

	5+
	2-4



Kitchen Quake™ Game

Remy is on the run from Chef Skinner!



 **WARNING:**
CHOKING HAZARD - Toy contains
small balls and small parts.
Not for children under 3 years.

Contents



• 1 Game Board



• 4 Chef Skinner Tokens and 16 Ingredient Tokens



• 2 Ball Bearings



• 4 Playing Pieces



• 1 Die



1 1 Plastic Cleaver



2 1 Plastic Loaf of Bread



3 1 Plastic Salt Shaker



4 1 Plastic Fork on Base



5 1 Large Spoon



6 1 Small Spoon



7 Plastic Stack 'o' Plates with Butter Knives



8 1 Short Blue Water Ramp



9 1 Plastic Strainer



10 1 Plastic Spatula



11 1 Silver Ramp



12 1 Long Blue Water Ramp



13 1 Plastic Tower of Teacups



14 1 Plastic Spoon Launcher with Towel



15 1 Plastic Soup Pot

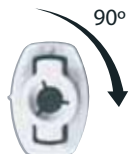
Instructions

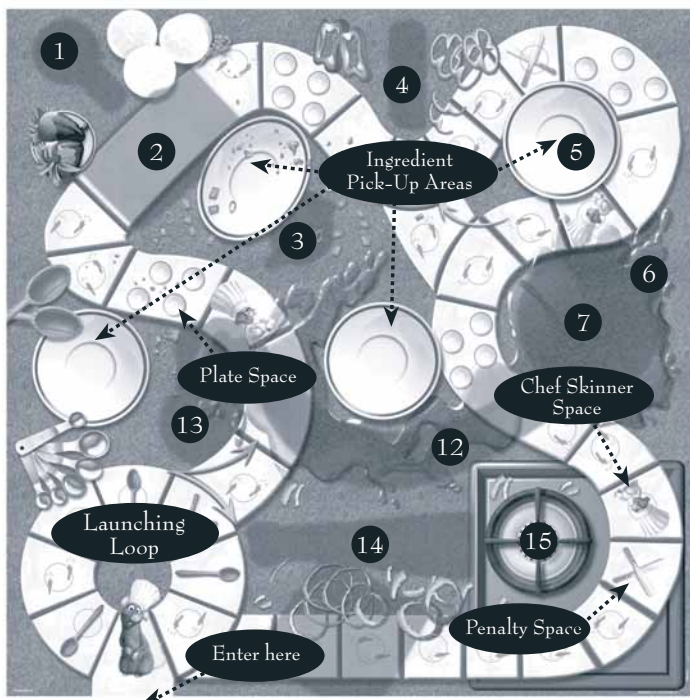
Please remove all components from the container and compare them to the contents list. If any items are missing, please call 1-800-524-8697. Outside the U.S., please consult your telephone directory for a listing of your local Mattel office.

Plastic items in this game are intended for play use only and not to be used as actual kitchen utensils.

BUILD THE CRAZY KITCHEN UTENSIL MACHINE!

Follow the numbers and shapes on the game board to snap together the crazy kitchen utensil machine. It's almost as much fun as playing the actual game!
Your game board should have 13 connectors already attached to it. If any have come loose, find the pin and re-attach it by reaching underneath the game board and slipping the pin through the hole. Rotate the pin 90 degrees to lock it into place.





1 Cleaver

Line up the 2 location pins (smaller diameter) and 1 connection pin (larger diameter) with holes in game board and SNAP into place with blade raised.



2 Loaf of Bread

Line up 1 location pin and 1 connection pin with holes in game board. Press into place.



3 Salt Shaker

With Shaker tipped over, line up 1 location pin and 1 connection pin with holes in game board and press into place. Set Salt Shaker to upright position.



4 Fork On Base

Line up 1 location pin and 1 connection pin with holes in game board. Press into place.



5 Large Spoon

Line up 1 connection pin with hole in plate on game board. Press into place with spoon handle up.



6 Small Spoon

Line up 1 connection pin with hole in game board and press into place with spoon handle up.



7 Stack O' Plates with Butter Knives

With the lower edge of the plates nearest to the path on the game board, align the 2 location pins and 2 connection pins with the holes in the game board. Press into place.



