

STEAM UP

A FEAST OF DIM SUM



EXPERIENCE AN UNFORGETTABLE TASTE OF DIM SUM

Once upon a time in the Far East, deep in the mountains of a mythical land, there was a world-renowned Dim Sum restaurant by the name of **Steam Up**.

It was the first restaurant of its kind to achieve the three Gold Ingot status. According to the Gold Ingot Guide, Steam Up was best known for its **top 5 most popular Dim Sum**: juicy *Shrimp Dumpling*, tender *Meat Dumpling*, soft and fluffy *BBQ Meat Bun*, flavorful *Sticky Rice*, and exquisite *Phoenix Claw*. These heavenly tastes drew food enthusiasts and gourmets from all over the world!

After traveling from afar and waiting patiently in line for a long time, you and a few other hungry magical creatures are finally seated at a table and ready to feast. To ensure the freshness and quality of its food, Steam Up will only **serve a limited quantity** of their most popular Dim Sum at each table – so be prepared to compete with your companions to devour as much as possible and leave with the fullest stomach!

The competition will be fierce. Get your chopsticks ready and join the Dim Sum feast at Steam Up!

COMPONENTS



1 Turntable



1 Score board



12 Animal boards



12 Animal scoring markers



75 Dim Sum
(5 types, 15 each)



50 Food tokens
(5 types, 10 each)



2 Feast Zone indicators
(1 for 2-3 players, 1 for 4-5 players)



26 Fate cards



50 Fortune cards



18 Steamers



1 First player marker



10 Feast Zone markers
(1 pair per player)



5 Reference cards
(1 per player)



1 Dim Sum bag



1 Lucky die



1 Steamer counter

FEATURED MENU

DIM SUM 點心

Commonly translated as "touching the heart," Dim Sum are bite-sized dishes served in bamboo Steamer baskets or on small plates. This cuisine is commonly enjoyed in the morning or early afternoon and shared amongst family and friends. As tea is often served alongside Dim Sum, Yum-Cha ("飲茶" in traditional Chinese), translated as "drinking tea," is used interchangeably with Dim Sum.

CHEF RECOMMENDATIONS



BBQ Meat Bun
叉燒包 [Char-Siu-Bao]

Steamed, soft and fluffy white bun filled with juicy, sweet BBQ-flavored meat filling.



Shrimp Dumpling
蝦餃 [Har-Gow]

Steamed dumpling with juicy shrimp filling wrapped in smooth translucent skin.



Meat Dumpling
燒賣 [Siu-Mai]

Steamed with juicy meat and seafood filling, enclosed with yellow wonton wrappers.



Phoenix Claw
鳳爪 [Fung-Zao]

Braised chicken feet in black bean sauce. Gelatinous and tender. A dish that most people either love or hate.



Sticky Rice (Wrapped in Lotus Leaves)
糯米雞 [Lo-Mai-Gai]

Glutinous rice topped with Chinese sausage, chicken, shrimp, mushrooms, and other delicious goodies. Wrapped in dried lotus leaves and steamed.



CENTRAL AREA SETUP

1 Turntable:
Place the Turntable in the middle of the play area.

1A Feast Zone indicator:

- Find the appropriate Feast Zone indicator for your player count by looking at the number of dots to the left of the orange line. Return the other indicator to the box.
- Place the indicator for your player count on the Turntable, with the correct side for your player count faceup, such that the orange line aligns with the orange arrow at the top of the board.

Align the orange line on the indicator to the orange arrows on the board and the middle circular platform.



The 3-player Feast Zone indicator.

1B Middle Circular Platform:
Rotate the circular platform in the middle so the 4 arrows around its edges align with the 4 arrows on the surrounding board.

2 Food Supply: Place all Food tokens and the Lucky die near the Turntable.



4 Score Board:
Place the Score board near the Turntable.

- Place the Steamer counter on the Steamer track at the top of the board, on the space marked with your player count.
- Shuffle the Fortune cards and place them facedown on the Fortune deck area of the Score board.
- Shuffle the Fate cards and deal 18 cards in a facedown stack on the Fate deck area of the Score board. Return the rest of the cards to the box.

