

GB

KAKURO

The game

A game for 1 to 5 puzzle enthusiasts aged 14 years and up

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Design: concept company

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Contents

1 game board

72 number tiles
(numbered from 1 to 9)



Silver
face



Red
back

36 45 sum tiles
(numbered from 3 to 40)

40 action tiles



Duplication
tile

Faces



Exchange
tile



Digit
tile

Common back



Sum square

1 hourglass

Aim of the game

Players simultaneously try to find Kakuro rows. These are rows with adjoining number tiles whose sum corresponds to a sum tile previously turned over. The more tiles that form the Kakuro row, the more points the player gets who has found it. At the end of the game, the player with the most points wins.



Preparation

If you are playing for the first time, punch out all tiles carefully. Assemble the **game board** and place it in the centre of the table. It shows a line and a column with red sum squares as well as 64 silver squares.

Place the **number tiles** on the 64 squares as you wish, with the silver face up. You do not need the eight remaining number tiles this time, so you can put them back into the box. Afterwards, shuffle the **sum tiles** and place them face down next to the game board.

Regarding the **action tiles**, each player gets a *duplication tile* that he places face up in front of him on the table. The remaining action tiles are shuffled, back (= sum square) up, and placed next to the game board. Depending on the number of players, each player now gets additional action tiles that he places face up next to his duplication tile:

Number of players	Additional action tiles
1	3
2	2
3 to 5	1

Place the **hourglass** next to the game board. In addition, you need a pencil and a sheet of paper in order to note the players' points.

How to play

Each round consists of the following three phases that are always played in the same order:

1. Turn over a sum tile
2. Form a Kakuro row
3. New tiles



1. Turn over a sum tile

At the beginning of each round, you turn over any sum tile of the face down pile and place it next to the game board so that it is clearly visible for all players.

2. Form a Kakuro row

Now all players simultaneously try to find a horizontal or vertical number row on the game board whose sum corresponds to the sum tile. The first to see the possibility to form a Kakuro row says "Kakuro!" and shows the other players the corresponding number row. In order to form / limit the Kakuro row, he may now use any number of his action tiles. See on the next page how to use the action tiles.

Afterwards, players check together if the **Kakuro row is regular, i.e. conforms to the rules:**

- The row must consist of at least two horizontally or vertically adjacent number tiles whose sum corresponds to the number shown on the sum tile.
- The row must **always** begin at a sum square and end at a sum square or at the edge of the game board.
- The row may contain each number from 1 to 9 only once. (Exception: see action tile "duplication tile").

Example 1:

regular Kakuro row

The face up sum tile shows "36". The highlighted number row consists of eight adjacent number tiles whose sum is 36. The row is limited: it begins at a sum square and ends at the edge of the game board. Within the row, no number is used more than once.

KAKURO								
	9	2	9	4	3	5	6	2
	7	3	2	8	6	4	5	1
	1	2	6	7	3	3	6	4
	7	5	8	9	2	5	1	3

Action tiles

Action tiles facilitate forming a Kakuro row. They can be used after a player has said "Kakuro!" and shown the other players the number row.

Face and back of the action tiles have a certain function:

If a player takes an action tile from his pool, he has to decide if he wants to use its face or its back.

Important: You may place all action tiles **only** on the **silver number tiles** (= face of the number tiles).

Back of the action tiles: sum square

If a player finds a matching number row that is not yet limited at both ends by sum squares or the edge of the game board, he can **limit** this number row by means of action tiles from his pool.



For this purpose, he takes any one of his action tiles and places it **in front of or behind the last** tile of the number row that he wants to limit, with the **sum square** up, on top of the number tile that lies on this square (see examples 2 and 3):

9
Example 2:
You are looking for the "9". You can limit the highlighted number row by placing a sum square on top of the silver number tile showing the "3".



18
Example 3:
You are looking for the "18". You can limit the highlighted number row by placing a sum square on top of the silver number tile showing the "1". The end of the row is already limited by a sum square that has been placed during the course of the game.



You may also use two sum squares in order to limit a number row – one in front of the first and one behind the last number tile of the Kakuro row.

