

MAKI MASTER



THE STORY

2-4 PLAYERS | AGES 8+ | 30'

You're not the only sushi chef in the kitchen, and space is limited! Compete with other chefs as you all work to prepare your own scrumptious creations on the crowded board. The dinner rush continues until every inch of workspace is filled. At the end of the night, the one with the highest score (from served Recipes and collected Wasabi) will prove themselves to be the champion chef!

COMPONENTS

GAME BOARD & ACTION DISPLAY



PANTRY TABS

ACTION DISPLAY

65 RECIPE CARDS



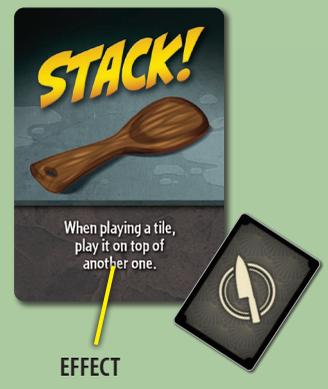
INGREDIENTS

SCORE VALUE

STYLE BONUS

Each Recipe's back displays its Ingredient tally and drawing instructions

16 ACTION CARDS



When playing a tile, play it on top of another one.

EFFECT

68 INGREDIENT TILES Each Ingredient tile has the Japanese name on the back side



1 WASABI POOL

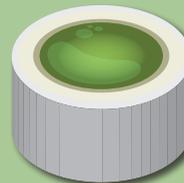


4 WASABI DISHES



4 TEACUP MARKERS

Apply stickers before your first play.



4 PLAYER AID CARDS



SOLO MODE COMPONENTS

These components are used for Solo Mode only; see the Solo Mode rules sheet for details.



WASABI CUBES

Each large cube represents 5 Wasabi; make change as needed.

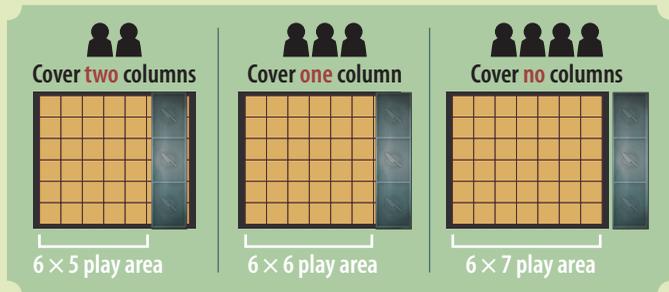


×32

×8

SETUP

- Place the **game board** and **action display** in the middle of the table. The display's position depends on your player count, and establishes the play area.



- Separate the **ingredient tiles** into stacks by type, and arrange them near the board beside the matching coloured tabs to form the **Pantry**.

- The coloured ingredient categories will help you find tiles easily during the game.

- Shuffle the **Action cards** into a face-down deck. Reveal three cards from the deck into the display.

- Shuffle the **Recipe cards** into four decks (divided by recipe length; the card backs indicate their length), and place them face down beside the board.

- Place the **Wasabi pool** near the Recipes, and make a supply of **Wasabi cubes** (both sizes) nearby. Place **one Wasabi** from the supply onto the Wasabi pool.

- Take one **teacup** per player and return the rest to the box. Place each teacup in a different space of the board (it doesn't matter which spaces, but they must be in your play area).

- Each player takes a **Wasabi dish**, and draws **three Recipes: one each of lengths 2, 3, and 4**. Players keep their Recipes secret in their hand.

- Players may take a **Player Aid card**, if they wish.

- Randomly select a starting player; you are ready to begin!

EXAMPLE 3-PLAYER SETUP



GAMEPLAY

Play in turns, beginning with the starting player and going clockwise. Continue until there are no empty spaces (*a space is filled if it contains a tile or a teacup*), then everyone takes one final turn. Everyone scores their completed Recipes and collected Wasabi cubes, and the highest score wins!

ON YOUR TURN

Your turn has two steps.

STEP ONE: PLAY A TILE

STEP TWO: SERVE OR PREP

- You may also play **Action cards** on your turn, if you have any; each one tells you how it works.

STEP ONE: PLAY A TILE

You **must** choose one ingredient from the **Pantry**, and play it into an empty space of the gameboard.