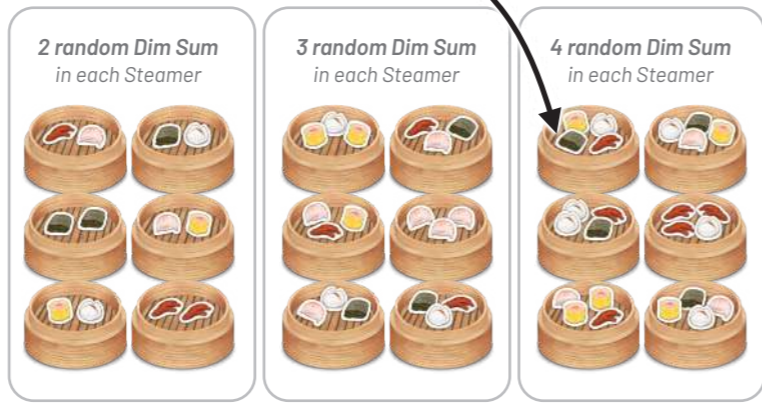
TIP
If you prefer a friendlier game, remove from the game all Fortune and Fate cards marked with a * in the bottom right before shuffling.

TABLE NO. 168 Why Table No. 168?
The number 8 is a lucky number in Chinese because it rhymes with "wealth" and the number 16 rhymes with "continuous." Together, the number 168 signifies "continuous wealth."

3 Dim Sum and Steamers:
Place all the Dim Sum pieces in the bag.

Steamers Setup:

- Divide the 18 Steamers into 3 groups of 6 each. Place 2 random Dim Sum drawn from the bag in each of the first 6 Steamers. Then place 3 random Dim Sum in each of the next 6, and 4 random Dim Sum in each of the final 6. Draw each piece blindly from the bag. An alternative way is to pour each piece out of the bag.
- Mix up all 18 Steamers and randomly stack 3 Steamers in each of the 6 spaces on the Turntable. Players should attempt to not look at what Dim Sum are in each stacked Steamer.



Alternative Steamers Setup:

Instead of setting up the Steamers randomly during 3, players can take turns filling and placing Steamers on the Turntable. Players take turns filling Steamers in clockwise order, starting with any player and alternating filling with 2, 3, or 4 Dim Sum. When it is your turn, randomly draw Dim Sum from the bag to fill an empty Steamer, and then place it on the space/stack of your choice on the Turntable. Each stack can have no more than 3 Steamers.

For example, this is how players would fill their Steamers in a 4-player game: The first player draws 2 Dim Sum to fill their Steamer, then the second player draws 3, the third draws 4, the fourth draws 2 again, and so on. Continue in this way until all 6 stacks have 3 Steamers (18 total have been placed).

TIP Once you're more comfortable with the game, you can use the "Alternative Steamers Setup" for a more interactive setup experience.



IMPORTANT
Steamer Orientation
Each Steamer should be placed with its inner protruded ring faceup.



NOTE
In a Dim Sum restaurant, each Steamer usually contains one type of Dim Sum. For the purpose of this game, a mixture of different types of Dim Sum will be served in each Steamer instead.



Peeking Through the Steamer Slats

Before the game starts, players can agree whether to allow peeking through the Steamer slats during the game.

Did you know Steamers are designed to stack on one another and sit over boiling water? This cooking method allows steam to enter each layer of Steamers through the open slats and fully cook the Dim Sum.
(Hence, the title of this game is "Steam Up")

PLAYER SETUP

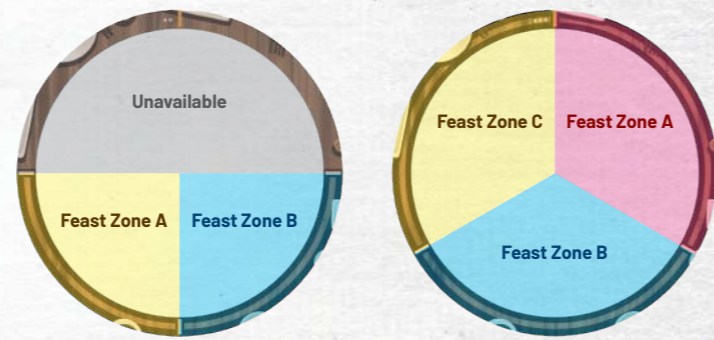
5 Player Seating:

Players should seat themselves so that they are **each facing a different Feast Zone** (the space between 2 lines on the Feast Zone indicator).

For more details about Feast Zones, see "Purchasing Steamers" on page <9>.

6 Choose an Animal board:

- » Give each player 2 random **Animal boards**. Each player selects one of them to play and returns the other to the box.
- » Each player places their Animal's **scoring marker** in the **VIP Guests area** on the Score board.



The 2 different Feast Zones in a 2-player game.

The 3 different Feast Zones in a 3-player game.

TIP

If this is your first time playing Steam Up, using Animals marked with a icon next to their name on the board is strongly recommended.

