SUPER CHONK™

a game by Ben Jones 2-5 players | 15 minutes | Ages 8+

RULEBOOK

You're a hungry kitty who wants to be super chonky. Run to the food bowls as fast as you can and snag all the best bites of kibble without bonking heads with other cats. But don't overdo your favorite flavor, or you'll throw up too much kibble. Chonkiest cat wins!

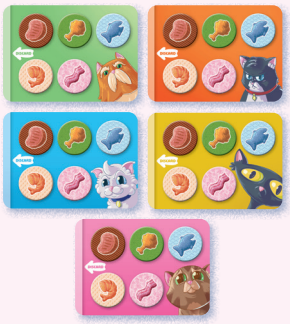
COMPONENTS

5 Cat Decks



(4 cards each)

5 Player Mats



96 Kibble Tokens



- *22 Beef*
- *22 Chicken*
- *22 Fish*
- *15 Shrimp*
- *15 Bacon*

15 Bowls



8 Chaos Cards



1 Bag



SET UP

3+ players

*For a 2 player game, see **2 Player Mode** on page 9.*

1. Place all Kibble tokens in the bag.

2. Each player chooses a Cat. Take the matching player mat and deck of 4 cards.

3. Place the Stroll card face up in the discard space to the left of your player mat. Keep the three remaining cards in your hand.

4. Shuffle the Bowls. Based on player count, make a face down stack of bowls. Return unused bowls to the box.

# OF PLAYERS	3	4	5
BOWLS IN STACK	8	10	12

5. Based on player count, take bowls from the top of the stack and place them face up in the center of play. Bowls must be within reach of all players, and at least 1 card length apart.

# OF PLAYERS	3	4	5
BOWLS IN PLAY	2	3	3

6. Place 7 Kibble tokens into each bowl randomly, around the rim.



Example 4 player set up

GAMEPLAY

SUPER CHONK is played in rounds with 3 phases: ***PREPARE****,* ***EAT****, and* ***RESET.***

PREPARE



1. **SECRETLY SELECT A CARD.** Place the other two cards face down next to your discard pile.
2. Mentally **SELECT A BOWL**.
3. **SAY, "MEOW!"** This tells other players you are ready.
4. When all players have said, "meow," **COUNT DOWN**



3, 2, 1, go! -or- meow meow meow MEOW!

5. Simultaneously, **PLACE YOUR CARD BY YOUR SELECTED BOWL**, face-up.



TIP: *Once you meow, feel free to keep meowing! Constant and insistent meowing is a great way to help other kitties make up their mind ;-)*



EAT

Resolve each bowl simultaneously.



BONK!

If any players played the same number at the same bowl, they bonk heads. Flip their cards face down. Each player who bonked takes 1 random kibble token from the bag and does not eat from the bowl this round.

The humans feel bad when you bonk heads, so they give you a "pity treat" from the bag.

EAT KIBBLE

The player with the lowest numbered face-up card at a bowl eats first. Take kibble tokens equal to the number on your card. Continue to the player with the next highest card face-up until all players who did not bonk have had a turn or the bowl runs out of kibble.

- *If there is more than 1 Cat card at a bowl, it is **crowded**. If you played a 1, 2, or 3 at a crowded bowl, take 1 additional kibble token from the bowl.*

LICK THE BOWL

If a bowl is or becomes empty, whoever played the **HIGHEST NUMBERED CARD that did not bonk heads** takes the bowl. Place it face up next to your player mat.

If a player would not get any kibble OR the bowl when eating, they take 1 random kibble token from the bag instead.

***IMPORTANT:** You are not allowed to count the number of kibble in your stacks before scoring. Your little kitty brains are far too focused on acquiring food to wonder about what's already in your tummy.*

GAMEPLAY *cont.*



EXAMPLE 1

FRANZ plays a 2 alone and takes 2 Kibble tokens from the bowl. SPUD plays a 2 at a bowl where TWIG has played a 3. SPUD takes 3 Kibble tokens and TWIG takes 4, because the bowl is crowded. Then TWIG also gets the bowl because they are the slowest cat at the now empty bowl.

EXAMPLE 2

SPUD plays a 2, KEVIN plays a 3 and FRANZ plays a 4 at the same bowl. SPUD takes the remaining 1 Kibble token in the bowl but Franz takes the bowl. KEVIN takes 1 random kibble token from the bowl.





