



## Com es juga: posa al foc les paelles!

Jugant en el sentit de les agulles del rellotge, cada jugador en el seu torn:

**A.** Tria obligatòriament 1 carta d'ingredient de la seva mà i la col·loca damunt d'alguna de les paelles (fig.3), o bé comença una nova pila d'ingredients amb aquesta (una nova paella), tenint en compte:

- Les cartes d'ingredients es van col·locant una damunt de les altres, quedant només a la vista l'ingredient superior de cada paella, els anteriors no es poden tornar a mirar.
- Cada jugador o parella pot tenir fins a un màxim de 3 paelles amb truites sense acabar.

**B.** Si en col·locar un ingredient aquest coincideix amb la carta inicial o superior d'una altra paella, el jugador agafa obligatòriament aquesta carta i tot seguit la col·loca damunt de la paella en què ha jugat l'ingredient aquest torn (i no en una altra) (fig.6). Ignora aquest efecte en les cartes de comodí\*\*. Només es pot robar una carta d'una altra paella per torn, i es pot donar el cas en què un jugador hagi de robar-se a ell mateix. Si l'ingredient es repeteix en les teves paelles i a les del teu oponent, obligatòriament agafa la carta del teu adversari. Si no es repeteix l'ingredient, no es roba cap carta.

**C.** Al final del torn, roba una carta. Podràs triar entre agafar una carta de la nevera o bé la carta descoberta al seu costat. Si tries la carta descoberta, es revela una altra i es deixa al costat de la nevera.

## Com es puntua: a tombar la truita!

Quan un jugador creu que té una paella amb una truita completa, amb els ingredients que indica la recepta, podrà donar-li la volta en qualsevol moment durant el seu torn donant-la per acabada. Només es pot tombar una truita per torn, sense mirar els seus ingredients, i seguidament s'ha d'escollir una carta de clients i col·locar-la sobre aquesta. La truita s'aparta a un costat fins al final del joc (fig.4).

## Fi del joc: tast de truites!

El joc finalitza de manera immediata quan s'acaben els ingredients de la nevera o quan s'esgoten les cartes de clients.

● Si en finalitzar el joc els jugadors no han acabat totes les seves truites, se'ls restarà 1 punt per cada truita inacabada.

● Després, cada jugador o parella revela les seves truites acabades i comprova si estan o no ben fetes segons el nombre d'ingredients de la recepta. Una truita ben cuinada suposa clients satisfets i, per tant, punts positius, mentre que una truita cuinada malament restarà punts (fig. 7).

● Una truita gran (XL) farà guanyar el doble de punts que una normal (M). Però, compte, si s'han utilitzat més de 10 ingredients i la truita està feta malament, també restarà el doble de punts.



## \*\* Comodins

● Els comodins són cartes especials: no es poden agafar altres ingredients amb ells quan es juguen, ni tampoc poder ser agafats. Són ingredients inamovibles!

● Durant el joc no cal especificar quin ús se li donarà als comodins, però en finalitzar la partida un comodí comptarà només com a un dels ingredients.




fig.6

## III FORQUILLES *Mode Expert*

Us considereu ja cuiners experts? En el mode III FORQUILLES la preparació del joc, el final i el recompte de punts són iguals que en els modes anteriors, però no podreu triar qualsevol carta de clients per a que provin les vostres truites:

- Un jugador amb 3 paelles a la taula podrà donar la volta a una i escollir qualsevol carta de clients.
- Un jugador amb 2 paelles podrà escollir una carta de clients amb 2 o 1 comensals.
- Un jugador amb 1 paella únicament agafarà una carta de clients amb 1 comensal.

These instructions are a copy with low quality images. Get the original game at specialty stores.

 Prove that you are the best Spanish omelette cook! Get to cook more omelettes than your opponent using the correct amount of ingredients and serve them to your customers afterwards. But... look out! If you mess up with the ingredients proportions, you will get negative points.

Pay attention to the recipe, the player with the highest score wins!



The player who has eaten the latest Spanish omelette starts to play.

**Spanish Omelette: The Game** is a game for two players, or for four players to play in pairs. Are you ready to cook? Hand out a recipe card to each player and lay the customers' cards on one side of the table so every player can see them, classified by their points.

## I STAR *Junior Mode!*

**Setting the game: time to wash your hands!** (fig.1)

● Shuffle the ingredients cards and deal 3 to each player. The rest of the cards will be layed face down in the middle of the table and they will form a single draw deck called fridge.

● Get two cards from the fridge and lay them face up in front of the first player, then get another 2 cards and lay them in front of the second player. They will be the first pans of each player or team\*.

## How to play: It's cooking time!

Each player in his/her turn, which will follow clockwise:

**A.** You must choose 1 ingredient card from your hand and place it in one of your pans, or start a new amount of ingredients with it, considering the following items:

- Ingredients cards are to be placed one on top of the other, remaining only at sight the superior ingredient of each pan. You won't see them once they are covered.
- Each player or team, may have up to 3 unfinished pans on table.