As a reminder: You may place sum squares **only on silver number tiles** (= front of the number tiles)!

Place the sum square on top of the tile so that its arrows point to the right and down. Starting from a sum square, you can thus form Kakuro rows **to the right as well as downwards**.

Action tile faces

The faces of the action cards always allow one of the three following special actions:

- **Duplication tile**

A duplication tile allows two identical numbers within a Kakuro row. If the player releases two duplication tiles from his pool, two different numbers may occur twice, and so on.

The player must also use two duplication tiles, if the same number occurs three times in one Kakuro row.

Used duplication cards are out of game.



- **Exchange tile**

By means of an exchange tile, players may exchange two silver number tiles on the game board. It is possible to use several exchange tiles for the same Kakuro row.

Used exchange tiles are out of game.



- **Digit tile (numbered from 1 to 9)**

You may place a digit tile on top of any silver number tile (= face of a number tile) within the Kakuro row you want to form in order to change the row's value.

You may not place digit tiles on top of red tiles (back of a number tile, digit tile or sum square).



Check of the Kakuro row:

→ Kakuro row is correct

If the Kakuro row that the player has formed corresponds to the rules, the sum tile is placed. After that, the number tiles of the Kakuro row are turned over and the scored points are noted (see example 4).

- *Place the sum tile:* Place the sum tile onto the sum square at the beginning of the Kakuro row, namely on the half whose arrow shows the direction of the formed Kakuro row.
- *Turn over the number tiles:* Turn over all the number tiles used to form the sum, so that the red back is up. From now on, it is **no longer** possible to place action tiles on these tiles.

So, you cannot modify a Kakuro row that has already been evaluated by means of an action tile.

But each number tile can occur in **two** Kakuro rows – in a horizontal and in a vertical row. In the direction that is not yet evaluated, the already turned over red number tiles count towards the sum of this number row and for the evaluation as well (compare the red "5" in the following example).

- *Note the points:* The player gets as many points as there are **number tiles** in the Kakuro row.

20

Example 4:

The turned over sum tile shows "20".
A player says "Kakuro!" and shows the highlighted row of number tiles.
He limits the row by placing a sum square on top of the "9".



The sum tile is placed on the sum square that limits the beginning of the Kakuro row. Afterwards, all silver number tiles are turned over, and the player gets 5 points.

30

20

→ Kakuro row is not correct

If the number row that the player shows is **not** in accordance with the rules, any modification that he may have made in this number row is cancelled. All the other players immediately carry on trying to find a corresponding row. The player himself has to wait for the next sum tile in order to participate once more.

→ No Kakuro row can be found

If during a round at least half of the players think that it is not possible to form a corresponding number row for the current sum tile, the hourglass is turned over. Now players may continue to form a corresponding Kakuro row, until the sand has passed through the hourglass.

(If **all** players think that it is not possible to form a corresponding number row on the game board, they do not have to use the hourglass.)

Then, the sum tile that has not been accomplished is placed separately face up next to the game board.

3. New tiles

If the sum tile that the players just used showed an *odd* number, all players take a new action tile and add it to their pool. This rule applies, no matter if the sum tile has been accomplished or not.

However, if the sum tile showed an *even* number, players do **not** get new action tiles.

Exception: If at that moment **no player** has an action tile in front of him on the table, **all players** get a new action tile and add it to their pool.

If during the course of the game, there are not enough action tiles for all players, nobody gets new tiles.

End of the game

As soon as a sum tile has not been accomplished for the **third time** and is put aside, the game is over. Players add up their points. The player with the most points wins the game.

If there are several players with the most points, these players count the action tiles in their pool and the one with the most action tiles wins. If there is still a tie, there are several winners.

Solo Variation

The rules of the basic game apply with the following modifications for the solo variation:

After *each* sum tile (no matter if it shows an odd or an even number), the player gets a new action tile.

Besides, he has to turn over the hourglass immediately after having flipped over the sum tile. If the sand has passed through the hourglass before he has found a corresponding number row, he has to place the sum tile next to the game board – it is considered as not accomplished. As soon as he has put aside three sum tiles, the game is over.

If you wish, you can also accept the challenge without time pressure. How many points will you achieve?

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