# Ramen Fury - Ramen Cart Expansion

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#### Changes to existing game:

-The Pantry has 5 cards in it (instead of 4).

-The Chicken Flavor is worth 6 and 12 points (instead of 6 and 10).

-The Shrimp Flavor is worth 6 and 12 points (instead of 4 and 8).

-The Fury Flavor is worth 4 points for each Chili Pepper.

-If either your starting hand, or the starting Pantry, has a Nori Garnish or a Chili Pepper, replace it with a new card from the deck. Afterwards, shuffle those Nori Garnishes and Chili Peppers back into the deck.







## **Expansion Contents:**

- -10 Konnyaku
- -10 Vegetable Carts
- -10 Protein Carts
- -2 mats
- -1 Cart token







#### **Additional Setup:**

Shuffle the Vegetable Carts and Protein Carts together to form the Ramen Cart deck. Put out the mats for the Vegetable Cart and Protein Cart. Randomly select a starting player and give them the Cart token. Set aside the Konnyaku pile (do not shuffle it into the Ingredient deck).

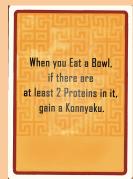
### Ramen Carts:

Every time the player with the Cart token starts their turn (they are the first player), they reveal the top card of the Ramen Cart deck and set it aside. (The game starts with zero Carts set aside.) If it's a Vegetable Cart, put it on the Vegetable Cart mat. If it's a Protein Cart, put it on the Protein Cart mat. While one of those Carts are on a mat, all players must follow its rules during their turn.

There can only be one Vegetable Cart and Protein Cart at a time - if you reveal a second one, discard the old one. If you run out of Ramen Carts, shuffle the discarded ones.

### Konnyaku:

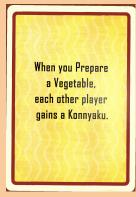
Some Ramen Carts give you **Konnyaku**. Just like Tofu, it counts as both a Vegetable and a Protein. It is also worth **2 points** when included in a Bowl. Konnyaku is not in the deck, and is instead in an extra pile. It can only be gained through the Ramen Carts. If something causes you to discard it, return it to its pile instead.





### Ramen Cart FAQ:







**"When you take a card from the Pantry"** requires you to spend an Action during your turn to trigger. Drawing a card from the deck does not trigger these.

Ramen Carts with **"New Action"** require you to spend one of your turn's Actions to use its ability.

**"When you Prepare a card"** requires you to spend an Action during your turn to trigger. Doing it on another player's turn will not trigger these.

Tofu counts as both a Vegetable and a Protein. If you take a Tofu from the Pantry, it can trigger both **"when you take a Vegetable from the Pantry"** and **"when you take a Protein from the Pantry."** You can choose which order the effects happen in.

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