7 Starting Resources:

Each player checks the top of their **Animal board** to see the number of **Food tokens** and **Fortune cards** they start off with. Players may choose which Food tokens to take from the supply. If an Animal starts with multiple tokens, their board will specify whether the tokens must be different. Fortune cards are drawn from the deck.

8 First Player:

Give the First player marker to a **random player**.

9 (OPTIONAL) Feast Zone Markers:

To assist players in differentiating their Feast Zones, each player may place a Feast Zone marker near their Feast Zone and the other matching marker next to their Animal board.



Chili oil is a condiment made from vegetable oil that has been infused with chili peppers. It's often requested by guests who like an extra kick to their Dim Sum.

The starting player is chosen at random so everyone has equal opportunity to enjoy Dim Sum first.



Chinese cuisine is traditionally categorized into five flavors: sweet, sour, bitter, spicy, and salty. These flavors work in harmony and balance to achieve optimal taste and health. In Steam Up, these 5 flavors are marked on the Feast Zone markers. Which flavor is your favorite?

HOW TO PLAY

GOAL

Since Dim Sum is "touching the heart," the goal of the game is to gain the most **Hearty Points (HP)**. The player with the **most HP** at the end of the game **wins**.



OVERVIEW

The game is divided into **rounds**. Each round, each player **takes 1 turn**. Players take their turns in clockwise order around the table, starting with the player who has the **First player** marker. Once the **last player** in turn order finishes their turn, the round is completed.

Start each subsequent round by drawing and resolving a **Fate card**.

The end of the game is triggered when either the **Steamer counter** reaches 0 on the Steamer track, or the **Fate deck** is empty. Players finish the round, then compare final scores.

Table Etiquette

Notice the table settings on the Turntable. Chopsticks always lie flat on the tableware; never stick them into food standing up, as this symbolizes death and mourning in many East Asian cultures, and is said to bring bad luck. Tea is commonly consumed with Dim Sum. When serving tea, always pour for your companions before yourself, as a sign of respect.

ON YOUR TURN

On your turn, you **must** perform **2 different actions** from those available. You may take any combination of actions in **any order**, but you **cannot** take the same action twice.



ICON	ACTION DESCRIPTION	REFERENCES
	Gain 1 token Take 1 Food token of your choice from the supply.	See "Collecting Food Tokens" on the next page for details.
	Draw 1 Fortune card (and rotate) Draw 1 Fortune card from the Fortune deck. You may then rotate the Turntable 90 degrees in either direction.	FORTUNE CARDS: » See "Drawing and Playing Fortune Cards" on the next page. » See "Cards and Abilities" on page <12>.
	Play 1 Fortune card (and rotate) Play 1 Fortune card from your hand. Resolve its effect and place it in the Fortune card discard pile. You may then rotate the Turntable 90 degrees in either direction (you must fully resolve your card before rotating).	TURNTABLE: See "Rotating the Table" on the next page.
	Exchange 2 Fortune cards for 1 token Discard 2 Fortune cards to the Fortune card discard pile and take 1 Food token of your choice from the supply.	
	Purchase a Steamer Acquire a Steamer in your Feast Zone by spending Food tokens that match the Dim Sum inside it, then place the Dim Sum on your board and gain HP. Place the empty Steamer near your board. Move the Steamer counter down by 1 on the Steamer track.	See "Purchasing Steamers" on page <9>.

TIP

In most cases, you will only want to exchange Fortune cards for a Food token **after** using as your first action. **Gaining 2 Food tokens in one turn** can help you rush towards Steamers that your opponents might also want to purchase.

COLLECTING FOOD TOKENS



Food tokens are used to **purchase Steamers** and collect Dim Sum. Tokens you collect should be placed on the table in front of you, **where all players can see them**. There is **no limit** to the number of tokens you can have at one time.



DRAWING AND PLAYING FORTUNE CARDS

Fortune cards can be played to benefit yourself or hinder your opponents. Fortune cards you draw should be **added to your hand** and kept secret until you play them. There is **no limit** to the number of Fortune cards you can have in your hand.

If the Fortune deck ever runs out, shuffle the discard pile to form a new deck. If the discard pile is also empty, or has only 1 card left, players cannot draw new Fortune cards until the discard pile has at least 2 cards that can be shuffled to create a new deck.

See "Cards and Abilities" on page <12> for details on Fortune cards.

ROTATING THE TABLE

After you draw or play a Fortune card, you may **rotate** the middle circular platform of the Turntable **90 degrees in the direction of your choice**. You may want to do this to move different Steamers into your **Feast Zone**, or move Steamers out of other players' Feast Zones.



