

HOJO POJO

Objective & How to Win

Game Components

Welcome to Hojo Pojo! The game components include:

- 1 Hot Pot (game box)
- 2 Ingredients Deck
- 3 Action Deck
- 4 Sauce Deck
- 5 Die



Setting Up



At Each Turn

PLAY/ DISCARD

Play/Discard up to 3 Action Cards.

You can only **Eat** cooked Ingredients.

Play Tongs or Ladle Card to **Cook**.



Flips open ONE Ingredient.



Guess a colour as you Flip open Ingredients. Stop when the colour coincides!

EAT

Roll for ALL your Empty Bowls (from left to right)

Pick ANY cooked Ingredient that matches the Die colour.

Eat by placing the Ingredient into the Bowl & Stack a Sauce Card face down under each Ingredient.

DRAW

Draw to 3 Action Cards from the Action Deck to end your turn. You can only have a maximum of 3 Action Cards on hand at any time!

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Frenzy Phase

The **Frenzy Phase** is activated when **ALL** Ingredients are cooked, i. e. no more **Ingredient Cards** are left to be opened. In this phase, players can use the **Tongs** and **Ladle Cards** to swap Ingredients! Ingredients may be swapped from a Bowl, or the Cooked Ingredients Area.

Sauces & Points Tabulation

There are **4 types** of Sauce - Red, Green, Blue and Orange. A matching colour for each Ingredient and Sauce gives you **3 points** while a mismatch in colour gives you only **1 point**. Orange sauce matched with any Ingredient will give you **5 points**! Reveal all **Sauce Cards** at the end of the game to find out your total score!



Final Eat Off

Congratulations! You kept the **King of the Pot Card** and will be having an intense **Final Eat Off** with the highest scorer of the game.

Step 1

Top up to have the same number of **Sauce Cards**, e.g. if you have 3 **Sauce Cards**, and the highest scorer has 5, randomly pick 2 more. If there are no unused **Sauce Cards** in the box, shuffle and pick from all other players not taking part in the **Final Eat Off**.

Step 2

Lay the **Sauce Card(s)** out, and roll the **Die** for each card, from left to right. If you picked:

Red/Green/Blue Sauce

Same colour rolls will give you **3 points**, while a different colour roll will give you only **1 point**.

Orange Sauce

Guess the colour before you roll. Same colour rolls will give you **5 points**, while a different colour will give you only **1 point**.

Step 3

Add the points to your previous score to get your final score. **May the King be ever in your favour!**

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Action Cards Guide

Orange - Cook & Eat



Bowl (23)

Play this card to eat Cooked Ingredients. Roll as many Die on each turn for as many empty Bowls played in front of you. Rolling for Bowls played previously does not count as an action.



Tongs (12)

Play this card to cook Ingredients. You may flip ONE Ingredient Card from the Ingredient Deck into the Cooked Ingredients Area for each Tongs Card.

Frenzy Phase: Select Ingredient Card to swap & roll the Die to decide the colour you can swap with.



Slotted Ladle (12)

Play this card to cook Ingredients. Guess the colour of the Ingredient as you open from the Ingredients Deck. You can keep going if you guess the colour wrong!

Frenzy Phase: Select Ingredient Card to swap & guess the colour before rolling the Die. You may only swap if you rolled what you guessed!

Yellow - The Other Fun Stuff



Rain-Bowl Booster (9)

Each Rain-Bowl Booster allows ONE more Die roll per turn and ONE additional Ingredient Card when stacked onto a Bowl in the playing area. Cannot be played on covered bowls!



Chopsticks Attack (10)

Play this card to steal food from any player. When stealing, take the accompanying Bowl, Rain-Bowl Booster, Ingredient and Sauce Cards. Yum~



Chopsticks Defence (8)

Play this card to counter any Action Card that is used against you. Cannot be used against the King of the Pot card for the Final Eat Off!



Bowl Cover (3)

Play this card above a filled Bowl to prevent all attacks. Effect lasts till the end of the game.



Sauce Swap (4)

Play this card to swap a Sauce Card from a Bowl with another Sauce Card in the playing area. Swapped sauces must be revealed immediately!



Swap Hands (4)

Play this card to swap your hand with any player. You can continue to play the Action Cards you have just swapped as long as it is within the rule of up to 3 Action Cards per turn.



Pick a Card (4)

Play this card to pick a card from any player's hand.



King of the Pot (1)

There is only one King of the Pot Card in the deck. Reveal this card at the end of the game to have a Final Eat Off with the highest scorer. If you end up with more points, you win the game!

During the game: Use it as a Wild Card - you can play it as any Action Card other than Bowl, Rain-Bowl Booster or Bowl Cover. Shuffle it back into the Action Deck after playing.

Skip A Turn

Players with less than 3 Action Cards on hand during the game can only draw at the end of their turn, i.e. if you start with no cards, you skip your turn!

Ingredient List

42 Ingredient Cards (2 of each Ingredient)



Sausage



Chilli



Squid



Meat balls



Mushrooms



Scallop



Chicken wing



Tomato



Mussels



Chicken breast



Carrot



Crab



Lamb shank



Broccoli



Prawn



Sliced meat



Cabbage



Lobster



Beef steak



Tofu



Fish

Free Rolls

If you eat an Ingredient that you already have, stack the Ingredient and Sauce in the same Bowl, and you get another roll!

More ways to play

LEVEL 0

Lite Mode

Rules are the same as the Base Game, but excludes the following:

- Free Rolls (p. 4)
- Frenzy Phase (p. 2)
- Final Eat Off (p. 2)

LEVEL 1

Base Game

The entire game as laid out in this rule book!

LEVEL 2

Buffet Mode

Rules are the same as the Base Game, except that all Bowl Cards are placed in a separate pile beside the Action Deck face up. Players obtain their 3 starting cards by drawing from either pile in any configuration, and continue to draw from either pile at the end of each turn.

Scan the QR code below for Game FAQs, Sample Play Videos and more!



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