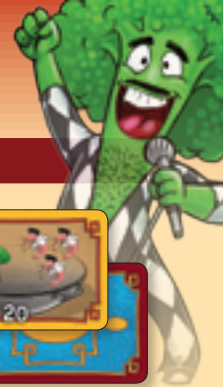


We Will Wok You

A TACTICAL CARD GAME FOR 2 TO 4 WOK MASTERS
AGED 8 AND UP BY SEBASTIAN BLEASDALE



INTRODUCTION

You are providing delicious dishes for the visitors at a wok music festival. However, some dastardly thief has stolen your ingredients! You need to replace them and come up with new dishes as soon as possible - and in the process, even wok stars like Tina Tuna, Freddie Broccoli, or Mariah Carrot may be in for the chop...

COMPONENTS



63 ingredient cards



22 coin cards



25 wok cards

THE INGREDIENTS

There are **6 types of ingredients** in different quantities. Each ingredient card depicts the ingredient type at the bottom, and the **number** of available cards of the same type next to it. Overview:



Each ingredient card also depicts 0, 1, or 2 **symbols**. There are **5 different symbols**:



fortune cookie

spoon

bowl

chopstick

star

The **star** is a **wild card symbol** and can be used as any of the 4 other symbols.

ingredient name



symbols

ingredient quantity in game

Please note: The symbols are printed in both corners of the card. However, only the symbols of **one** corner count. E. g. the depicted card has 2 *chopstick* symbols and not 4. You will notice this when you fan out your cards in your hand.

SETUP

Shuffle all the **ingredient cards** and put them face-down in a **draw pile**. Depending on the number of players, remove a number of cards from the pile and put them back into the game box:

2 players	remove 24 ingredients
3 players	remove 12 ingredients
4 players	do not remove any ingredients

The removed cards will not be used in the game, but you may look at them at any time. This way, you can determine the card distribution.

Lay out **2 rows of cards with 3 ingredients per row**. Put **6 coin cards** next to these. Lay out another **2 rows of cards** below, but with only **2 ingredients** per row. Put **4 coin cards** next to these.

The number of coin cards next to a row of ingredients indicates its current **price**. This price applies to **both** rows individually. At the beginning of the game, the top two rows with 3 cards cost 6 coins each, and the bottom ones with only 2 cards cost 4 coins each.

Shuffle all the **wok cards**. Depending on the number of players, turn a number of them face-up, so that all players can see them:

2 players	turn 12 wok cards face-up
3 players	turn 15 wok cards face-up
4 players	turn 18 wok cards face-up

Put the left-over wok cards back into the game box. You will not need them in the game.

Finally, deal each player **3 coin cards**, and put them into your hands. Put any left-over coin cards back into the game box (in 2- or 3-player games).

Make sure all players can see all the face-up cards on the table. Here is an example of the setup for a 3-player game:



OVERVIEW

During the course of the game, you will collect coins to buy ingredients. Ingredient cards have symbols that are used to get wok cards. Your goal is to get wok cards matching the ingredients you have, or to buy ingredients matching your wok cards.

At the end of the game, you will put your ingredients into your woks to score points. The player who has the most valuable woks with the highest points score wins the game.



FLOW OF PLAY

The player who has most recently used a wok starts the game. In clockwise order, each player carries out **exactly 1 action** choosing one of the following **3 options**:

- A) Collect a coin
- or
- B) Buy a row of ingredients
- or
- C) Take a wok card

You **may not pass**: you must always carry out 1 action. Only in the extremely rare case that you **cannot** carry out any of the 3 options, you may pass and do not carry out an action.

A) Collect a coin

Take **1 coin** from either of the two **sets of coins** on the table, and put it into your hand. This has two effects: On the one hand, you have increased the number of coins in your hand. On the other hand, either row of ingredients is cheaper now for the other players.

You may not collect more than 1 coin with a single action. You **may not** take the **last** coin from a set of coins.



Example: Karen takes 1 coin from the depicted set of coins and puts it into her hand. This reduces the price of either of the bottom rows of 2 ingredients down to 3 coins.

