



LUFFY'S BENTO PANIC THE GAME



TOEI ANIMATION
Since 1956



KESS **RULEBOOK**

Lunch is served... with a side of PANIC!

Sanji's serving up lunch, but can all the Straw Hats grab a bite, or even better, a plate of their favorite foods?

Play as one of the Straw Hats in this friendly competition to have a great feast—but watch out, Luffy's appetite is *endless!*

OVERVIEW

Prepare for battle in this grub-grabbin' free-for-all! Gather food on your **Plate**, then eat it before another pirate snatches it from under your nose!

Grab and eat **Meat Tokens** for bonus points, but be careful! Have too many and Luffy won't be able to resist taking all your food!



The pirate who eats the most food is declared
King of Bento Panic!
(and the winner)

COMPONENTS



9 Straw Hat Dashboards



1 Luffy Tracker Board



135 Food Tokens
(15 per character)



20 Juicy Meat Tokens



9 Character Ability Tokens



35 Meat Tokens



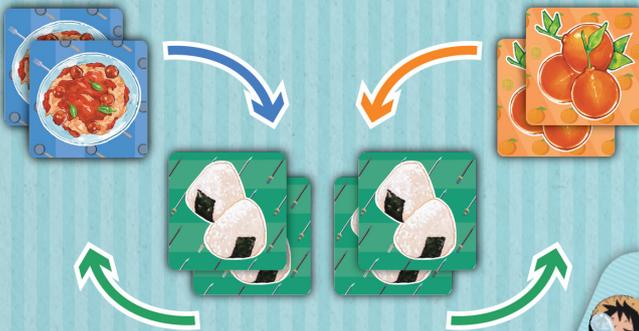
1 Luffy Tracker Token



1 Token Bag

SETUP

1. Each pirate chooses one of the available characters and gathers their **Dashboard** and four of their character's **Favorite Food Tokens** as shown on their **Dashboard**.
2. If this is not your first game, each pirate takes their character's **Ability Token**. Pirates start with their **Ability Token** flipped to the gray, inactive side.
3. Place all remaining **Food Tokens** into the bag and place it in the center of the table where all pirates can reach it.
4. Each pirate then trades **2** of their **Favorite Food Tokens** with the pirates on their left and then right.



Place the **Luffy Tracker Token** on the **Luffy Tracker Board** Luffy side up, depending on player count:

Number of Players	Luffy Tracker Starting Point
3 - 4	5
5	6
6 - 7	7
8 - 9	8



Every crew needs a Captain! They will lead the countdown at the beginning of each round. The pirate who can eat the most is declared the Captain (or select a Captain at random).

Each pirate must point both their hands up to show they are ready to start the game. When all pirates are ready, the game can begin!



GAMEPLAY

Gameplay is broken up into a series of rounds. Pirates must perform actions each round to gather food, and then eat it to score points.

1. To begin a round, all pirates must be pointing both hands into the air to show they are ready. Once all pirates are ready, the Captain can begin the countdown.

3...2...1...Go!



2. The Captain counts down from **3**, to **2**, to **1**, and finally "GO!" On "GO" everyone simultaneously performs an **ACTION** with each of their hands.

	GRAB	Take 2 Food Tokens from the bag
	EAT	Move 1 Food Pile from your Plate to your Bento Box
	STEAL	Take 1 Food Pile from a pirate next to you
	BLOCK	Cancel hands using STEAL from the pirate on that side
	SPECIAL	Use your character's Special Ability

3. Resolve actions in the following order:

STEAL → **EAT** → **GRAB**

If the **Luffy Tracker** is at **0**, Luffy attacks!

See **LUFFY ATTACK** (Page 18)

- If Luffy has attacked three times, or if all **Food Tokens** have been drawn from the bag, the game is over!

Otherwise, when all pirates are ready, they point their hands into the air and the next round begins.

FOOD PILES

Plate: **Food Tokens** that have been collected from a **GRAB** or **STEAL** are moved into the play area in front of a pirate, referred to as their **Plate**.

PLATE →



BENTO →



Food Pile: All **Food Tokens** of the same type on a pirate's **Plate** must be kept in a single pile, referred to as a **Food Pile**.

FOOD PILE



ACTIONS such as **EAT** and **STEAL** target an entire **Food Pile**.

ACTIONS

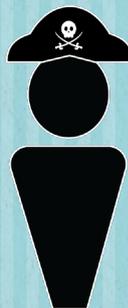
Both of a pirate's hands may do any of the available actions.

Pirates may choose to perform the same **ACTION** with each hand, or perform a different **ACTION** with each hand, but both hands must be performing an **ACTION** after the countdown.

Remember, each hand may take any **ACTION**. Here are a few examples of actions a pirate can take:



EAT and STEAL



STEAL in both directions



EAT Twice



GRAB Twice



BLOCK and EAT

See next section for in-depth ACTION explanation.

GRAB



Point towards the center bag. Pull **2 Food Tokens** randomly from the bag and put them onto your **Plate**.

If a pirate **GRABS** with both hands they can pull **4 Food Tokens** from the center bag.



