



KOROKORO KITCHEN Scramble
Players: 2-5 Time: 20 min Ages: 6+

WHAT KIND OF GAME IS THIS?

The kitchen is in an uproar over food! Mice sneak in to eat the cheese, and cats are waiting to catch them. You play as dogs, trying to cleverly collect the scraps from the commotion. The player with the most scraps wins.

CONTENTS

- 1 box set (top and bottom; the box is also used during play)



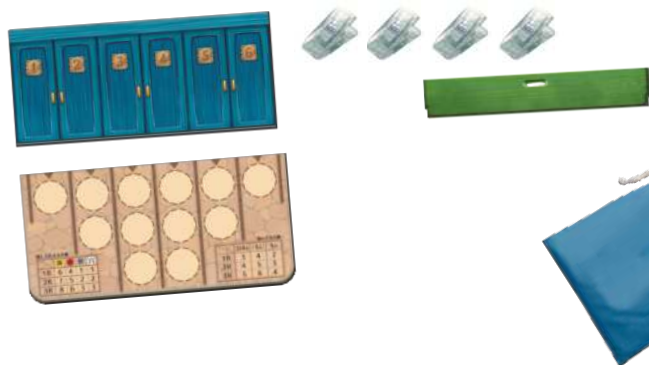
- 1 upper tray + upper sheet; 1 lower tray + lower sheet



- 44 pins + 6 spare pins



- 1 Door tile; 4 mini clips; 1 Ambush Board; 1 Gate tile; 1 Challenge Board; 1 bag



- 20 wooden balls: 8 yellow Cheese, 6 red Apples, 3 gray Mice, 3 white Cats



- 15 Dog tokens, 3 in each of 5 colors



- 5 Dog tiles, 1 in each color



- 1 Paw tile



- Score tokens: twenty 1-point, ten 5-point, ten 10-point. If you run out, use substitutes.



- 1 separate sheet, "How to Build the Rolling Area"

GAME SETUP

The first time you play, follow the separate "How to Build the Rolling Area" sheet and insert the pins into the upper and lower tray sheets.

1. Match the artwork on the upper and lower trays. Join the overlapping edges with the mini clips. This combined unit is the Rolling Area.



2. Place the Rolling Area diagonally on the bottom box as shown.



3. Place the Door tile so it covers the shelf section of the lower tray.



4. Place the Gate tile on the raised section of the upper tray.



5. Place the Ambush Board beside the bottom box, touching the side with the lower-tray shelves.



6. Place the Challenge Board beside the Ambush Board, leaving about 3 cm between them.

7. Set aside two wooden balls of each of the four colors. Put all remaining balls in the bag and mix well. Keep the set-aside balls nearby for later.

8. Place the score tokens within reach.

9. Each player chooses a color and takes the matching Dog tile and three Dog tokens. Keep the tile visible so everyone can identify your color. With fewer than five players, return unused-color tiles and tokens to the top box.

10. The person who most recently ate cheese starts. If nobody qualifies, play rock-paper-scissors. The starting player takes the Paw tile and the bag. You are ready to play!



GAME FLOW

Play three rounds. Score each round; the highest total after Round 3 wins.

Each round has five steps:

- ① Roll the wooden balls
- ② Place tokens
- ③ Score the Ambush Board
- ④ Score the Challenge Board
- ⑤ Prepare the next round

① ROLL THE WOODEN BALLS

Starting with the first player and proceeding clockwise, each player takes one turn (two turns each in a 2-player game).

① Draw the required number of balls from the bag and place them above the Gate tile. Balls drawn per turn:

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2 players: 3 players: 4 players: 5 players:

R1	3	4	3	2
R2	4	5	4	3
R3	5	6	5	4

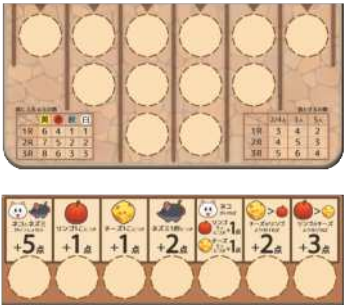
② Lift the Gate tile. The balls roll toward the shelves. Remember which colors travel in which direction, but the Door tile hides the final shelf. Do not peek around it. If a ball stops on a pin, lightly tap the box.

③ Replace the Gate tile, end your turn, and pass the bag left.