EXAMPLE 3

FRANZ and SPUD both play a 2 on the same bowl. Each player takes one Kibble token from the bag. Then TWIG takes 4 Kibble tokens because they played a 3 at the bowl with FRANZ and SPUD, making the bowl ***crowded****.*

RESET

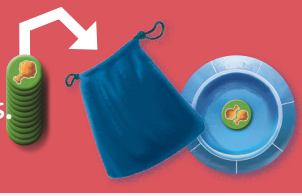
1. Place kibble tokens on your player mat in stacks by type.
2. Pick up the 3 cards in and next to your discard pile. Place the card you just played face up in the discard space to the left of your player mat.
3. For each bowl taken by a player, replace it with a bowl from the stack and fill it with 7 kibble tokens from the bag.
   - *Do not refill partially empty bowls.*
   - *If the bowl stack is empty, continue playing with fewer bowls.*
   - *If the bag is empty, continue playing until end game is reached.*
4. Start a new round.

END OF GAME & SCORING

*The game ends when **ALL OF THE BOWLS** are claimed.*

THROW UP!

Before scoring, discard your **tallest** stack of kibble tokens into the bag as well as any matching bowls. If stacks are equal height, choose one.



Then count the **value** of your remaining kibble tokens and bowls.

Each kibble token and bowl has a value equal to the number of icons shown.



1 Kibble 2 Kibble 3 Kibble

The player with the highest total value has eaten the most, and wins. The winner is declared Super Chonk!

If players are tied, the player with the least bowls is the winner. If players remain tied, the player with the most tokens wins. If still tied, they share the victory and must play again to determine who is the chonkiest.





2 PLAYER MODE

Two player mode is very similar to larger player counts, but with some small differences in setup, gameplay, and scoring.

SET UP

Follow the 3+ player set up but with the following modifications:

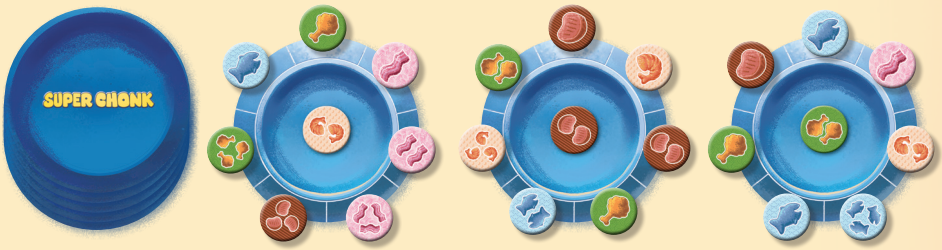


SET UP YOUR STARTING HAND: Discard the Zoom card into the box. You will play the entire game with only the 2, 3, and 4 cards.

CREATE THE BOWL SUPPLY: Put 8 bowls into the bowl supply.

POSITION THE BOWLS: Put 3 bowls, face up, in a line between the two players. Fill each bowl with 7 Kibble tokens.







2 PLAYER MODE *cont.*

GAMEPLAY

In a two-player game, each player will play two cards simultaneously to two different bowls.

PREPARE

1. Secretly select a card that you will **NOT** play this round. Place it face down on the table.
2. Mentally select a bowl for each of your remaining cards. They must be played at two different bowls.
3. Say, "Meow!"
4. When both players have said, "meow," count down.
5. Simultaneously, place your cards face up next to your chosen bowls.



EAT. RESOLVE EACH BOWL SIMULTANEOUSLY

Resolve head bonks, eating, and bowls the same as with 3+ players.

RESET

Place all three cards back into each player's hand.
Resolve bowl refresh as with 3+ players.

END OF GAME & SCORING

The game ends as soon as there is only one (1) or fewer bowls remaining to eat from. Move directly to scoring instead of trying to eat all the remaining kibble.

THROW UP? Do not throw up any kibble in the 2 player mode.

The winner of 2 player mode is the cat that wins the most kibble **FLAVORS.** A player wins a flavor by eating a higher value of kibble in that flavor.

Count each Flavor of kibble, including both tokens and bowls. Compare the value between players. The player with the higher value wins the Flavor. If players have the same value, the flavor is considered a draw.

At the end of all 5 flavors, the player who has **WON MORE FLAVORS** is the winner and is declared Super Chonk! In the event of a tie, the player with the most total tokens is the winner. If still tied, share the victory and play again to determine who is the chonkiest!



KEVIN has won the flavors of beef and shrimp. SPUD has won the flavor of chicken. Both players tied for fish and bacon.

KEVIN is declared Super Chonk and wins the game because they won 2 flavors to SPUD'S 1 flavor.

Special Thanks:
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CHAOS CARDS *advanced mode*



Ready for something more advanced? At the end of set up, shuffle the Chaos cards and choose one to play with, which will change up the rules. You must follow these new rules while still trying to get super chonky. If you want even more chaos, try it with two Chaos cards!

QUICK REFERENCE



ROUND STRUCTURE

1. SELECT SPEED & BOWL
2. MEOW!
3. REVEAL
4. EAT
   A) Bonk Heads **B)** Eat Kibble **C)** Lick the bowl
5. RESET HAND & ADD NEW BOWLS

SCORING

Discard your tallest stack of Kibble tokens, then add up all the kibble you've eaten!

CREDITS

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