

KANDAR KLASH!

2-4 players / 10" - 15" game time / Welcoming difficulty / Real-time game

COMPONENTS

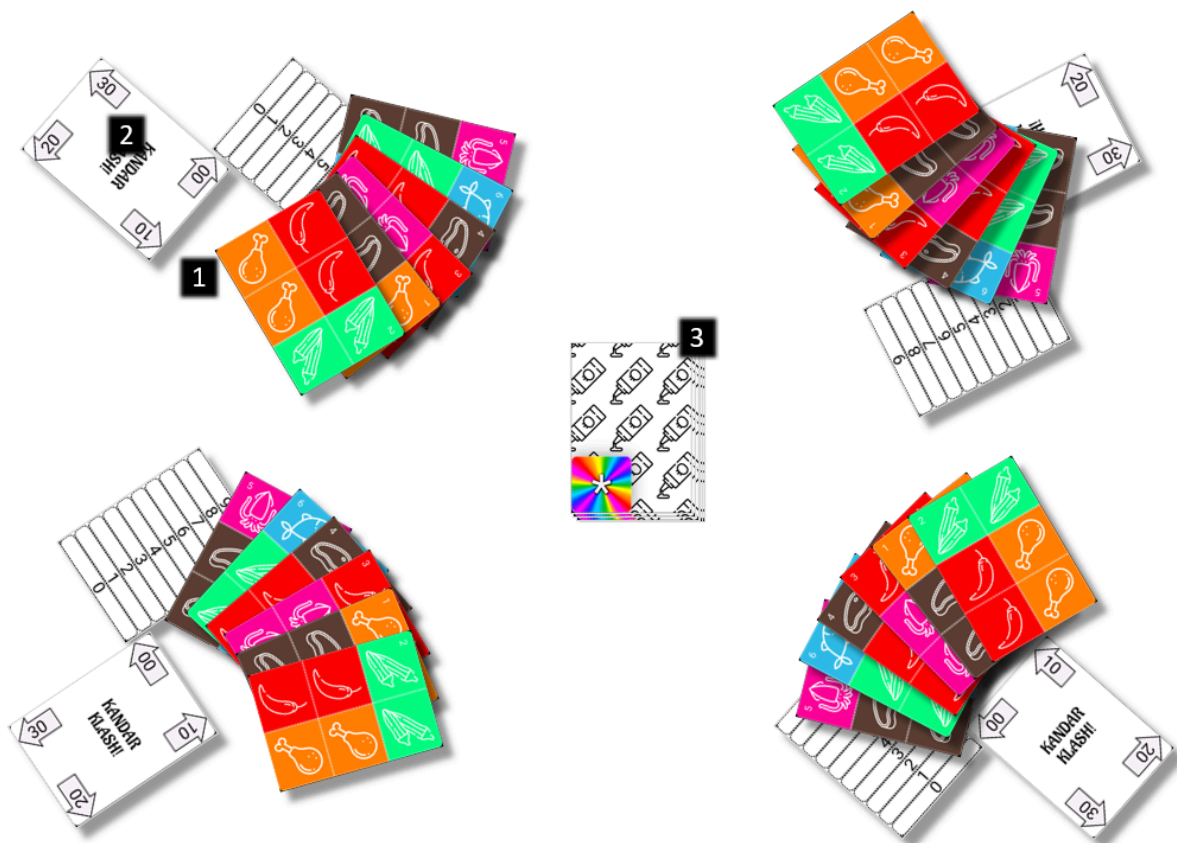
• 24 ingredient cards (6 per player)	• 20 customer cards
• 4 pairs of score-tracker cards (2 per player)	

OVERVIEW

In Kandar Klash! 2-4 players play as a nasi kandar restaurant cook competing to be the first to serve every customer that comes into the food court. Each round, a customer is revealed and simultaneously all cooks prepare the food by playing their ingredient cards into the pattern of which the customer wants their nasi kandar to be served. The fastest cook will be rewarded as well as being efficient and accurate with their ingredients. The chef with the most favours at the end of the game will win the Kandar Klash!

SETUP

1. Each player gets a set of ingredient cards labelled 1-6 (top left corner) of which are identical to all players into their hand.
2. Each player gets a pair of score-tracker cards and starts with 0 favours. To use the tracker, point the arrow of the "tens unit" to the "ones unit" to show the score. Just rotate the "tens unit" card 90 degree anti clock wise to increase it by ten.
3. Shuffle the customer deck and place it face-down in the middle of the table, remove 8 customer cards from the top of the deck to the game box.



A GAME ROUND consists of:

1. Revealing a Customer.
2. Preparing the Dish.
3. Scoring.

1. Revealing a Customer

The round starts by revealing the top card of the customer deck and placing it face-up beside the deck.

2. Preparing the Dish

All players simultaneously play their ingredient cards trying to match the customer's dish pattern.

