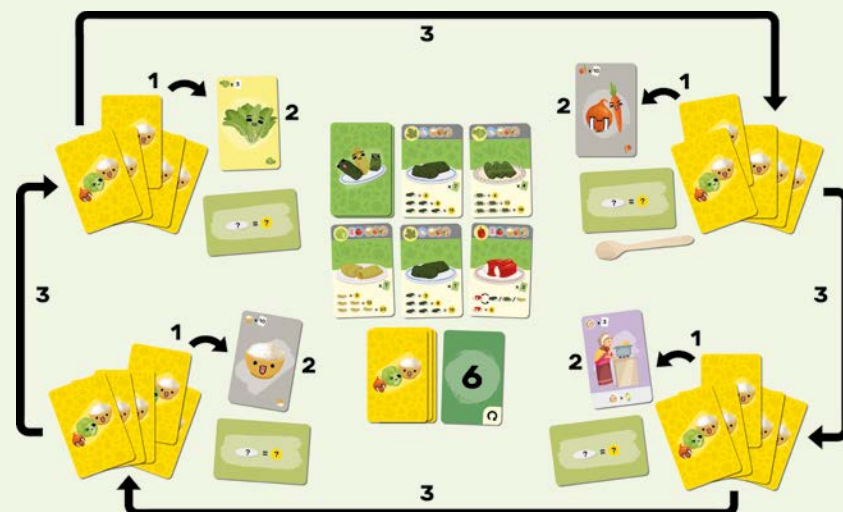




How to Play

1. Each player chooses one of the cards in their hand, that they want to keep. They place this card face down on the table in front of them.
2. Reveal the face-down cards when all players have chosen a card from their hand. Now those cards must be face up and visible to all players.
3. Pass the other cards in your hand to the player sitting next to you. The direction of hand rotation (clockwise or counter-clockwise) depends on the direction indicated on the Round Number card.



4. Repeat steps 1 to 3 until you run out of cards in your hand. In the end you should have only face-up Ingredient and Action cards in front of each player.
5. Starting with the player with the wooden spoon, everyone can:
 - **Trade Ingredient cards with other players** - trading allows the exchange of 1 card for 1 or more cards.
 - **Activate the effects of Special cards** (mouse, cat, dog).
 - **Cook meals** - take 1 or more meals if you have the needed ingredients. The cooked Meal cards are put in a visible place in front of the player, and the used Ingredient and Special cards are put in a discard pile. For each cooked Meal card you must reveal a new one from the deck.
 - All three actions can be done multiple times and in different order.
6. Continuing clockwise, every player can perform the actions from step 5.
7. When all players finish their turn, move the spoon clockwise to the next player.
8. Turn the Round Number cards to indicate that one round has passed. **Example** If the Round Number card shows 6, flip it so that it shows 5 remaining rounds.

When the Round Number card turns 3, starting with the player with the spoon and continuing clockwise, all players can draw the top card from the Objective cards deck. Then the player needs to decide whether they want to keep the new Objective card or the one they had before. The other card must be put at the bottom of the Objective cards deck. Each player can only have 1 Objective card.



9. Give Ingredient and Special cards to each player. Shuffle the cards from the discard pile and form a new deck if you run out of cards. If these cards are also not enough, continue the game with the cards you have. Start a new round and repeat steps 1 to 9.

Introduction

In Wrap Up! you become a chef who collects ingredients and prepares meals according to recipes. But be careful because hungry mice steal food from the cupboards, and when the cat and the dog enter the kitchen, it becomes a real mess. Fortunately, Grandma is here! She will help you with the cooking if you lack an ingredient, because Granny's meals are the best!

The Goal of the Game

Collect ingredients and follow recipes. Prepare more meals of the same kind and combine them according to your personal objective in order to earn more points and win the game.

Game Setup

1. Deal Ingredient and Special cards to each of the players. The number of cards depends on the number of players and is shown in the table below:

Number of players	2	3	4	5	6
Ingredient and Special cards	7	6	5	4	4

2. Give one Objective card to each player. This card should be kept face down.
3. Put 5 Meal cards face up.
4. Put the Round Number cards in a visible place starting with the number 6.

The first player is the person who has cooked most recently. Give them the wooden spoon. That player will be the first player to cook, trade and use Action cards at the end of the round.



Have you tried our other games?