- You may play **anywhere** within the play area; it doesn't need to go next to a filled space.
- If you want to play into a space with a **teacup**, first **move** the teacup to any other empty space; spaces with teacups count as filled, but you may freely move any teacup to any empty space on your turn.

WHAT'S THE POINT OF THE TEACUPS?



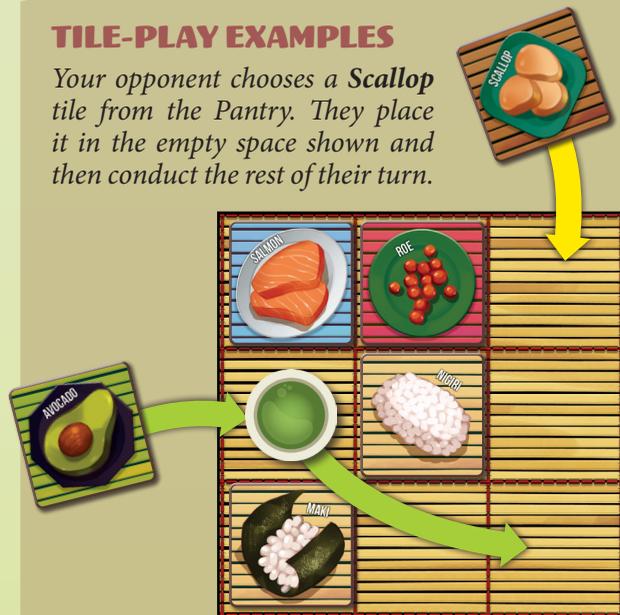
The teacups guarantee that there will be lots of potential spaces to play into near the very end of the game as the board gets full; for example in a 4-player game when there is only one empty space left on the board, there are actually **five** potential spaces to play into since you could move any of the four teacups before placing.

- If there are **no** empty spaces (*which will only happen in your final turn during the endgame*), you may skip playing a tile during this step, but you may still play Action cards.



TILE-PLAY EXAMPLES

Your opponent chooses a **Scallop** tile from the **Pantry**. They place it in the empty space shown and then conduct the rest of their turn.



On your turn, you choose an **Avocado** tile from the **Pantry**. You decide to move a teacup, and then place your tile into the now-empty vacated space.

STEP TWO: SERVE OR PREP

You must choose to either **Serve** or **Prep**. Once you have resolved your choice, your turn is over.

SERVE

You may only choose to serve if you did something **on this turn** that contributed to the completion of a sequence of ingredients on the board matching a Recipe in your hand.

Reveal the accomplished Recipe from your hand, and hold it near the sequence of ingredient tiles to show the other players that you've done it correctly.

- The sequence must be in a straight (*non-diagonal*) line with no gaps.
- The sequence may include tiles placed by **any** player.
- Other tiles adjacent to the sequence are irrelevant.
- The sequence **does not have to be in the exact same order as shown on the Recipe** (*but it's better if it is, see [Serving With Style](#), on the next page*).
- You **must** have contributed in some way to forming the sequence during **this** turn; usually by placing a tile, but Action card effects that impact the tile arrangement on the board count too.
- You **may** Serve multiple Recipes on a turn, through clever tile placement and Action card play. Remember that your activities on this turn must have contributed somehow to each served Recipe. Recipes may overlap in any configuration and still count.
- You do not **have** to serve even if you **could**.

SERVING EXAMPLE



Remember, you placed the **Avocado** on this turn.

You have the **Sake-Avo Maki** Recipe in your hand. Your **Avocado** contributes to its completion on the board, even though the ingredients aren't in the same order as shown on the card. You serve and score this Recipe!

MULTI-SERVING EXAMPLE



But wait, you also hold the **Avocado Nigiri** Recipe...

Your **Avocado** **also** contributes to **its** completion, so you can serve it too! That's two Recipes served with one tile placement!



SERVING WITH STYLE

RECIPES WITH MORE THAN TWO INGREDIENTS

If the sequence is in the **exact same order** as shown on the Recipe card (*running in any direction on the board*), you have served it **with style**... gain the indicated amount of Wasabi (*displayed on the Recipe card beside the score value*) from the **supply** (*not the pool*) to your dish.

