest received recipe cards (=negative assessment). (In case of a tie, all of them are winners)

✨ WIN ✨

12 cards 7 cards **3** cards 9 cards

And the recipe of "Ultimate Instant Noodles" was completed!

Although it may contain some odd steps, these instant noodles will surely be a big hit!   The game ends with a photo of the completed "Ultimate Instant Noodle" recipe and play scene, and upload it to SNS with positive feedback.
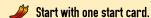
> When you finish a funny or super long recipe, take a picture of it and show it to everyone on SNS and other places!
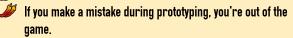
Spicy rule

One Mistake and You're Out! This is a rule that adds tension to the game! Enjoy it by adding the Spicy cards.

Differences from the Standard Rules

🌶 Start with one start card.
🌶 If you make a mistake during prototyping, you're out of the game.

🌶 The last remaining player wins the game.
🌶 If there are no more cards in the deck, all remaining players share the victory.

Flavor arrange rule

> Additional card and hourglass allow you to play solo or play exciting cooperative games! See additional rules card.

FAQ

> When declaring the method for "prototyping" does it have to be exactly the same wording?

> If the other players allow it, that's fine. As long as you have fun, that's all that matters! We encourage you to relax and play flexibly.

> What happens if I make a mistake in declaring the start card in "Prototyping"?

> All recipes, including the starting card, are received as a negative assessment. Then the next player continues with only one card added in Development.

> If I make a mistake in the last "prototyping" round, will I incur a negative assessment?

> Yes, the same negative assessment is applied to mistakes in the last round. In other words, if you make a mistake on the first piece then the ultimate Instant noodle recipe is completed in zero steps.

> How great would a long recipe for "Ultimate Instant Noodles" be?

> Look and feel at the finished recipe...
> I, Dr. Cup, have the following feeling.
> Go for the ultimate instant noodles!

procedures	Instant Noodle Deliciousness
0	Flour and salt flavor
1	not good enough
2	Ordinary instant noodle
3	Delicious instant noodle
4.5	Always on hand at home
6.7	Always sold out!
8.9	Ramen shops cry
10-12	A local staple!
13-15	National Food
16-25	World-class taste
26-35	Even aliens come to buy it!
36	The Ultimate Instant Noodle

> Dr. Cup often says "be careful." I think it's better to be careful.

> ...Imitating someone's catchphrase lightly and messing around. It can hurt that person's feelings, so be careful.

Studium Mundi "Ultimate Instant Noodles" Official Page
If you have any questions or concerns about the game, please see here. Any changes to the rules will also be posted here.

Do not give to children under 3 years old.
Store away from heat and humidity.