

FUGU RULEBOOK

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Run your own sushi kitchen in a high-stakes culinary showdown. Catch fish, take risks, invest wisely, complete recipes, and sabotage rival chefs — all to earn stars and rise to the top. Do whatever it takes to make your kitchen the best in the game.



GAME COMPONENTS

- 37 Fish (35 Fish, 2 Fugu)
- 52 Ingredients (13 of rice, soy sauce, seaweed, avocado)
- 12 Instruction cards (6 Beginner, 6 Pro)
- 28 Wildcards (7 Uni, 7 Ninja, 7 Chef, 7 Omise)
- 11 Recipe cards (1 of each Recipe)
- 20 Stars
- Rule booklet

OVERVIEW

There are 2 Game modes

- Beginner Game (~15 min)
- Pro Game (~45 min)

This Rule book first explains the beginner game. The pro game uses most of the beginner game mechanics, with some added layers. **Flip to page 6 for Pro game**

BEGINNER GAME

GAME SETUP

FISH



POND: Create the Pond with 2 fish and 1 FUGU in the center of the table (FACE DOWN). The back of the FUGU is the same as the back of the fish.

BANK: Stack the rest of the fish next to the pond



POND



(FACE DOWN)



BANK



REST OF FISH

RESOURCE



RESOURCE PILE: Shuffle and stack all the resources (13 of each ingredient) on the table.



POND



(FACE DOWN)



BANK



RESOURCE
PILE



WILDCARD



Remove UNI from Wildcards. Shuffle all wildcards and place them face down on the table. Distribute 3 wildcards to each player.



POND



(FACE DOWN)



BANK



RESOURCE
PILE



WILDCARD

RECIPE



Shuffle Recipes and place them face down. Randomly deal 1 recipe to each player, face up and visible to all. Keep the rest of the recipes in a separate pile

(3 PLAYERS)



POND



BANK



RESOURCE
PILE



WILDCARD



RECIPE



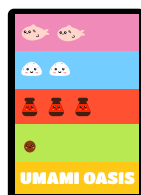
RECIPE



OBJECTIVE

Be the first to complete a recipe. For example, the following recipe requires the following resources

- 2 fish (fish explained below)
- 2 rice
- 3 soy sauce
- 1 avocado



DRAWING FISH



Fish is the currency of the game. you use fish to buy resources needed to complete recipes.

There's 2 ways to get fish. Every turn, you must choose between:

- Bank (Risk Free)
- Pond (Risky)

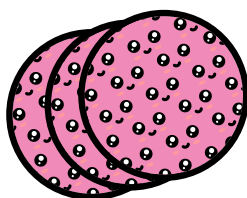
If there is no more fish remaining in the bank, then wait until someone spends to begin drawing from the bank again.

BANK (+1 FISH)

You can draw only one fish from the bank. When **anyone** draws from the bank, fish need to be deposited into the pond.

Deposit into the pond (from the bank):

- + 2 fish for 3-4 players
- + 3 fish for 5-6 players



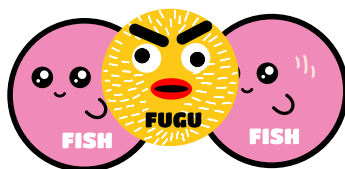
Anytime a fish is spent (page 4 on spending fish), it must be deposited back into the bank. Additionally, Make sure the other fugu is not in the bank.

POND (+X FISH)

All cards in the pond should be face down. You may draw **as many fish as you like** from the pond. However, the pond contains the **FUGU**. If you draw the FUGU, then you must deposit all the fish you drew AND all the fish you have back into the pond. Turn to page 5 for more information.

The pond starts with 2 fish and 1 fugu

Before any player draws from the pond, it must be shuffled to ensure that the fugu is hidden in the pond.



(FACE DOWN)

SPENDING FISH

You can use fish to buy different items.
Bought fish go into the bank

1. RANDOM RESOURCE

You can spend 1 fish to get a random resource from the resource pile. There are 4 types of resources:



1

2

3

4



Beginner game instruction card

2. WILDCARD

You can spend 2 fish to buy a random wildcard. There are 3 types of wildcards. Each has a description. You may use as many wildcards as you like on a turn.



You can use wildcards in the same turn that you buy them.

3. RESOURCE OF CHOICE

You can spend 3 fish to buy a resource of your choice. Look inside the resource pile and take your resource

4. PASSIVE INCOME

If you have saved **5 fish (and haven't spent them)**, then you unlock passive income. Every turn going forward, **you may draw 1 extra fish** at the start of your turn (and then proceed to choose bank or pond). If a player no longer has 5 fish, they no longer have passive income.

$$5 \text{ fish icons} = +1 \text{ fish icon}$$

For example, let's say player VARUN has 3 fish and draws 2 from the pond. He now has 5 fish. When the next turn comes around he takes 1 fish for free (putting him at 6 fish) and then gets to pick from the pond or the bank. He picks from the bank, deposits 2 fish (3-4 players) into the pond, and ultimately has 7 fish. The next turn comes around, and he decides to take from the pond. He draws the FUGU and loses all 7 of his fish (which go back into the pond)

GAMEPLAY

Determining who starts: Randomly draw card based on the number of players there are. The person who draws the Fugu starts (if there are 3 players, shuffle 2 fish and 1 FUGU)

Turns then follow in a clockwise order and continue until a player completes a recipe.

