

back

Game Manual

15_{min}





Components

53 Ingredient Tiles

front





Stone



Mouse



front



32 Order Cards

16 A Order cards



16 B Order cards

Hourglass (about 5 minutes)



12 Product Tiles

A Side(front)





Plant













B side(Back)









1 Delivery Board





Animal

Hammer







Lamp Leather Bag

















4 Craftsman Boards

Pendant

Bread Grindstone



















B side(Back)

Story

This is a workshop where skilled craftsmen gather together to finish up a variety of urgent orders. Another day, another order, as new clients visit the workshop with their special requests.

Objective

This is a cooperative game where you try to finish as many orders as possible in 5 minutes. Players gather ingredients to make products and complete the orders written on the order cards.

Setup

Place the delivery board, hourglass, and box lid in an area where everyone can reach (This area is called the "play area").

Choose either the A or B side of the craftsman board that you would like to play with. The B side is more difficult.

Take **the order cards** you've chosen (A or B) and shuffle them into a deck. The other cards will not be used in this game and can be put back in the box.

Place the craftsman boards face up with the side you'll be using, and place the product tiles on the matching icons of the boards.

There are 4 mouse tiles. You will be using the number of mouse tiles equal to the number of players.

2 player game: 2 mouse tiles 3 player game: 3 mouse tiles

4 player game: 4 mouse tiles

Mouse Tiles



The mouse tiles are randomly chosen. Leftover mouse tiles will not be used in this game and can be put back in the box. Shuffle the mouse tiles and all ingredient tiles together facedown and place them in the play area.

Place the deck of order cards, craftsman boards, ingredients, delivery board, and hourglass anywhere near the play area.









A side B side



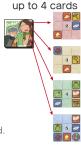
Rules

Everyone plays this game simultaneously. Flip the hourglass to start the game.

Prepare orders

Draw 4 order cards and place one of them in the center of the delivery board. You will always have 4 face up cards in the play area, not including the one on the delivery board. You may rotate the order card before placing it on the board.

The order will be completed when all the products and ingredients specified on the card have been placed on the delivery board. Stack all completed order cards to the side, then draw a new order card and place near the delivery board. The number shown on the order cards is the amount of points you will gain by completing the order. An order with a higher number is more difficult to complete.





Place products and ingredients on the matching locations to complete the order.

Make Products

In order to make products, place the matching ingredients/products on a craftsman board. You can refer to the craftsman boards to find out the required ingredients. Everyone may use any of the craftsman boards available in the play area.

Flip the ingredient tiles to find the necessary ingredients. You may leave the tiles face up once you flip them. You may use both hands to flip or move the tiles, but you can **only hold 1 tile** per hand.

When products are made or an order is completed, put the used ingredients into the box lid face up and put the used product tiles back on the craftsman board in its designated space.

Put the ingredients in the box lid



Recipe



9

Completed products may be placed anywhere



When you find a mouse

Mice are hidden within the ingredients. When you flip a mouse tile, immediately place the mouse tile on one of the circled locations on the delivery board. You cannot place ingredients or products on any of the locations blocked by mice. If you have ingredients or products on the delivery board that are partially covered by a mouse placement, you cannot use those ingredients or products until the mouse is removed.

Required ingredients

To get rid of a mouse, **2 people must hold the 2 ingredients** (1 ingredient each) shown on the mouse tile and place them above the mouse tile. Then, put the mouse tile into the box lid face up.



When there are not enough ingredients in the play area

You may put used ingredients back into the play area anytime you want. To do so, you must flip the box lid so that most of the ingredients and mouse tiles are placed in the play area face down. Leave any face up tiles as they are. If there is a face up mouse tile, place it on one of the circled areas on the delivery board immediately.

The game ends when the hourglass runs out. You can check the sand timer when an order is completed. If the hourglass runs out before the order is completed, the order cannot be completed.

Winning conditions

You win the game if the number of completed orders equals or exceeds the following numbers

2 player game: 5 orders

3 player game: 6 orders

4 player game: 7 orders















12 points + 2 bonus points

11 points + 2 bonus points

If you win, calculate your score as follows

=29 points

- Sum the numbers shown on the completed order cards
- · Add 2 points per set of 3 cards with the same background color

Your rank is determined by the chart on the right. Let's aim to be the highest ranked by carefully arranging the ingredients for each order and using the craftsmen boards.

Rank	2 player game	3 player game	4 player game
S	33 or more	36 or more	40 or more
Α	26 or more	29 or more	32 or more
В	20 or more	22 or more	24 or more
С	19 or less	21 or less	23 or less

Credit

Game Design : Kujira Nagisa Artwork : Yoshi Yoshihara Translation : James N., Rand, Yuto

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