B) Buy a row of ingredients

Buy **1 entire row of ingredients** by paying the indicated **price** with **coins from your hand**. Add these coins to the **set of coins** next to the purchased row. (This increases the price for the other players.)

Put the purchased **ingredients into your hand**. Replace the purchased row with the same number of cards from the **draw pile**. The top two rows always consist of 3 cards each, and the bottom two always consist of 2 cards each.

If there are not enough cards left in the draw pile to replace a row, replace it with whatever is left. As long as there is at least 1 ingredient card next to each set of coins, the game continues (see end of the game).

You may not buy more than 1 row of ingredients with a single action.



Example: Currently, both rows of 3 cards cost 4 coins each. Reiner wants to buy the row on top and adds 4 coins from his hand to the set of coins. This increases the price for the other players to 8 coins. Reiner puts the 3 purchased cards into his hand and replaces the purchased row with 3 new cards from the draw pile.

C) Take a wok card

To take **1 wok card**, put a number of **ingredients from your hand** in front of you. These cards need to have a total of **4 identical symbols**. Each **star** is a **wild card** and may be used as any of the 4 other symbols.

You may take any 1 wok card from the table. Put the chosen wok card in front of you.

The ingredients in front of you have left your hand. You cannot use them to take another wok card later in the game. But they are still yours, and at the end of the game, you may put them into your woks to score points.

You may not take more than 1 wok card with a single action.

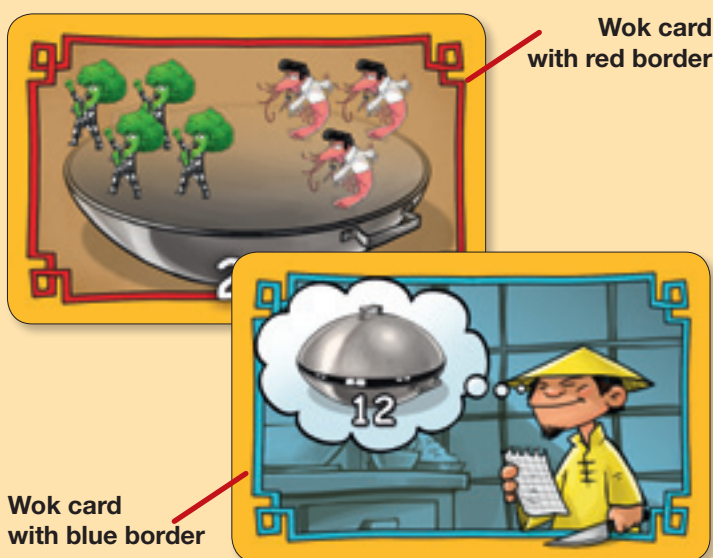


The wok cards

There are 25 wok cards. 21 of them (red border) display 1 or 2 woks. Most of the woks are **uncovered**, and at the end of the game, you may put ingredients into them to score points. Some other woks have a lid and are **covered**; you **may not** put any ingredients into them, but you will score points for them anyway.

4 cards (blue border) display a cook, the so-called **Man-at-wok**, who has an idea how to improve the quality of a wok dish. He can only be used **in combination with** a red bordered wok card. You do not need to decide which card he will be used with when taking him. You only do so at the end of the game when putting ingredients into your woks.

See below for more details on the wok cards and their point value.



END OF THE GAME

When a player buys ingredients and leaves **both rows of ingredients** next to **one set of coins** empty, then the end of the game is triggered. When this happens, **all** players, including the one who triggered the end of the game, need to carry out **exactly 1 final action**.

Then all players need to put their **ingredients** into their **woks**. You may use the ingredients in front of you as well as those from your hand. For each ingredient card, you may freely choose which wok you want to put it into, but **each ingredient card** may only be put into **a single wok**. Collect all cards that cannot be put into any wok in a stack in front of you.

If you have any **Men-at-wok**, you may now assign them to your red bordered woks. You may assign any number of **Men-at-wok** to the same wok.