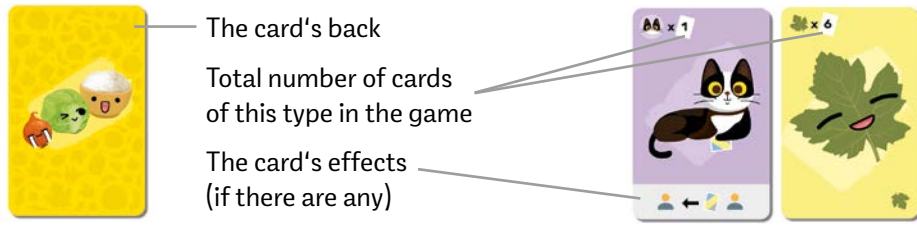
ETNO Pattern is a creative board game that involves planning symmetry, colours and shapes.



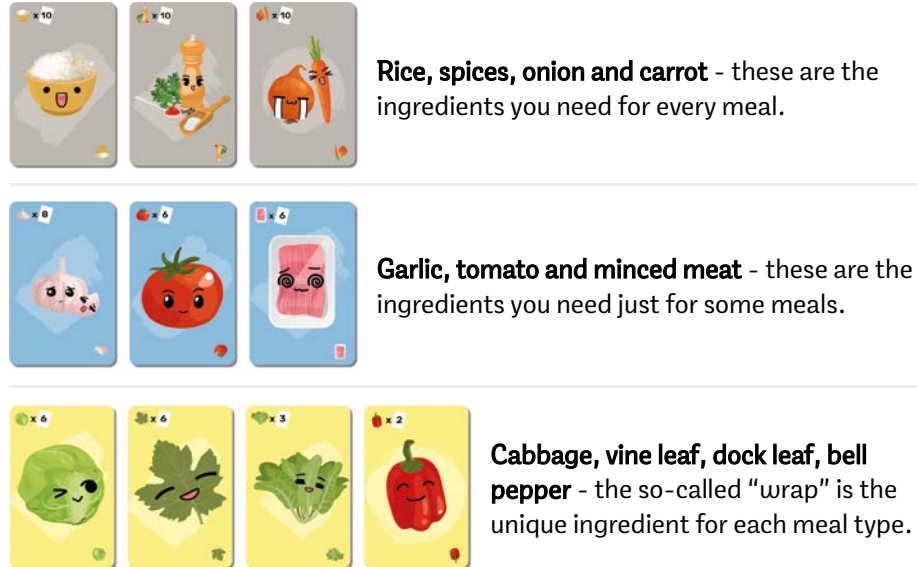
Sly Foxes is a party card game in which 2 to 8 players try to outsmart the others.

