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Happy Dim Sum



Game by Justin Lou and Daniel Wong • Art by Regina A E (Ance.Art)

Welcome to Happy Dim Sum! As a good guest, you'll be serving tasty pieces of Har Gow, Siew Mai and other delights to your fellow diners. Discover hilarious ways to load your friends' plates while keeping your own clear, like getting help from Grandma and battling over the bill. Happy Dim Sum serves up everyone's favourite things - food, friends and laughs - in a simple game with surprising twists every time.

COMPONENTS

60 Dim Sum cards

Delicious Dim Sum to be served to your fellow diners. The corners show you how many pieces of this Dim Sum make up a complete set.



39 Action cards

Actions that you may play to help yourself and stuff others! Some cards have Reactions that you may play out of turn.

9 Daily Special cards

When a Daily Special appears, any complete sets of that Dim Sum will count towards elimination!





SETUP

Shuffle the Dim Sum cards and Action cards together and deal 5 cards face down to each player. Then, shuffle the 9 Daily Special cards into the deck and place it face down in the middle of the table. The player who last ate Dim Sum gets the first turn. You are now ready to play!

GAMEPLAY

To win, eliminate others by serving them Dim Sum until they are full (meaning they have at least 3 different and complete sets that are also Daily Specials). You may also win by having the fewest points at Closing Time.

Look at your hand of cards and don't show it to others.

Start your turn by drawing 2 cards from the top of the deck.

If you draw the last card of the deck, follow the instructions for Closing Time.

If you draw a Daily Special card, reveal it immediately by placing it in the middle of the table. Check if this causes any players to be full. Then, draw another card as a replacement.

After that, you may make up to 3 moves. The 2 types of moves you may make are listed on the next page:

SETUP/GAMEPLAY



1. Serve Dim Sum: Take any number of the same Dim Sum cards from your hand and place them face up in front of any player you want to serve.



If a player has an incomplete set of that Dim Sum, you may add the pieces you are serving to that dish until the set is complete and then discard any extra pieces.

If a player already has a complete set of a Dim Sum, you may not serve them any more of that Dim Sum.

You may use Tea in place of any Dim Sum and include multiple copies of Tea in the same serving.



However, your serving must contain at least 1 piece of non-Tea Dim Sum, unless you are adding Tea to an incomplete set of Dim Sum that the player already has.

2. Play an Action card: Play an Action card from your hand and carry out its stated Action. Discard the Action card after playing it.



You may play any mix of the above 2 types of moves or play no moves at all. Wait a moment after each move in case other players have Reactions – any Reactions are considered part of that move. After a maximum of 3 moves, your turn ends and the player to your left starts their turn.

If your hand runs out, your turn ends immediately and you may draw 3 cards from the deck. If your hand runs out during another player's turn for any reason, you may draw 3 cards at the end of that player's turn.





WINNING

Continue taking turns until all players are eliminated except for one. A player is eliminated when they are full, which means they have at least 3 different and complete sets of Dim Sum that are also Daily Specials.

If you are the last player who is not full, you have won! Otherwise, the game ends when the deck runs out (Closing Time).



CLOSING TIME

When someone draws the last card of the deck, it's Closing Time! After the current player finishes their turn, anyone who is still not full takes a final turn without drawing cards, and the game ends.

To determine the winner at Closing Time, each remaining player tallies up their score as follows:

- +1 point per piece of Dim Sum in front of them,
- +1 point per complete set of Dim Sum in front of them.

After tallying each player's points, whoever has the fewest points is the winner! In case of a tie, whoever has the fewest complete sets wins! If there is still a tie, the players share the victory!

WINNING/CLOSING TIME

ACTION CARDS IN DETAIL



CHECK PLEASE!

Play this during your turn to start a group battle for the bill. When you start a battle, each player must react by playing their own Check Please! to stay in the battle, going around the table in turn order.

If someone cannot or does not want to play a Check Please! then they can pass and be out of that battle. A battle continues as long as each remaining player plays another Check Please! - this may include the person who started the battle.

Whoever plays Check Please! last wins that battle and can discard 1 of their dishes (any incomplete or complete set without Hot Sauce).

Anyone can play Check Please! as a Reaction even if they have no dishes to discard.



CHOPSTICKS

Take a card from another player's hand, without looking. If you empty their hand this way, they may draw 3 cards at the end of your turn.



GRANDMA

All other players must serve themselves all the Dim Sum in their hands (excluding Tea). Yum Cha! cannot be played as a Reaction to Grandma. If anyone gets a complete set with too many pieces, they should discard the extras starting with any Tea in that dish.



HOT SAUCE

Place this on any complete set to prevent it from being moved or discarded by use of other cards such as Yum Cha! or Check Please! Leave this card on the dish and do not put it in the discard pile.



TAKEOUT

Draw 2 cards from the top of the deck.



YUM CHA!

Play this during your turn to move 1 entire dish (any incomplete or complete set without Hot Sauce) from yourself to any other player.

You may also play Yum Cha! as a Reaction when someone sends you Dim Sum using Yum Cha! or serves you Dim Sum from their hand.

YUM CHA! (cont'd)

Playing Yum Cha! as a Reaction lets you send the same pieces that you receive to any other player, including the person who sent them to you.

The same pieces can keep moving among players as long as each recipient plays another Yum Cha!

If the final recipient gets a complete set with too many pieces, they should discard the extras starting with any Tea in that dish.

It is possible to play Yum Cha! as a Reaction when someone serves you Tea by itself. In this case the final recipient must add the Tea to any incomplete sets that they have, and discard any leftover Tea after doing so.



Credits:

Game Designers: Daniel Wong, Justin Lou

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Game Development: Ashley Woo, Jaslyn Lim, Kieran Gan, Ryan Kwok, Steve Ng, Sam Chang, Shawn Chan, Victor Goh, Xeo Lye



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