Finally, add up your **points**. The player with the **highest number of points wins the game**. In case of a **tie**, the number of left-over **ingredients** stacked in front of a player breaks the tie. If tied again, the number of left-over **coin cards** will break the tie. If still tied, there will be multiple winners. Reason enough for an **After-Wok-Party!**

CREDITS

Designer: Sebastian Bleasdale

Illustration: Michael Menzel

Graphic Design: Michael Menzel, Hans-Georg Schneider

Realization: Thygra Board Game Agency

English translation: Grzegorz Kobiela

The designer and the publisher would like to thank all the play-testers for their support and their numerous suggestions and comments. Special thanks to Chris Boote, David Brain, Reiner Knizia, Paul Mansfield, Matthew Reid, Ian Vincent, Dave Weeks, and Matthew Woodcraft.

OVERVIEW OF THE WOK CARDS



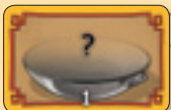
Covered woks: These woks have a lid and are already filled. You cannot add any ingredients, but you will score the printed number of points.



Combo woks: Add any number of the depicted combination of ingredients to these woks, and score the printed number of points per combination. You may not add incomplete combinations.



Set woks: Add any number of sets of 3 or 5 ingredients of the same type to these woks, respectively, and score the printed number of points per set. Multiple sets may differ from one another in their types of ingredients. You may not add incomplete sets.



Leftovers wok: Add any number of ingredients to this wok. Score 1 point per ingredient.



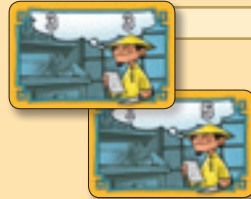
Hand wok: Add any number of ingredients from your hand into this wok. Score 2 points for each such ingredient. You may not add any ingredients that you have put in front of you during the game.



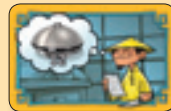
No symbol wok: Add any number of ingredients with no symbol into this wok. Score 3 points for each such ingredient. You may not add ingredients with symbols.



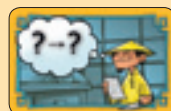
Double woks: These cards display 2 woks that you may fill with the depicted ingredients independently. Score the depicted number of points per ingredient.



Men-at-double-wok: These two *Men-at-wok* may only be assigned to double woks. They change the number of points you get for ingredients added to those. It is recommended that you place the *Men-at-double-wok* cards so that they cover the printed point values of the woks they are assigned to.



Man-at-power-wok: You can assign this *Man-at-wok* to any red bordered wok card. He turns the entire card into a covered wok. You cannot add any ingredients, but you will score 12 points.



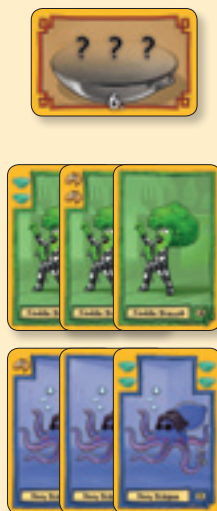
Man-at-swap-wok: You can only assign this *Man-at-wok* to a wok card that requires specific ingredients. On that wok card, replace all appearances of **one** type of ingredient with another type. It does not matter if the card already requires that other type.

SCORING EXAMPLE



The combo wok to the left requires 2 Chick'n Jagger, 2 Tina Tuna, and 1 Elvis the King Prawn. Reiner has only got 1 Tina Tuna, too little to score this wok. So, Reiner assigns the Man-at-swap-wok to it and replaces all Tina Tuna symbols with Freddie Broccoli. Now he can fulfill the requirements and scores 12 points.

The set wok requires Reiner to add 3 Freddie Broccoli and 3 Ozzy Octopus. Either set is worth 6 points for a total of 12 points for this card.



Reiner's third card is a double wok. To score more, Reiner assigns a Man-at-double-wok to it. His two Elvis cards are now worth 5 points, and his Mariah Carrot 1 point. He scores a total of 11 points for this card.

His last wok is covered. Reiner does not add any ingredients and scores 7 points.

Reiner cannot add the 3 cards below the covered wok to any of his woks, so he puts them in a stack in front of him. Reiner's final score is $12+7+11+12=42$ points.