IMPORTANT

Running out of Food tokens

If all 10 Food tokens of a given type are held by players, and there are none left in the supply, that type of Dim Sum is considered **sold out**. Players **may not** gain any more tokens of that type until some of them (at least 1) are returned to the supply.

After rotating the Turntable, **each arrow** in the middle circular platform must align with the next arrow on the outer board. Any Steamers that move into your Feast Zone are now available for you to purchase (see next section).



The Turntable's position at setup in a 3-player game. Note each arrow on the middle circular platform aligns with an arrow on the outer board. The **orange** arrows always align at setup.

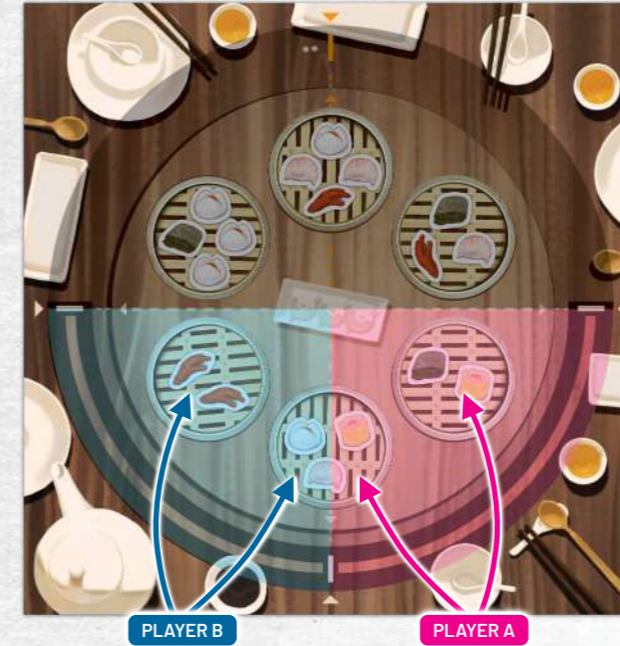


After rotating the Turntable 90 degrees **clockwise**, each arrow on the middle circular platform is aligned with another arrow on the outer board. Note, the **orange** arrow now aligns with the white arrow on the right on the outer board.

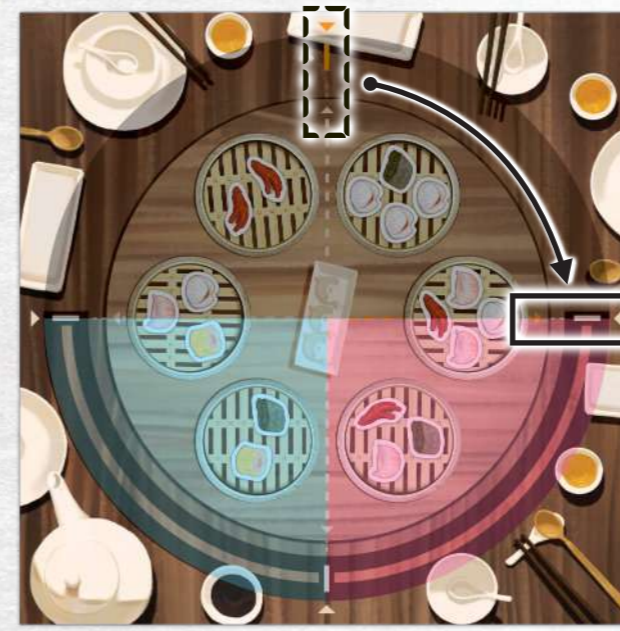
PURCHASING STEAMERS

In order to fill your stomach with Dim Sum, you need to purchase **Steamers**. You may only purchase Steamers that are on top of stacks inside your **Feast Zone** (unless an ability allows you to do otherwise). A Steamer that is partially inside your Feast Zone is considered inside your Zone. Your Feast Zone is marked by the lines on the **Feast Zone indicator** around the Turntable.

