



Players: 2~6 Age: 6+ Play Time: 15~30 Minutes

## Game Overview

Ham with ham, Melon with melon,  
Cheese with cheese.

Match the same items to level them up!  
And at the end of that path  
awaits the ultimate dish...

### Ham & Melon!

Ah... but Ham & Cheese also sounds delicious...  
Hey, mind if I take that cheese?

1p

## - Game Components -

### 124 Cards

#### 45 Ham Cards:

- 20 Salting (1pt)
- 12 Drying (2pt)
- 9 Aging (3pt)
- 4 Ham (4pt)

#### 45 Melon Cards:

- 20 Sprouting (1pt)
- 12 Transplanting (2pt)
- 9 Growing (3pt)
- 4 Melon (4pt)

#### 25 Cheese Cards:

- 8 Milking (2pt)
- 8 Separating (3pt)
- 6 Fermenting (4pt)
- 3 Cheese (5pt)

- 1 Ham & Melon
- 1 Ham & Cheese



- 1 Start Player Card
- 6 Summary Cards

2p

## - Game Setup -

1. Arrange the supply cards as shown in the diagram.  
All supply cards are used regardless of the number of players.



2. Prepare the draw pile using the table below.

Players	Salting	Sprouting	Milking	Total
2	8	8	4	20
3	11	11	5	27
4	14	14	6	34
5	17	17	7	41
6	20	20	8	48

Leftover cards are not used in the game.  
Shuffle the draw pile face down thoroughly,  
then deal 3 cards face-up to each player to  
form their starting hand.

3p

3. Give 1 Summary Card to each player.

4. The player who most recently discovered a new food combination becomes the Start Player and takes the Start Player Card.

### Setup Layout



4p

## - Game End and Victory -

• When a player creates Ham & Melon or Ham & Cheese, that player wins immediately.



• When any player reaches 20 or more points, the game continues until the player to the right of the Start Player finishes their turn. Then, the player with the highest score wins.

If tied, the player with the most cards in their scoring area wins.

If still tied, share the victory.



5p

## - Game Flow -

Starting with the Start Player, players take turns clockwise until the game ends.

### What You Can Do on Your Turn

On your turn, you may take up to 3 actions, in any order. You can do the same action more than once.

#### A. Draw 2 Cards

Draw 2 cards from the draw pile and add them to your hand.

#### B. Combine Cards from Your Hand

① Play two of the same cards from your hand.

② Score one of the cards by placing it face up in your scoring area nearby and discard the other.

③ Then, take one card of the same type that is one rank higher from the supply, and add it to your hand.



6p

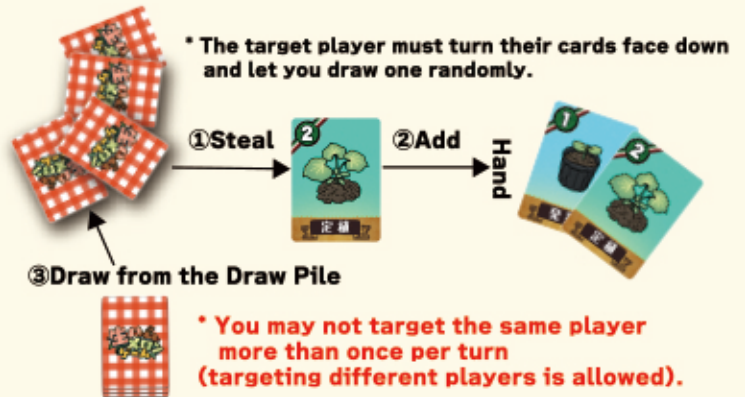
\* **Creating Ham & Melon / Ham & Cheese:** You can only create these by combining Ham + Melon or Ham + Cheese, instead of matching pairs.

### C. Steal a Card from Another Player

① Choose one target player and steal 1 random card from their hand.

② Add the stolen card to your hand.

③ The target player draws 1 card from the draw pile and adds it to their hand.



### Hand Limit Check

At the end of your turn, if you have 8 or more cards in your hand, discard cards until you have 7 cards.

7p

## - Additional Rules -

• When the draw pile runs out, immediately shuffle the discard pile face down to create a new draw pile.

• When combining cards, if the next rank card is not available in the supply, take the next available higher rank instead. If no higher ranks are available, you do not gain a card, but you still score 1 card and discard the other as normal.

• When Ham & Melon or Ham & Cheese is created, the game ends immediately. There is no need to score or discard any cards.

## - Credits -

Game Rule : Kaya Miyano  
Artwork : OBotto

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English Translation : Ken & Kedo

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8p