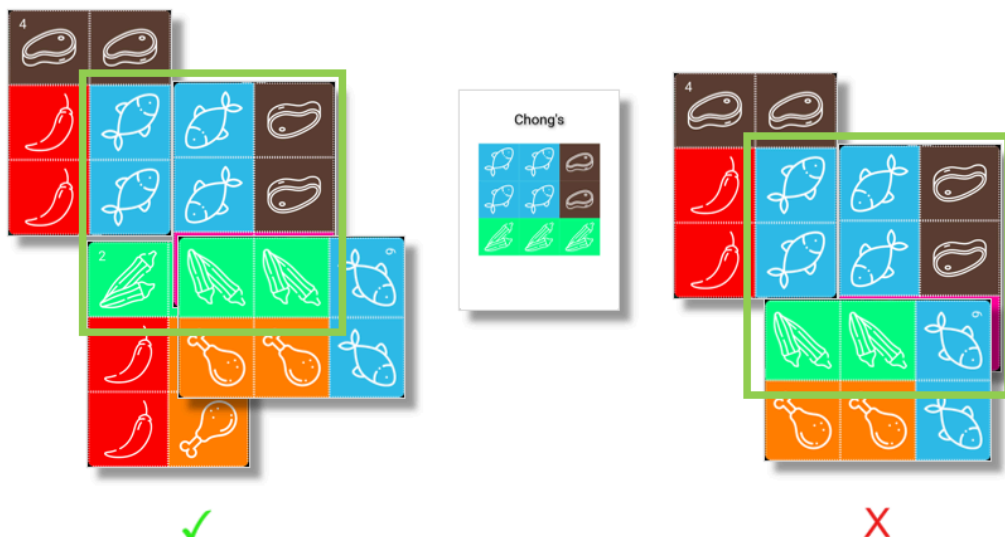
2a. Playing Ingredient Cards

Each ingredient card will have 2 sides with 6 ingredient spaces (mirrored on the other side). To play an ingredient card the player selects a card from their hand and places it on the table in front of them.

When playing a card:

- a) Players may rotate and/or flip the card before placing;
- b) Players may place a card side-by-side another card touching 1 or more ingredient spaces' side(s).
- c) Players may play over or under another card covering 1 or more ingredient space(s).

When a player's played ingredient cards have a pattern that matches the 3x3 pattern of the customer card, that player can announce "**Siap!**" (it is pronounced **See - Up**, a Malay word for "finish!") orientation of the icon does not matter - only the colour pattern. A player that has claimed "siap" **cannot** manipulate their dish anymore for the round.



For example, the left player has the correct 3x3 configuration in their played cards while the right player does not. If both were the first to claim "siap" at the same time, the player on the left would score this round while the player on the right would get a penalty of -1 favour.

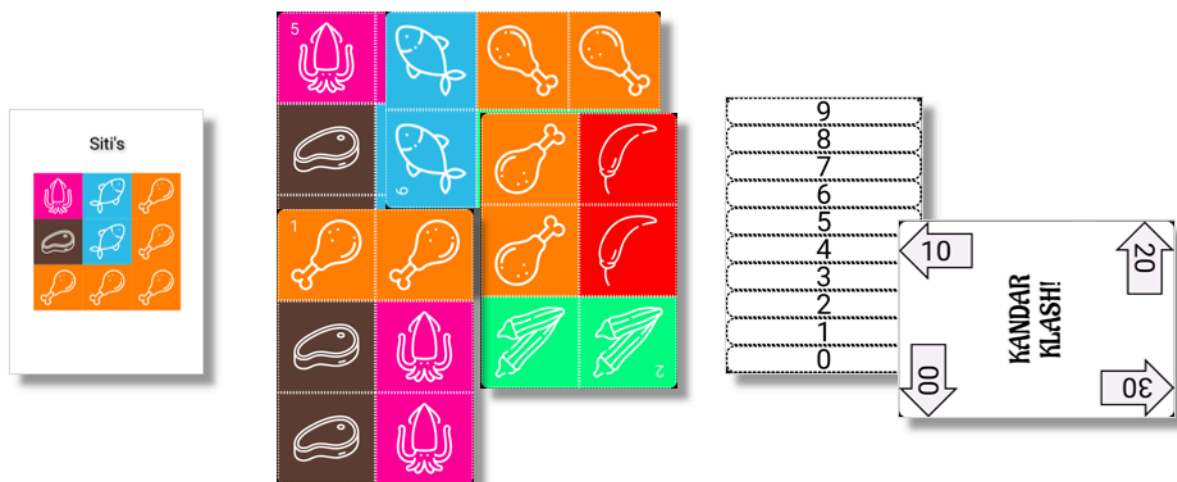
Once the second-to-last player claims “Siap!” everyone must stop and proceed to scoring, in a **4/3/2** player game after **3/2/1** player(s) have claimed “Siap!”.