2-PLAYER EXAMPLE

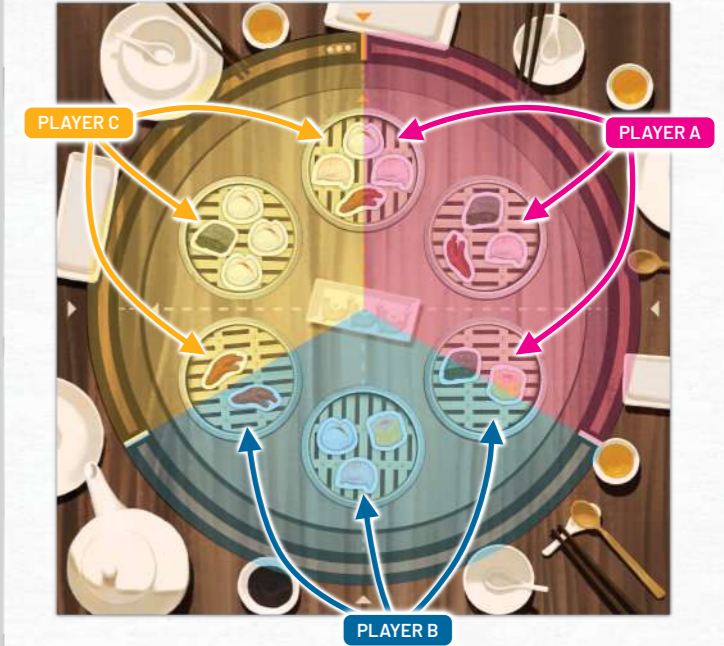


In a 2-player game, each player has 2 Steamers in their Feast Zone at setup, sharing 1 of them with their neighbor.

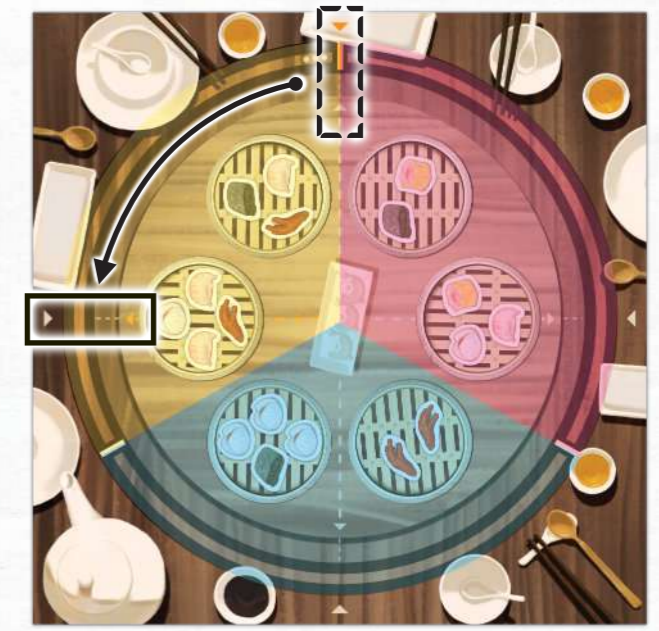


After rotating the Turntable 90 degrees **clockwise**, each player now has 2 Steamers in their Feast Zone, but does not share any with their neighbor.

3-PLAYER EXAMPLE



In a 3-player game, each player has 3 Steamers in their Feast Zone at setup, sharing 2 of them with their neighbors.



After rotating the Turntable 90 degrees **counterclockwise**, each player now has 2 Steamers in their Feast Zone, but does not share any with their neighbors.

STEPS TO PURCHASE A STEAMER

1 Spend Food Tokens

Spend a set of Food tokens that **exactly match** the Steamer's contents. You may not purchase only some of the Dim Sum in a Steamer. Return all Food tokens you spend to the supply.

2 Take Dim Sum

Empty the Steamer and place each **Dim Sum piece** in the left-most empty slot of the **matching row** on your Animal board. Place the empty Steamer near your board (do not return it to the supply).



Example: In this 4-player game, the Turntable is divided evenly into 4 Feast Zones. Pauline, seated to the **bottom right**, has 2 Steamers in her Feast Zone, sharing 1 of them with her neighbor. On her turn, she purchases the shared Steamer with 1 , 1 , and 1 , then places them on her board.

She gains a total of 1+1+1 = 3 HP and moves her scoring marker forward on the score board.

She then slides the Steamer counter down from 13 to 12. This means the game will end after 12 more Steamers are purchased.

IMPORTANT

Filling a Dim Sum track

Once a row on your board has **6 Dim Sum**, it is **full**. You can still purchase a Steamer with Dim Sum of that type, but you will no longer gain HP for the pieces that you can't place. Place any excess pieces to the right side of your board (do not return them to the bag).

TIP

Running out of Steamers

If there are **no Steamers left** in your Feast Zone, you won't be able to make purchases (unless an ability allows you to do otherwise). You'll need to either **rotate** the Turntable or **move** a Steamer into your Zone using a Fortune card or ability.