8 Short Blue Water Ramp

Snap onto Stack 'o' Plates and Small Spoon.



9 Strainer

Line up the semi-circle shaped curved slot under the Strainer with the curved edge on top of the Short Blue Water Ramp. Now line up the hole in the Strainer with the pin on top of the Large Spoon. Snap into place.



10 Spatula

With Spatula raised, attach to the top of the fork.



11 Silver Ramp

Attach 1 tab to the Strainer and the other tab to the trough next to the Spatula.



12 Long Blue Water Ramp

Line up 1 location pin and 1 connection pin with the holes in the game board and press into place so that the tab on the thick end of the ramp fits under the Stack 'o' Plates.



13 Tower Of Teacups

With cups in "spilled" position, use 1 location pin and 1 connection pin to attach to game board. Raise cups into stacked position.



14 Spoon Launcher

Use the 2 location pins and 2 connection pins to attach the Launcher into game board so that the button is close to the Tower of Tea Cups. Lower the Spoon and lock into place. Spread the towel across the shadow on the game path with paw prints faceup.



15 Soup Pot

Use 1 location pin and 1 connection pin and attach onto the picture of the stovepot on the game board.

IMPORTANT

Before beginning play or setting off the crazy kitchen utensil machine at any point during the game, make sure of the following:



- Spatula blade is lowered and locked into base of Fork.



- 1 ball bearing is placed in top of trough. Save the other ball bearing as a spare.



- Cleaver is raised.



- Bread loaf halves are snapped down.



- Tea Cups are in stacked position.



- Salt Shaker is upright.



- Towel on Spoon Launcher is spread over shadow on game board with paw prints faceup.



Object

Be the first player to collect your 2 ingredients and get them into the soup pot before Chef Skinner and his crazy kitchen utensil machine knock you flying.

Game Set-Up

There are 20 game tokens: 16 ingredient tokens and 4 Chef Skinner tokens. Note that the ingredient tokens have different colored backgrounds that match the color of each playing piece. (Refer to photo of ingredient tokens in contents.)

Divide the tokens into 4 piles of 5 so that each pile contains one Chef Skinner token and 4 tokens depicting the same ingredient.

EXAMPLE TOKEN PILE: 1 Chef Skinner and 4 tomatoes



Place each pile facedown on each of the 4 large plate areas on the game board. These are the **INGREDIENT PICK-UP** areas. Spread the tokens out on the plate so that they don't cover each other and mix them up.

Each player selects a Remy playing piece and places it off the game board by the Launching Loop.

Let's Get Cooking!

The first player to shout out their favorite food goes first!

Roll the die to determine how many spaces you can move on your turn.

The first space on the game path is the one with the picture of Remy.

Move **clockwise** around the Launching Loop and enter the game path via the space with the red arrow.

EVERY TIME you finish your move, place your playing piece on the circle within that space.

NOTE: The circles on the towel and the circle on each half of the bread loaf count as spaces. The Long Blue Water Ramp is not a space (jump over it).

Players may not occupy the same space with the exception of PLATE SPACES (see below). If another player is on your space, move AHEAD to the next available space.

If a chain reaction has knocked you back to a PENALTY SPACE (marked with crossed butter knives) and another player is occupying it, you must move BEHIND to the next available space. (See CHEF SKINNER TOKENS below.)



CHEF SKINNER SPACES

Every time you **land on or pass** a CHEF SKINNER SPACE on the board, take a deep breath and hold it - because you must press the button on TOP of the Cleaver holder ONE time, possibly setting off the crazy kitchen utensil machine.

REMEMBER: You must press the TOP button on the Cleaver every time you LAND ON OR PASS a Chef Skinner space



NOTE: The mechanism is designed so that the Cleaver will not drop every time the TOP button is pressed.

INGREDIENT PICK-UP

There are 4 INGREDIENT PICK-UP AREAS on the board. These are the large plates you placed the game tokens on before the start of the game.

In addition, you will see 4 plates on each PLATE SPACE on the game path. That's because this is the only place on the game board where players are allowed to share a space. You may choose any dish to stand on that is not occupied by another player. You do not have to land on a PLATE SPACE by exact count.