**B.** At the end of each turn, draw a card from the fridge.

## How to score: flip the omelette!

When a player considers s/he has a pan with the number of ingredients required by the recipe, s/he will be able to flip the omelette in his/her turn. You can flip only one pan at a turn without checking its ingredients. Then, it's time to pick a customer card and lay your omelette on it. This omelette will be put aside until the end of the game (fig.4).

## End of game: let's mark our omelettes!

The game is over immediately when the fridge is out of ingredients or there are no customers' cards left.

- Each player or team finds out their omelettes are finished and all players check if they are well cooked according to the number of ingredients of each recipe (fig. 7).
- Big omelets (XL) double the score if they are well cooked, while a bad cooked omelette with more than 10 ingredients will get penalties.

## \*Playing in pairs (fig.2)

- When playing in pairs, the players sit opposite to his/her partner.
- When playing in pairs, the third player will be the first player's partner, and in his/her turn will place any ingredient in one of the pans or will start a new one. The fourth player will do so, as s/he is the second player's partner.
- Both members of each team play as a single player, sharing the same pans. So each team may have up to 3 pans on the table.
- Any can flip a common omelette in his/her turn.
- It is forbidden to say which ingredients are thought to be in the pans nor the ingredients each player holds in his/her hand.

## II STARS *Basic mode*

**Setting the game: light the stove!**

## \*\* Wildcards

● Wildcards are special cards and cannot be drawn nor be used to draw other ingredients. They're irremovable ingredients!

● Along the game there is no need to specify any use to the wildcards, but at the end of the game a wildcard will be equivalent to only one of the ingredients showed in it.



● Shuffle the ingredients cards and deal 5 to the first and second player. With 4 players, 3 cards are dealt to the third and fourth player. The rest of ingredients are layed face down in the middle of the table, forming the fridge. Reveal the first card of the fridge by laying it face up next to the deck (fig.5)

● The first and second player will choose two cards from his/her hand and they will lay them face down in front of them, then they will flip them at the same time. So, everybody will start the game with two omelettes begun with the first ingredient up to their choice. They will be the first 2 pans of each player or team.

## How to play: put the pans on the heat!

Each player in his/her turn, which will follow clockwise:

**A.** You must choose 1 ingredient card from your hand and place it on one of your pans (fig.3), or start a new amount of ingredients with it a new pan, considering:

- The ingredients cards are being place one on top of the other, remaining only at sight the superior ingredient of each pan, the previous you will not see them anymore.
- Each player or team may have up to 3 pans with unfinished omelettes.

**B.** If you place an ingredient which is the same as the one in the top of another pan, you will draw that card and place it on the pan of the player who placed that ingredient before (not other pan) (fig.6). This effect will be ignored in the wildcards\*\*. You can draw only a card from another pan in each turn and a player might draw from his/herself. If the ingredient is repeated in your pans and in your opponent's, you must draw your opponent's card. If the ingredient is not repeated, no card is drawn.

**C.** At the end of each turn, draw a card. You will be able to choose between a card from the fridge and the revealed card next to it. If you draw the revealed card, you must reveal another and lay it next to the fridge.

## How to score: flip the omelette!

When a player thinks s/he has a pan with a complete omelette, s/he will be able to flip it on any time of hers/his turn and consider it finished. You can flip only one omelette per turn, without checking its ingredients. In that moment, you can choose one the customer cards and place your omelette on it. (fig.4).

## End of the game: let's try the omelettes!

The game is over immediately when the fridge runs out of ingredients or when there are no customer' cards left.

- If the players have not finished their omelettes at the end of the game, they will get -1 for each an unfinished omelette.
- After, each player or team reveal their complete omelettes and check if they are well-cooked according to the number of ingredients of the recipe. A well cooked omelette means satisfied customers and, therefore, positive points, while a bad cooked omelette will get penalties.
- A big omelette (XL) will double its score. However, if more than 10 ingredients have been used and the omelette is bad-cooked, it will get penalization as well.



fig.7

## III STARS *Expert Mode*

Do you consider that you are an expert cook? In III STARS mode the setting of the game, its end and the score are the same as in the previous mode, but you will not be able to choose any customer card to try your omelettes:

- A player with 3 pans on the table will be able to flip one and choose any customer card.
- A player with 2 pans will be able to choose only one customer card with 2 or 1 diners on it.
- A player with 1 pan will only give his/her omelette to one customer card with a single diner on it.

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- 6 cartas de clientes / carta de clients / customer' cards
- 4 cartas de receta y puntuación / recepta i puntuació / recipe and score cards
- 1 reglamento de juego / regles de joc / rules of play

Tortilla de patatas: the game, editado en España por darbel ©2014

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## Agradecimientos

**Del autor:** a Mónica Clavijo, Chechu Nieto, Javier García, José María Bellostas, Josep Sabater, Jesús F. Alonso, Sergi Marcet, Gonzo Bríos, Miquel Jornet i Eneida Iturbe.

**De los editores:** a Paco Gómez, Claudia y Héctor. A Protos y Tipos, punto de partida para que conociéramos a Xavi. A Xavi, por confiar en nosotros para editar su juego. Y, sobre todo, a quiénes nos apoyásteis con nuestro primer juego, Ajo y Agua, gracias a vosotros éste ha sido posible.