ROUND STRUCTURE

Each round, each player takes 1 turn and then the round is over. At the beginning of the next round, **reveal a Fate card** from the deck and place it faceup on the discard pile. Resolve any immediate effects. If the revealed Fate card has **"during this round"** effects, it remains active until the round ends and the next Fate card is revealed.

See "Cards and Abilities" on page <12> for details on Fate cards and the First player marker.

IMPORTANT

Do not draw a Fate card at the start of the first round of the game. Reveal a Fate Card from the deck **starting the second round**.



The First player marker does not change places unless Fate and Fortune cards change it.

3 Score

Gain the number of HP printed on each slot where you placed a Dim Sum. Track your HP by moving your scoring marker forward on the Score board.

4 Move Steamer Counter

Move the Steamer counter down by 1 on the Steamer track. If the counter reaches 0, the game ends at the end of this round (see "Game End" on this page).

TIP If your score exceeds 35 HP, flip the scoring marker to the other side with the "35+" and continue tracking your score from the top of the score track.

GAME END

The end of the game can be triggered in **two ways**:

- A** When the Fate deck is empty.
- B** When the Steamer counter reaches 0.

When the end of the game is triggered, finish the **current round**, so every player has had an equal number of turns. (If the last Fate card was revealed, play a full final round before scoring.)

FINAL SCORING

Players score the following end-game Hearty Points:

- » Each player **loses 1 HP** for every 2 leftover Food tokens in front of them.
- » Each player **gains 1 HP** for every 2 Fortune cards in their hand. (Do not count Fortune cards that are faceup in front of you.)

The player with the most HP wins! If there is a tie, the player who has collected the most total Dim Sum (including excess beside their board) wins. If there is still a tie, the players share the victory!

CARDS AND ABILITIES



FATE AND FORTUNE CARDS

Player With the Fewest HP

Some Fate and Fortune cards refer to the player with the fewest HP. If there is a tie for fewest HP, it is broken in favor of the player who is farthest clockwise from the current holder of the First player marker (unless the card specifies otherwise).

Gaining Resources Simultaneously

When multiple players gain tokens or Dim Sum simultaneously, gain them in turn order from the player who currently has the First player marker.



ROLLING THE LUCKY DIE

Some Fate cards, Fortune cards, and Animal abilities require you to roll the **Lucky die**. Most sides of the die have a **number** and a **Dim Sum icon**. The card or ability will tell you whether the number or icon matters for your roll.

In some cases, each player rolls the Lucky die, and the player who rolled the **highest number** gains the bonus. Whenever multiple players tie for the highest, they must **re-roll** until they are no longer tied.

The Missing 4

The number 4 is considered an **unlucky number** in many East Asian cultures as it sounds like the word for death. To fit with this tradition, the number 4 is left off of the Lucky die. It instead has a blank face, with no Dim Sum and a value of 0.



TAKING THE FIRST PLAYER MARKER

Some Fortune cards and Fate cards **move** the First player marker to a **different player**.

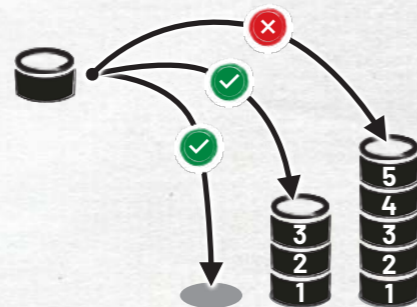
- » If the First player marker moves **during a round** (by playing a Fortune card), finish the round normally (each player has 1 turn).
- » The player with the First player marker at the **start of a round** takes the first turn of that round (including if they gain it because of that round's Fate card).

MOVING AND REMOVING STEAMERS

Some Fortune cards allow you to manipulate Steamers on the Turntable.

- » **When you move a Steamer to a different stack**, you may move it to a stack that already has 3 Steamers, but you may **never** exceed **5 Steamers** in a single stack. You may move Steamers to **empty spaces** on the Turntable that currently have no Steamers.

(Moving a Steamer to a different stack does not count toward the number of purchased Steamers.)



- » If you take the last Dim Sum in a Steamer, remove the Steamer from the Turntable and place it in the supply. Then, move the Steamer counter down by 1.



GAINING AND SWAPPING DIM SUM

Some Fate cards and Fortune cards allow you to **take Dim Sum** from the bag, or from Steamers on the Turntable, and place them directly on your Animal board. Other cards allow you to **swap Dim Sum** on your Animal board with Dim Sum in Steamers on the Turntable.

Gaining Dim Sum

When you gain Dim Sum, place each piece in the next open slot in its row and gain its HP (as if you had gained it from a Steamer). Bonuses for gaining specific types of Dim Sum can be applied. If the bag ever runs out of Dim Sum, players can no longer gain Dim Sum from the bag (unless some are returned).