When you land on one of these spaces, pick any token from the nearest INGREDIENT PICK-UP AREA and turn it over. If the background color on the ingredient matches your playing piece's color, slide the token ingredient side up into your playing piece's front paws. This ingredient is yours until it is launched into the soup pot. Once you have found your ingredient you cannot lose it.



When you have picked up one of your ingredients, you cannot pick up another one until you have launched the first one into the Soup Pot.

If the background color doesn't match your playing piece, show the token to the other players before returning it to the INGREDIENT PICK-UP AREA facedown. DO NOT RE-MIX the tokens on the plate.

If you have already found your ingredient and you land on a PLATE SPACE by exact count, you must turn over a token from the nearest INGREDIENT PICK-UP AREA, show it to the other players and then return it.

If you pass the third PLATE SPACE and haven't found your ingredient, you can follow the arrow and take the one-way short cut to circle back and try again. OR, you can continue on and take a chance that you will find your ingredient when you reach the fourth PLATE SPACE.



HINT: Pay attention to where other players set down tokens in the INGREDIENT PICK-UP AREAS. If you can spot your token and remember where it was placed, you'll know which one to pick when you get to that AREA!

ANOTHER HINT: Be careful which small plate you place your playing piece on when landing on a PLATE SPACE. Choosing the right plate can save you from disaster if the crazy kitchen utensil machine goes off.

CHEF SKINNER TOKENS

If the token you picked is a Chef Skinner token—uh, oh—this could mean big trouble!

There's nothing Chef Skinner likes better than to set off his crazy kitchen utensil machine and catch the rats in his kitchen! If you picked a Chef Skinner token, look at the number printed on his hat.



You must now press the button on TOP of the Cleaver holder the same number of times as shown on the token. Will the Cleaver fall and set off the crazy kitchen utensil machine? You never know!

- If the Cleaver DOES NOT FALL. Phew! Everyone is safe. Return the Chef Skinner token facedown to the plate. RE-MIX all the tokens on the plate.
- If the Cleaver DOES FALL. Tails Up! You've just set off a chain reaction that's going to shake up the entire kitchen. If the chain reaction does not complete its entire sequence, reset the crazy kitchen utensil machine and continue to play.

PENALTY SPACE

Was your Remy playing piece knocked over by the chain reaction? Rats! You have to go back to the nearest PENALTY SPACE (marked with crossed butter knives). If you are nudged but don't fall over, yippee! You are safe.



NOTE: If more than one player gets knocked back to the same PENALTY SPACE, they must take their new positions on the board in the same order as they were before the Kitchen Quake™. **EXAMPLE:** The leading player goes back to the closest PENALTY SPACE; the next player goes to the next available space behind the leader and so on.

LAUNCHING LOOP

Upon entering the Launching Loop, you must circle in a clockwise direction and cannot leave until you unload your ingredient and launch it into the soup.

Inside the Launching Loop, there are 3 SPOON SPACES.

You must land on a SPOON SPACE by exact count. When you do, remove your ingredient from Remy's paws and place it into the Spoon Launcher.

Now press the button on the SIDE of the Cleaver handle. This will immediately activate the crazy kitchen utensil machine and launch your ingredient into the bowl of soup!



When in the Launching Loop, if the chain reaction does not complete itself, the player who started the chain reaction gets to press the button on the Spoon Launcher and launch the ingredient.

Once you have launched your ingredient into the bowl of soup, you may then leave the Launching Loop and continue around the board again to pick up your second, and final, ingredient.

REMEMBER: When you land on a SPOON SPACE, start the crazy kitchen utensil machine by pushing the button on the SIDE of the Cleaver holder. This will ensure the start of the chain reaction.

WINNING!

The first player to add 2 ingredients into the bowl of soup wins and is the Rat Master Chef until the next time the game is played.



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Mattel East Asia Ltd., Room 1106, South Tower, World Finance Centre, Harbour City, Tsimshatsui,
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Lien Hoe, Persiaran Tropicana Golf Country Resort, 47410 PJ. Tel:03-78803817,
Fax:03-78803867.



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