3. Scoring

- All** players who claim “Siap!” **with the correct dish** scores **1** favour plus **1** more favour **per unused** ingredient card in hand.
- Any player who **claims “Siap!”** with an **incorrect dish** will get **-1** favour. Players cannot go below 0 favours.
- The **last player** scores 0 favours.

Players keep their score using the score tracker cards. All players then gather back their 6 ingredient cards into their hand. **Pass** the current **Customer Card** to the **last player** of the round and flip it to its **Ketchup Card** side. Play a new round.

In the rare case where multiple players simultaneously claimed “Siap!” and they can’t figure out who was the last player of the round, there will be no “last player” for the round and all those players will score (lose favour if they got the dish incorrect).

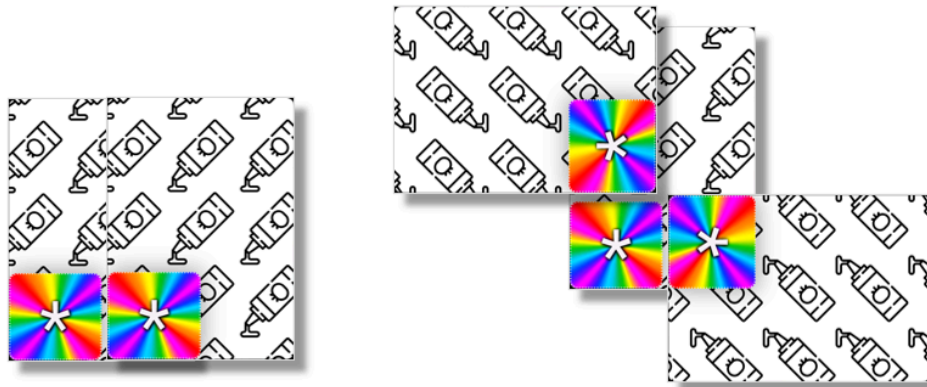


For the example above, this player claims “Siap!” and has the correct dish to serve. This player would then score **1 favour** and **2 more favours** for his 2 unused ingredient cards in hand. He then moved his favour tracker card from 11 to 14 favours as he **earned 3 favours** this round.

3a. Ketchup Card

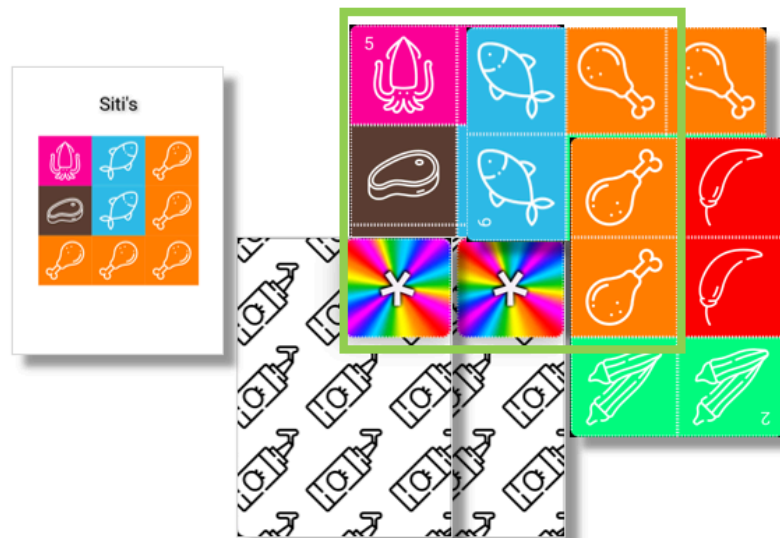
A Ketchup card consists of 1 wild ingredient in the corner of it. Wild ingredient is any of the 6 ingredients.

At the end of each round, the last player will gain a ketchup card that the player will place in front of them on the table (in any orientation). Whenever a player gains another one, just place the wild ingredients next to each other orthogonally (again, in any orientation as long as the new wild ingredient is next to an existing one). Once gained, the ketchup card will never be removed at any time during the game, as it is a permanent wild ingredient to help the last player to “Ketch-Up” to the rest of the pack.



Above are examples on how a player can organise their wild ingredients once they gain them.

IMPORTANT: A player may only have a maximum of 6 ketchup cards. If a player gains another one after the 6th card, the ketchup card is simply discarded from the game and put into the box.



Above are examples on how a player can use their wild ingredients to fulfill the customer card.

GAME END

Play until the customer deck is empty. The player with the most favours at the end wins the game. If there is a tie, the player with the least ketchup card wins the game. But if there is still a tie, all tied players win the game.

WANT TO MAKE IT EASIER FOR PLAYERS?

During setup, have that player start with 1-3 ketchup cards from the 8 removed customer deck in the box (the more ketchup cards, the easier it gets).