Swapping Dim Sum

When you swap Dim Sum, place the piece you are "taking" on your board in the correct row, and place the piece you are "giving up" in the Steamer. You then lose HP for the Dim Sum you gave up, and gain HP for the Dim Sum you took. When giving up a Dim Sum, you do not lose any bonus HP you gained from Fortune cards or Animal abilities when you collected it, but you cannot gain that bonus again (see below).



TIP

Drawing Dim Sum from the bag

When you draw Dim Sum, **draw each piece blindly** from the bag. An alternative way is either **pour each piece out of the bag** or **roll the Lucky die** and take the matching Dim Sum from the bag. If you roll a blank or a type of Dim Sum that is not in the bag, re-roll until you get another result. Before the game starts, players should agree on the method to use to draw Dim Sum from the bag during the game.

Bonuses From Completing Rows and/or Columns

Some animals and Fortune cards gain HP or resources for completing rows and/or columns. You can only gain bonuses for completed rows and columns once each. So if you swap out a Dim Sum that "breaks" a column or row, and then later replace it, you do not gain the bonus again.





Example: Jose is playing the Food Blogger, and recently gained 3 HP for filling a column of Dim Sum on his board.

Next round, he plays a Fortune card to swap a from his Animal board with a in the Steamer in his Feast Zone.

He loses 1 HP from the , but gains 1 HP for the , so his total score stays the same. Even though he "breaks" the column, he keeps the bonus 3 HP. (However, if he later purchases another , he will gain 1 HP but will not gain the bonus 3 HP for the column again.)

ANIMAL BOARDS

If this is your first time playing Steam Up, using Animals marked with a  icon next to their name on the board is strongly recommended.

Animal Boards marked with a  icon are best when playing with 3 or more players for an optimal experience.


ANIMAL STARTING RESOURCES AND ABILITIES


Rat
The Gambler

Starting Resources: 1 token and 4 Fortune cards

Ability: Once per round, at any time on your turn, you may discard 1 Fortune card to roll the Lucky die. If you do, you must do the following action according to the result:



- » **Blank or 1:** No action
- » **2:** Draw 1 Fortune card
- » **3:** Rotate the Turntable 90 degrees in either direction
- » **5 or 6:** Draw 1 Dim Sum from the bag, place it on the left-most empty spot of the matching row, and gain the associated points for that spot


Example: After the first action, Apinya (they/them) discards 1 Fortune card to roll the Lucky die. They roll a 5 to draw a  from the bag and gain 2 HP. They then take their second action.

Ox
The Grandpa




Starting Resources: 2 tokens (identical or different) and 2 Fortune cards


Ability: You **may** purchase Steamers on stacks outside your Feast Zone by spending 1 additional token of your choice. When you do, gain 1 bonus HP per Dim Sum in the Steamer.

Example: Alex (they/them) wants to buy a Steamer in another player's Feast Zone that has 1  and 1 . They spend 1 Shrimp Dumpling token, 1 BBQ Meat Bun token, and 1 extra Sticky Rice token to purchase the Steamer. They gain 1 HP for each Dim Sum, plus a bonus 2 HP for purchasing a Steamer outside of their Feast Zone, for a total of 4 HP.

Tiger
The Seafood Lover


Starting Resources: 2 different tokens and 2 Fortune cards








Ability: Collect your favorites,  and , to gain the most HP. Once per round, at any time on your turn, you **may** exchange 1 Shrimp Dumpling token for 1 Sticky Rice token, and vice versa.


Example: Kin (he/him) has 1 Shrimp Dumpling token and 1 Sticky Rice token. He wants to purchase a Steamer with 2  in his Feast Zone. Using his ability, he exchanges a Sticky Rice token for a Shrimp Dumpling token. He then uses the 2 Shrimp Dumpling tokens to purchase the Steamer.

Bunny
The Magician

Starting Resources: 1 token and 2 Fortune cards

Ability: After purchasing a Steamer, before scoring, you may swap 1 Dim Sum inside it with another Dim Sum in any top Steamer on the Turntable.


Example: Anh (she/her) purchases a Steamer with 2 , 1 , and 1 . She swaps the  with a  on the Turntable. She now has 3  and 1  to place on her board for scoring.

Dragon
The Silver Spoon





Starting Resources: 3 different tokens and 3 Fortune cards





Ability: When you fill a column on your board with Dim Sum, either gain 1 Food token of your choice or draw the indicated number of Fortune cards (do not rotate the Turntable). You can only gain this bonus once for each column.

