

Umami

The Forest Food Fest

Fire up your stalls under a full moon in a rustling forest! Ramen, takoyaki, miso soup and more sizzle as you race to serve dishes packed with umami — that savory taste that makes mouths water and crowds gather.

Each of you is after the best dishes and the biggest following – sometimes by “borrowing” a rival’s special ingredient. Will your food stall be the most popular? Craft your dishes and ply your trade to become the ultimate UMAMI chef!

Contents

- 81 Ingredient Cards
9 of every number, each including: 3 Blossom Cards, 3 Star Cards



- 18 Favorite Cards (1 Star each):
9 High-Preference Favorites,
9 Low-Preference Favorites



high sum
↑
preferred



low sum
↓
preferred

- 1 First Serving Card



*Japanese for
'Open for
business'



Setup

- 1. Player hands:** Shuffle the Ingredient deck and the Favorites deck separately. Deal each player a private set of 4 Ingredient cards and 1 secret Favorite card (may keep the Favorite in hand or rest it face-down on the table for now).
- 2. Count out a deck of Favorite cards:** 7 for two players, 9 for three players, 10 for four and 11 for five players. Put leftover cards unseen back in the box.
Favorites area: Lay the Favorites deck in the center area and deal 4 cards face-up, side by side.
- 3. Ingredients area:** Lay the Ingredient deck below the Favorites and deal 4 cards face-up, side by side.
- 4. Choose a starting player** and hand them the First Serving card. The fest can begin!



Setup Example for 3 Players



Favorite Cards

Favorite cards represent soul-filling meals. Create a column of 3 Ingredients matching a Favorite to win it! At game end, every Favorite earns 1 point for the Star icon on the card and 1 point for each Star icon on the Ingredient cards below it.

Most Favorites show three colored cards. If two same colors are shown with an unequal sign ($\neq$) between them, those two Ingredients must be different numbers.

Favorites showing a $+1$ indicate runs of numbers (like 1-2-3). Favorites showing a $+2$ indicate runs with single gaps between them (like 1-3-5). For these, color is not relevant.



Ingredient Cards

The **Ingredient** cards are the food items you need to earn Favorites. Each number is always just one color: all **1-3s are green**, all **4-6s are yellow**, and all **7-9s are red**.



Every Ingredient card shows one of three special icons:

-  **Steals** let you take Ingredients from other players.
-  **Blossoms** break ties when claiming Favorites.
-  **Stars** in Set Dishes are points at game end.

Play

Play proceeds clockwise. **On your turn, play 2 Ingredient cards:** one from your hand and one from the face-up Ingredients area. Do these in either order.

Place the chosen card face-up in front of you. Ingredient cards go into columns called **Dishes**. You may add to an existing Dish or start a new one, up to 5 total Dishes. The order of the cards doesn't matter and can be adjusted. If a fourth card would be added to a Dish, immediately discard any one of the cards in the Dish to the face-up **Trash** pile.

After playing both cards, your turn is over. Refill the Ingredients and Favorites areas to 4 cards each. Lastly, refill your hand from the Ingredient deck so that you have 4 Ingredients.

Note: If the Ingredient deck is ever empty, shuffle the Trash to make a new deck. The Favorites deck is not refilled once empty.

Turn Example



Winning Favorites

Anytime you have a Dish whose Ingredients match a card in the **Favorites area**, you win it immediately! Place the Favorite card above your matching Dish. As long as the Favorite is there, the Dish is **Set**: no Ingredient or Favorite can be added to it and no Ingredient can be stolen from it.

To win a Favorite from **any player's Set Dish** (even your own), you must have a **tastier version** of it! Each Favorite shows an arrow, up for preferring high sums and down for low. Compare the total Ingredient values (like $9+7+1 = 17$) on both Dishes; then take the Favorite only if your sum is better (higher or lower) in that direction.



This Favorite is red, red, green. The arrows indicate a lower sum preference.



Win it from the Favorites area...



OR make a tastier Dish to win it from a Set Dish!

If the sums are the same, count the **Blossom icons** 🌸 on the two

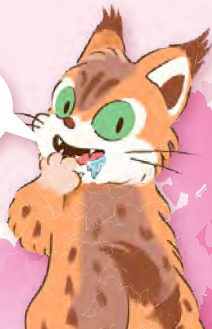
Dishes. If you have more, you win the Favorite. But if both sums and Blossoms are the same, it's not yet tastier!

Timing: Win Favorites at any time, even during other players' turns and as Favorites are revealed.

If multiple players claim at once, resolve (and win complete ties) in turn order.

If a Dish can win several Favorites at once, that player chooses which one to take.

Sakura Blossoms win ties.



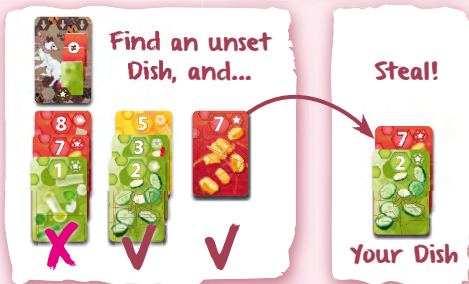
Stealing

Once per turn, you may perform a Steal:

1. **Discard a card with the Steal icon**  from your hand or the Ingredients area to the Trash. This counts as your action for that area.



2. **Steal:** Take a card from another player's unset Dish and add it to your own. If this wins you a Favorite, take it.



3. The player who was stolen from **Restocks:** they take one Ingredient from the Ingredients area or the top card of the Ingredient deck and add it face-up to their Dishes. (The card cannot be used to Steal).



Don't forget, you have two actions!

Secret Favorite Phase

When the last Favorite is taken from the Favorites area, or when any player has 12 Ingredient cards in their Dishes area (10 in a 5-player game), regular play starts to end. Finish the round, continuing to take turns until the player with the First Serving card would take their next turn. Then:

1. Flip all claimed Favorites face-down.
They can no longer be won by others.
2. Discard all cards from the Ingredients area.
3. Add your secret Favorite face-up to the Favorites area. (There may still be Favorites there from regular play.)
4. Starting with the player with the First Serving card, check if anyone qualifies for a Favorite now. If so, take it!
5. Play one final round in turn order with these changes:
 - The Steal action is no longer allowed.
 - Play any number of cards from your hand—up to all four, or even none if desired.

Then proceed to Scoring!

Flip



Credits

Game Design: Don Eskridge

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Scoring and Winning

In turn order, players total their points.

- Earn 1 Point per Star Icon ★ on a Favorite.
- Earn 1 Point per Star icon ★ on Ingredients in Set Dishes (Stars not under a Favorite do not score)

Count only Stars on
or under Favorites!

The player with the most points wins! In a tie, the tied player with more Blossoms on Set Dishes wins.
Still tied? Those great chefs win *UMAMI* together!

Scoring Example

3 stars
+
4 stars
= 7 stars
(3 blossoms)