Card types

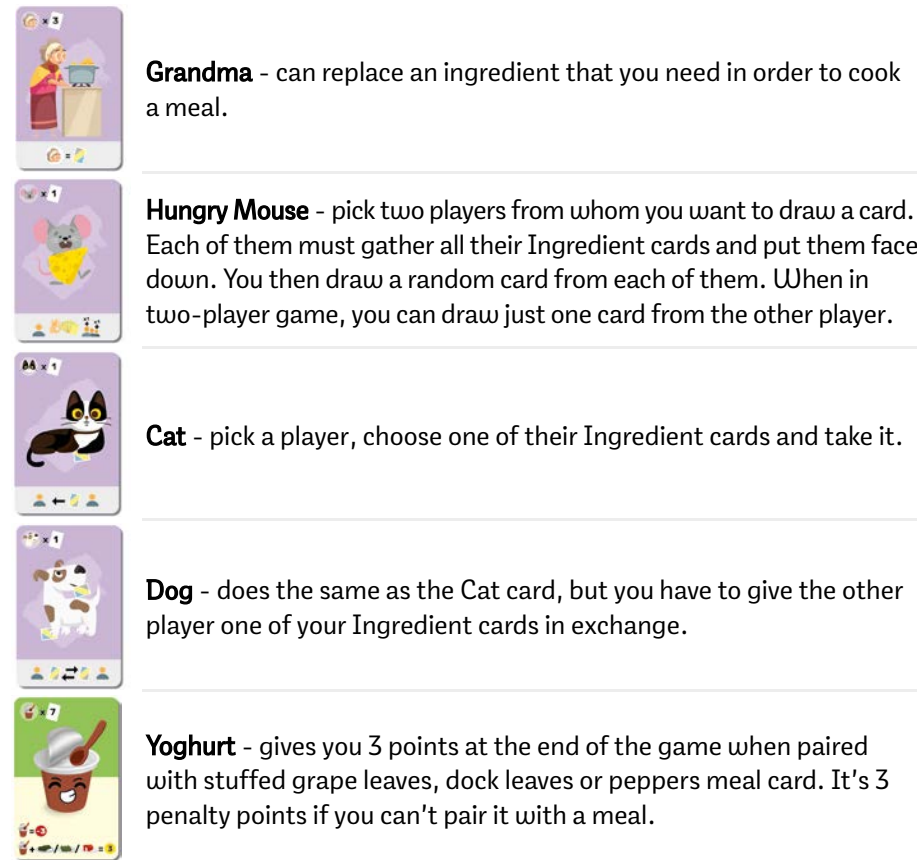
Ingredient and Special Cards



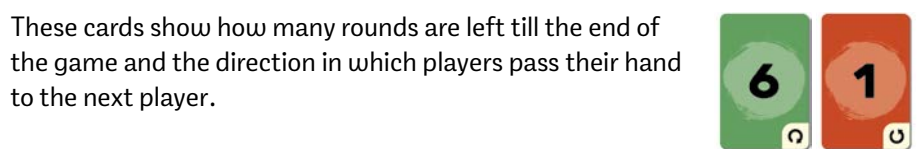
Ingredient Cards



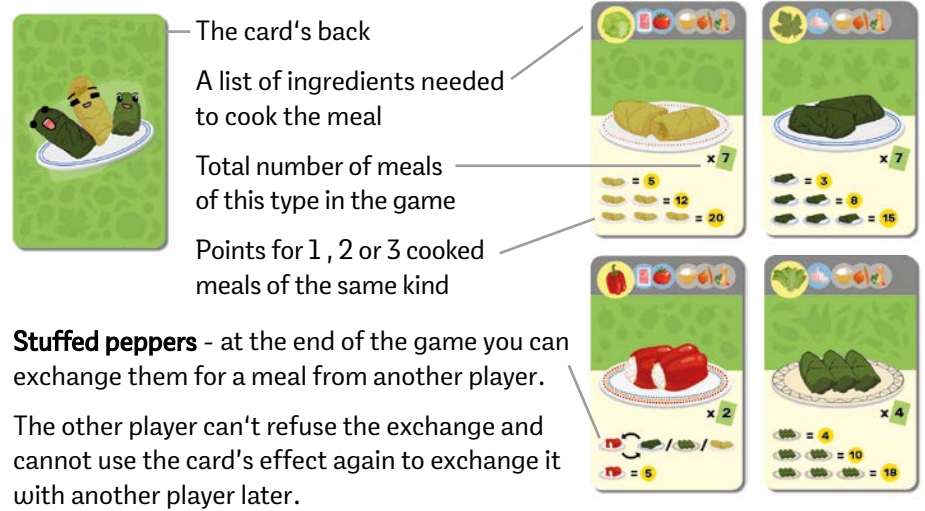
Special Cards



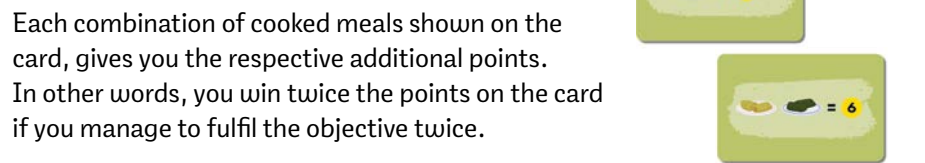
Round Number Cards



Meal Cards



Objective Cards



Interesting Facts

Sarmi, sarmale, golabki, dolma... It has many names and slight differences, but always remains a delicious and heart-warming meal!

Tracing its origins back to the Balkan peninsula and the Middle East, it remains a traditional meal that spread across Europe, Asia and North Africa.

Sarmi is usually made with vine leaves or pickled cabbage that is wrapped around a filling of rice, minced meat, vegetables and spices. There are different variations in the filling, like adding mushrooms, bacon or raisins, being vegetarian or vegan, or using different leaves, like dock leaves for example.

The origins of this meal are still unclear. But no matter where it comes from and who first created it, sarmi is a loved traditional dish in many countries across the world.

Game End

The game ends either at the end of the 6th round or when you run out of Meal cards. If they wish, the players with stuffed pepper meals can exchange them with cooked meals from other players. After that, Objective cards are revealed and you calculate each player's points. The player with the most points wins the game. In case of a tie, the player with more Ingredient and Action cards wins.

Scoring Example