Example: Mila (she/her) completes a column on her board and chooses to take a Meat Dumpling token as her bonus. Later, she completes a second column and takes a Fortune card for her bonus.

Snake
The Meat Lover


Starting Resources: 2 different tokens and 2 Fortune cards

Ability: Collect your favorites, , , and , to gain the most HP. Once per round, at any time on your turn, you **may** exchange 1 Shrimp Dumpling token or 1 Sticky Rice token for 2 Fortune cards.

Example: Aranya (she/her) purchases a Steamer with 1  and 1  to trigger the game end. She gains 1 HP for the  and 2 HP for the , for a total of 3 HP. She has 1 Shrimp Dumpling token left. Using her ability, she exchanges it for 2 Fortune cards to gain 1 bonus HP during end-game scoring.

The 12 Chinese Zodiac Animals

The Chinese zodiac is a repeating 12-year cycle of animal signs based on the lunar calendar. According to legend, the 12 Chinese zodiac animals were selected through a race and the story has become a fascinating folktale since then.

ANIMAL STARTING RESOURCES AND ABILITIES

Horse
The Speed Eater

Starting Resources: 2 tokens (identical or different) and 2 Fortune cards








Ability: On your turn, you **may** take the same action twice instead of 2 different actions.


Example: On Aman's (they/them) turn, they take an action to gain 1 Phoenix Claw token. They then perform the same action again to take 1 Shrimp Dumpling token.

Goat
The Picky Eater

Starting Resources: 2 different tokens and 2 Fortune cards

Ability: Collect your favorite Dim Sum in the **top 3 rows** to gain the most HP. When you gain a type of Dim Sum for the first time, place it in the left-most slot of any empty row on your board. Any Dim Sum you gain of that type for the rest of the game must be placed in that row. Once a type of Dim Sum is placed in a row, you **cannot** place the same type of Dim Sum in another row.

Example: Henry (he/him) purchases his first Steamer with 2  and 1 . He places 1  in the first slot of his top row. He must then place the second  on the next slot in the same row. He gains 2 HP for each  he placed, for a total of 4 HP. He notices there are very few  in the Steamers on the Turntable, so he decides to place his  in the bottom-most row on his board. This gains him only 1 HP, so his total for the Steamer is 5 HP.

Monkey
The Naughty Kid


Starting Resources: 2 different tokens and 2 Fortune cards

Ability: Once per round, at any time on your turn, you may choose to roll the Lucky die. If you do, you must do the following according to the result:









- » **Blank or 1:** No action
- » **2-3:** Rotate the Turntable 90 degrees in either direction
- » **5-6:** Move 1 Steamer on top of any stack to the top of any other stack


Example: Yan (she/her) uses her first action to gain a token. Using her ability, she rolls a 6 with the Lucky die and moves a Steamer outside her Feast Zone to the top of a stack in her Feast Zone. She then uses her second action to purchase the Steamer.

Rooster
The Angry Customer

Starting Resources: 1 token and 2 Fortune cards

Ability: After purchasing a Steamer, before scoring, you may return any number of Dim Sum inside it to the bag and draw back the same number.




Example: Naomi (she/her) purchases a Steamer with 2 , 1 , and 1 . She chooses to keep the 2  and return the others to the bag. She draws 2 new Dim Sum, gaining 1  and another . She now gains 3  and 1 .


Dog
The Loyal Customer


Starting Resources: 2 different tokens and 2 Fortune cards

Ability: When you purchase a Steamer, gain bonus HP based on the number of Dim Sum inside it:



- » **4 or more Dim Sum:** +3 HP
- » **3 Dim Sum:** +2 HP
- » **2 Dim Sum:** +1 HP
- » **1 Dim Sum:** No bonus

Example: Minju (she/her) purchases her first Steamer with 2 , 1 , and 1 . She gains 1 HP for each Dim Sum, plus a bonus 3 HP for a Steamer of 4 Dim Sum, for a total of 7 HP.

Pig
The Food Blogger


Starting Resources: 2 different tokens and 2 Fortune cards

Ability: When you fill a column on your board with Dim Sum, gain +3 HP. You can only gain this bonus once for each column.

Example: Jose (he/him) completes a column of Dim Sum and gains a bonus 3 HP. Next round, he plays a Fortune card to swap the  on his Animal board with another Dim Sum in a Steamer on the Turntable and breaks the column. If he gains another  he does not gain another bonus 3 HP.

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Thank you siu mai-ch.  Hope you had a nice meal!