② PLACE TOKENS, LOWEST SCORE FIRST

After everyone has rolled, predict the contents of the shelves. Players place tokens in ascending score order. Ties are broken by whoever rolled earlier. In Round 1, go clockwise from the starting player. On each turn, place one Dog token on an empty circular space on either board. Continue in the same order until everyone has placed all three.



Restrictions: never stack on an occupied space; each player may place at most one token in any single column.

③ SCORE THE AMBUSH BOARD

Remove the Door tile. Score columns from 1 onward. Each Dog token scores the wooden balls in the shelf of the same column.

Types of balls	Conditions	Score
	no Mouse and no Cat	1 point each.
	Mouse but no Cat	0.
	Mouse and Cat	1 point each.
	Cat but no Mouse	1 point each.
	always	1 point each.
	always	0.

Important: if a shelf contains any Mouse, all Cheese there is worth 0 unless at least one Cat is also present. A Cat protects all Cheese regardless of the number of Mice. Take score tokens equal to the points earned. Leave Dog tokens in place.

④ SCORE THE CHALLENGE BOARD

Score Dog tokens from left to right. For each one, check the ball types and quantities in every column where you placed an Dog token. If the condition matches, gain the printed points; otherwise gain 0.

Icons	Conditions	Score
	One or more Cat and Mouse together in the same shelf.	5 points (no increase for extras)
	Apple present:	1 point per Apple
	Cheese present, even if nibbled:	1 point per Cheese
	Mouse present, with or without Cat:	2 points per Mouse
	Cat in the same shelf as Apples or Cheese, Mouse allowed:	Apples and Cheese are each 1 point
	More Cheese than Apples, not tied; Mice allowed:	2 points
	More Apples than Cheese, not tied; zero Cheese allowed; Mice allowed:	3 points

Challenge notes:

If you have two Dog tokens on the Ambush board and one on the Challenge board, then the Challenge scores for both columns. If you have two Dog tokens on the Challenge board and one on the Ambush board, then the two Challenges both score for the one Ambush board column.

- If all three tokens are on the Challenge Board, you have no column to check, so all Challenge scores are 0.
Place at least one token on the Ambush Board.

- You may place on the Challenge Board before the Ambush Board. Each Challenge space is unique, so you may want to claim one first.
- If you are not confident, you may place all three tokens on the Ambush Board.

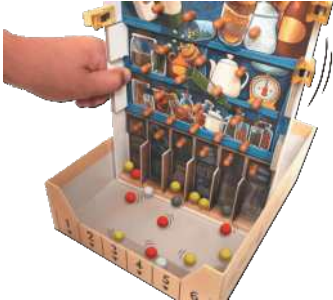
SCORING EXAMPLES

Example 1: Tokens on Ambush shelves 1 and 3, plus a token on "Apples: 1 point each" challenge. Ambush score 3; Challenge score 3; total 6.

Example 2: A token on Ambush shelf 2, plus tokens on "Cheese > Apples" and "Cheese: 1 point each" challenges. Shelf 2 has two Cheese and one Mouse. Ambush score 0; Cheese > Apples Challenge scores 2; Cheese-per-piece Challenge scores 2; total 4.

5 PREPARE THE NEXT ROUND

- After Challenge scoring, prepare the next round. After Round 3, skip this step and end the game.
1. Return all balls from the shelves to the bag. Tilting the Rolling Area can help move them into the bottom box.



2. From the balls set aside during setup, add one Cheese, one Apple, one Mouse, and one Cat to the bag.

Total balls by round:

	Yellow	Red	Gray	White
Round 1	6	4	1	1
Round 1	7	5	2	2
Round 1	8	6	3	3

3. Put the Door tile back above the shelves.
4. Pass the starting-player role, Paw tile, and bag to the player on the left. Start the next round.

GAME END

After Round 3, total your score tokens. The highest score wins. If two or more players tie for highest, they all win.

OPTIONAL RULES

You may adjust the rules for your group and combine two or more options.

NO CHALLENGES, for younger children

Each player uses only two Dog tokens. Do not use the Challenge Board. Place and score tokens only on the Ambush Board. All other rules remain unchanged.

NOTES ALLOWED, for players new to the game

Give everyone paper and a pen (not included in the game). While the balls roll, players may write down which colors went in which direction. All other rules remain unchanged.

ULTRA TURBO KITCHEN, for players who want more excitement; not recommended for first-time players

During setup, use the top box lid to make the board even steeper. After placing the board on the box, angle it further over the top lid as illustrated. All other rules remain unchanged. The balls roll faster, making prediction harder.



CREDITS

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