They play in the following order:

1. Draw fish from EITHER pond (as many as they want) OR bank (take 1 and deposit fish into pond)
2. In any order - buy resources + wild cards, use wildcards, trade, or/and complete recipes
3. End turn

You may not skip step 1. You must either draw from the bank or the pond. You may not trade or spend fish until you have completed step 1.

If a player has 5 fish, then they draw fish (passive income) before step 1 (selecting between the pond and the bank)

TRADING

You can trade with anyone on your turn but when its someone else's turn, you can only trade with them.

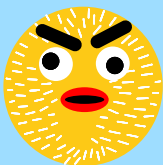
You can trade resources, fish, or wildcards in any quantity.

FUGU

When you draw the Fugu, you lose all the fish you drew, and any fish you own. In addition your resources may be affected if:

- You have more than 7 resources

If you have more than 7 resources, you must discard resources of your choice down to 7. Let's say a player, Kayln has 9 resources, 2 fish, and is currently drawing from the pond. They draw 3 fish and then draw the Fugu. They would lose the 3 fish they drew, the 2 fish they have, and 2 resources (9-7).

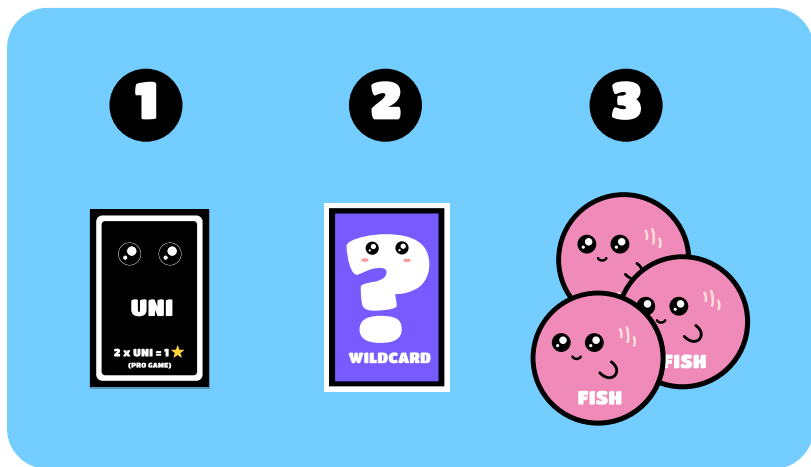


PRO GAME

GAME SETUP

Follow the beginner game setup with the exception of the following:

1. Add UNI's to Wildcards
2. Give each player only 1 wildcard to begin with
3. Give each player 3 fish to begin with



OBJECTIVE

Reach 5 stars. You receive stars as follows

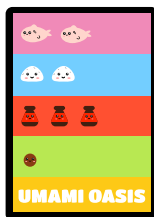
- 2 stars: Complete your own recipe
- 1 star: Complete someone else's recipe
- 1 star: Collect 2 UNI



COMPLETE SOMEONE ELSE'S RECIPE

All recipe's should be face up. If you complete someone else's recipe (if you have all the ingredients for it), you discard all the required ingredients, get one star, and get **all the fish they own**. If someone has 6 fish, then you get all 6 fish by completing their recipe.

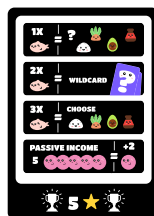
You may only complete recipes on your turn, even if it's someone else's recipe. Once you complete someone else's recipe, your turn ends.



UPDATED PASSIVE INCOME

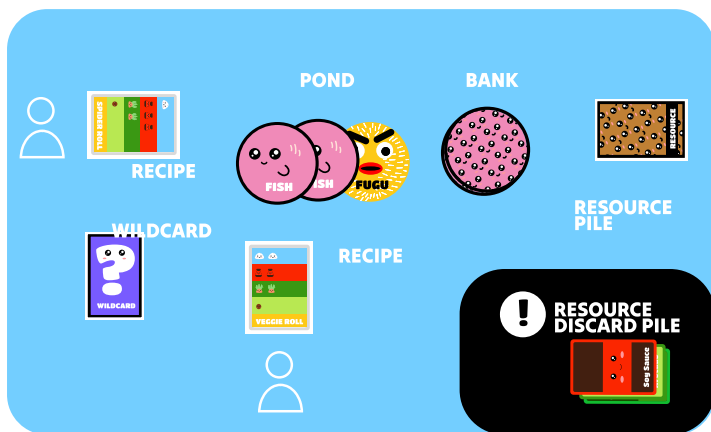
You now earn 2 fish for saving 5 (as opposed to 1 in the beginner game)

$$5 \text{ fish icons} = +2 \text{ fish icon}$$



RESOURCE DISCARD PILE

RESOURCE DISCARD PILE: Whenever a resource is used for a recipe, it should be added to a separate discard pile. After the resource pile is depleted, reshuffle all the discarded resources and form a new pile. When a player spends 3 fish, or uses the OMISE card, take the resource of choice from the resource discard pile.



RECIPE DISCARD PILE

After completing a recipe, it should be placed into a separate discard pile.

UPDATED CHEF

Chef can now only replace recipes with those in the Discard pile. If there are no recipes in the discard pile, Chef can't be used.

GAMEPLAY

Same as beginner gameplay except: once you complete a recipe (either yours or someone else's), your turn immediately ends.