

Teaching Kokoro

The Game

In Kokoro players are trying to create paths between features (Flowers and caterpillars) and sanctuaries (sheds) and guardians (in the upper left hand and lower right hand corner of the player mat). The game is played in a series of five rounds.

Winning conditions

The player with the most scored points at the end of the game wins, points are scored each round, and at the end of the game.

Game components

Play mat

Each player gets a play mat, this is where they will draw their paths between objects using a dry erase pen. To start, players should use the blue side of the board

Sanctuary Cards

Sanctuary cards dictate which sanctuary will “score” each round. Each one has a letter on it.

Path cards

The path cards show what path should be drawn each turn. Paths must be drawn with the same orientation as the card. Some of the path cards are gold. During a round, if a fourth gold card is drawn, the round is over after that card is played.

Decree Cards and dice

These are used for advanced play.

Setup

1. Give each player a play mat, and a dry erase pen. The player should put the blue side face up in front of them.
2. Shuffle the sanctuary deck and put it in the center of the table.
3. Shuffle the Path deck and put it in the center of the table.

Congratulations, you're ready to play!

Game play

The game is played in a series of five rounds. Each round consists of the following

1. Flip up a Sanctuary card, the letter on the card indicates what Sanctuary will be "scored" this turn.
2. Playing path cards, or view the next sanctuary card
 - a. Flip up a path card, and each player should draw the path on the card on one spot of their board subject to the following rules; 1) The path has to be drawn according to the orientation of the card, 2) you cannot draw a path on a square that already has a path.
 - b. A player can elect not to draw a path, and instead, secretly look at the next path card.
3. Keep drawing and playing path cards until a fourth golden path card is drawn

After the fourth golden path card has been drawn and everyone has played, scoring begins.

Examine each path leaving the sanctuary and count the number of features (flowers and caterpillars) that path crosses (some spots have 2 or 3 items) and total all the features. If the total # of features is greater than the # of features scored in the previous round the player scores that number of points, otherwise they score zero. Note for the first round, any points are automatically scored, and if you score zero in a round, the following round you score all the points gathered by features.

In the blank box for each round in the upper right corner, write the letter of the sanctuary, and the number of points scored

Go back to step #1 and play another round, until you've played all the rounds.

End of game scoring

After the fifth round, if there are paths going from the guardians in the upper left and right corner, follow the paths. For the upper left corner, score 1 point for each caterpillar on the path(s), and for the lower right corner score 1 point for each flower on the path(s). Place those #s in the appropriate boxes on the right hand side of the player mat.

Count the # of sanctuaries that didn't score, and score -5 for each sanctuary.

Total the points. Highest score wins. In the case of a tie, the player with the highest total in any single scoring box wins.

Advanced Rules

Random guardian placement

Flip the player mat over to the pink side, and each player rolls the ten sided die twice, and places each guardian (C and F) in the matching spots on the board.

Decree Cards

At the beginning of the game flip up a decree card. At the end of the game, read the decree card and score the appropriate points.