



Everyone knows that raccoons love to make soup. Obviously, that's why they dunk their ingredients in puddles of water! Ever since they shared that technique with the other animals, they all started trying to create the best recipe in the whole forest. The only problem is that they're all cooking in the same pot...

Be the best cook and show everyone that you are the one and only Sovereign of Soup!

Game Elements



52 Ingredient cards

- 14 Bug cards
- 14 Vegetable cards
- 14 Fruit cards
- 10 Trash cards

You can find the value distribution of these cards on page 8.



25 Recipe cards

(5 identical sets of 5 recipes)

These cards show the different ways to win and lose victory points during each deal.



37 Victory Point tokens

These tokens represent your skill! You can make change with the different values at any time.



Game Terms

In this game, what we call a "trick" does not resemble the classic term. Here, **a trick can contain a number of cards that differs from the number of players.** It includes all the cards played until one player takes them all—or rather, until the "pot" is full.

A "deal" includes all of the tricks played with the cards dealt to the players. Cards dealt to players make up their "hands".

A "game" is played over 5 deals.





Setup



Give each player a set of 5 different **Recipe** cards.



Give each player 5  (victory points). Set the remaining  aside for the moment, making a reserve.



Choose a player to be the **Dealer**.

Gameplay

Each deal is split into 4 phases:

1

Deal cards

2

Choose a recipe

3

Play tricks

4

Add scores



Deal cards

The Dealer takes the deck of **52 Ingredient cards**, shuffles them and deals **13 cards** to each player. Set any remaining cards aside.

In 5-player games only, give 10 cards to each player instead.
The cards you are dealt make up your hand.



Choose a recipe

After looking at your hand, **choose 1 of the Recipe cards you still have** (5 in the first deal), and play it face down in front of you. Once all players have played a Recipe, **everyone reveals their chosen Recipes.**

Note: At the start of the 5th deal, you will only have a single Recipe card left.





Play tricks

Now you will play a number of tricks, one after the other. Starting with the player to the left of the Dealer and going clockwise, **the players take turns playing 1 Ingredient card from their hand at a time** in the middle of the table, called the "pot", following these rules:



The first card played during a trick can be any color. **This color becomes the required color for the rest of the trick.** On your turn, you **must** play a card of the required color, if possible.




If you do not have any cards of the required color, you can play a card of any color.



If the first card played during a trick is a 10, treat it like a 0.



As soon as a  card is played, there is no longer any required color for the rest of the trick: **you can play cards of any color from this point on until the end of the trick.**




Trash can ruin the taste of the soup, so after somebody throws one in, everybody can put whatever they want in it...



After playing your card, **announce the total of the values of all cards played so far during this trick out loud.** If your card causes the total to **reach or pass 10**, the **pot is full and the trick ends.** Take all the cards in the trick and place them in a face-down pile in front of you. Then play a new card to begin the next trick, following the 1st rule on this list.



If you play a  card, the total is automatically reduced to 0. The required color remains the same.



= 0



If you play your last Ingredient card, you must announce it out loud. If you must play a card but your hand is empty, **the trick ends.** No one wins this trick, put it aside. Ignore any cards left in the other players' hands. Continue with phase **4 Add scores.**



Gameplay example with 4 players



Set of 5 Recipe cards



Tricks won by Player C



Player C's hand



Set of 5 Recipe cards



Player D's hand



Tricks won by Player D



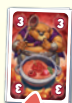
Tricks won by Player B



Player B's hand



Set of 5 Recipe cards



Played cards

Player A's hand







Tricks won by Player A










Set of 5 Recipe cards








Example with 4 players: **A** plays a value-3  card and announces "3"! **B** follows with a value-1  card, then announces "4". **C** doesn't have any  cards, and decides to play a value-5  card, increasing the total to "9".

 +  +  = **9**

D wants to get as many  cards as possible, according to their Recipe card. Since there is no required color after **C** played a  card, **D** could complete the soup with a value-1 or higher  card. But this would not be the best idea, since they would not gain any  (1  and 1  - see Add Scores). Therefore, they decide to play a  0, card, reducing the total to "0".




 +  = **0**

It's now back to **A** and they play a value-4  card: "4"! **B** adds a value-3  card, for a total of "7". Finally, according to their chosen Recipe card, **C** is fighting for  cards, so they add a value-4 , completing the soup with a total of 11. This will give them 2  (see phase 4 Add scores).



 +  +  +  = **11**






Add scores

When the last trick is put aside or taken, the deal ends.
Take the number of  you gained according to the Recipe you chose:




Gain 1 point for each card of the corresponding color in all the tricks you won. Lose 1 point for each  card in those tricks. Add up all the points you gained from this deal (this could give you a negative number), then adjust the number of  tokens you have using the tokens in the reserve.




Gain 1 point for each  card in all the tricks you won. Lose 1 point for each  card in those tricks. Add up all the points you gained from this deal (this could give you a negative number), then adjust the number of  tokens you have using the tokens in the reserve.



Gain 5 points, then lose 1 point for each card in all the tricks you won. Add up all the points you gained from this deal (this could give you a negative number), then adjust the number of  tokens you have using the tokens in the reserve.

Note: You can be reduced to 0 , but never below.



After adjusting your , put all the Recipe cards the players chose for this deal back in the box. Gather all 52 Ingredient cards. The player to the left of the Dealer becomes the new Dealer. Begin a new round starting with **1 Deal cards**.



End of the Game

After you add scores for the 5th deal, **the player with the most wins!** If there is a tie between the lead players, they share the victory.



Variant

During phase ② **Choose a recipe**, you can use these rules instead:

Starting with the player to the left of the Dealer and going clockwise, each player **chooses and immediately reveals 1 Recipe card** from those they have left. The Dealer must choose a different Recipe than the Recipe the player to their left chose, if possible.

Distribution of Cards

Colors



Distribution

1, 1, 2, 2, 3, 3,
4, 4, 5, 5, 10
0, 0, 0

1, 1, 2, 2,
3, 3, 4, 4,
5, 5



Crédits

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