TWO-INGREDIENT RECIPES

Two-ingredient Recipes are always served with style, (since it's impossible to arrange two ingredients **out of order**), but they never award Wasabi; they award an **Action card** instead (see **Action Cards** for details).



Serving this *Mirugai* Recipe will earn you an Action card of your choice from the display; there is a reminder on the card.

SERVING WITH STYLE EXAMPLE



Let's say you served the *Red Dragon* Recipe on your turn. The ingredients **are** in the exact same order as shown on the card (remember, it can run in **any direction** and still count as being in the same order). You have served the *Red Dragon* **with style**, and as you score it the card reminds you to gain two Wasabi from the supply to your dish!

Keep your scored Recipes in a personal face-down stack.

Finally, draw as many Recipes as you need to (*from whichever decks you wish*) to bring your total in hand back to three. **Obey the instructions on the back of each card you draw:**



No instructions.



Gain one Wasabi and add one Wasabi to the pool.



Add one Wasabi to the pool.



Add two Wasabi to the pool.

PREP

To Prep, choose **one** of the following three options:

- 1 Gain **one** Action card of your choice from the display (see *Action Cards*, below).
- 2 Take **all of the Wasabi** from the Wasabi pool into your own dish, then add **one** Wasabi cube from the **supply** to the Wasabi pool.
- 3 Return any number of Recipes from your hand to the **bottom** of their respective decks, **then** draw as many Recipes as you need (from *whichever decks you wish*) to bring your total in hand back to three. **Ignore the instructions on the back of each card** you draw.



ACTION CARDS

GAINING THEM

When you gain an Action card, choose one from the face-up display and keep it face-up in front of you, then refill the display from the deck.

- You may only keep **two** Action cards at a time; if you ever gain a third, you must discard one of the three.
- You **may** have two of the same Action card.
- If the deck ever runs out, shuffle the discard pile to form a new deck.

PLAYING THEM

Each Action card describes how it works. When you play a card, apply its effect and then discard it into a shared discard pile near the deck.

- Playing Action cards is **in addition to** the mandatory placing of an ingredient from the Pantry.
- You may **never** play an Action card on the same turn that you obtain it.
- You **may** play more than one Action card on a turn.

ACTION CARD EXAMPLE



You have the **Dynamite Roll** Recipe in your hand, and the sequence is almost complete on the board... except for a pesky **Cucumber**. You play your **Switch** card on the neighbouring **Shrimp** to swap the two tiles. Sequence complete!



ENDGAME

At the end of your turn, if **all** of the board spaces are filled (with ingredients or teacups), the endgame is triggered. Continuing in order, each player (including you) takes **one** full final turn.

Since there are no empty spaces to place into, the only way you'll be able to serve a Recipe on this turn is if you have an Action card that would let you do something to contribute to it. For example, **Chop** can create an empty space to play a tile into as usual, and **Switch** lets you swap the contents of two adjacent spaces.

Remember, anything that affects the gameboard could potentially allow you to serve and score... so consider keeping a useful Action card handy if you want to make the most of your final turn!

After the final turns, the game is over; proceed to **Scoring**.



The board is full in this two-player game, so endgame begins. Each player will take one final turn during which they will need Action cards to accomplish anything.



SCORING

Discard the incomplete Recipes remaining in your hand and reveal your completed Recipes. Your score is the combined value of your completed Recipes, plus the amount of Wasabi in your dish (*one point per cube*). Highest score wins! *Everyone should pick up a teacup and toast the winner's success.*

If it's a tie, the winner is the one with more Wasabi. If that's still a tie, share the win!



CREDITS & ACKNOWLEDGEMENTS

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Guest Chef Contest Winners: *The Maine Course* by Jamie D/Pierre Yves-Campeau, *Pearl Jammed* by Rafael Martínez/Kimberly Marlowe, *Roe-My-Boat* by grizzzzlies/Imogen Smid.

Adam says: Thanks to my family, especially Ivy and Elliot Feldberg-Gertzbein. And special thanks to the KTBG team and Helaina Cappel for the vision and perseverance in rolling this game out and maki-ng it happen.

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