GRAB is a quick and reliable way for a pirate to get some food on their **Plate**!

If a pirate forgets to commit to an **ACTION** with any hand, they will automatically do a **GRAB** with that hand.

JUICY MEAT



FRONT



BACK



Using the **GRAB** action is not without risk! When certain **Meat Tokens** are drawn, Luffy will be tempted by the delicious, **Juicy Meat** on the table!

Each **Juicy Meat Token** drawn moves the **Luffy Tracker** down by one. When it reaches zero, Luffy will attack the pirate OR pirates with the most **Meat Tokens** on their **Plate**!

Juicy Meat is treated as a Meat Token after it is drawn, and is added to the player's Meat Food Pile.

See **LUFFY ATTACK (Page 18)**

EAT



Cover your mouth with your hand. Move one entire **Food Pile** from your **Plate** to your **Bento Box**.

Food collected is not worth points if it's left on a pirate's **Plate**. For **Food Tokens** to score at the end of the game, a pirate must **EAT** them!

When taking an **EAT** action, a pirate takes any **1 Food Pile** from their **Plate** and moves it into their **Bento Box** to score it. Food in a pirate's **Bento Box** can no longer be taken by Luffy and other pirates cannot grab it when using a **STEAL** action.

FAVORITE FOOD

A pirate's **Favorite Food Token** is special. They may be combined with any other **Food Pile** when using an **EAT** action.

A pirate can combine as few or as many **Favorite Food Tokens** with the **Food Pile** they choose to **EAT**, and move them all to their **Bento Box**.

MEAT TOKENS

Meat Tokens and **Juicy Meat Tokens** are kept in the same **Food Pile**, and are worth bonus points at the end of the game.

But there is a catch...**Meat Food Piles** cannot be selected during an **EAT** action unless they are in a **Food Pile** of **5 or more**.

Favorite Food Tokens may be added to a **Meat Food Pile** to bring the pile total up to **5** so an **EAT** action can be used, but they will not count as a **Meat Token** at the end of the game when scoring.

STEAL

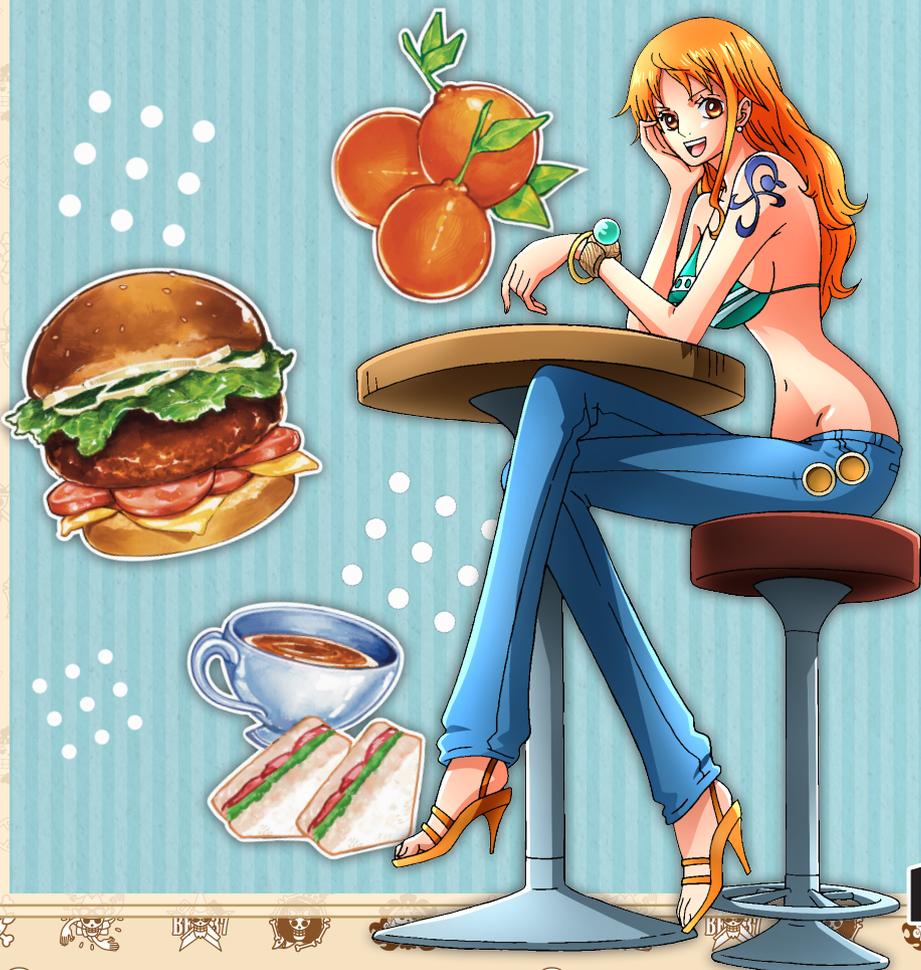


Point at the pirate sitting on either your left or right to attempt to **STEAL** their food.

When a **STEAL** is successful, take **1** entire **Food Pile** from that pirate.



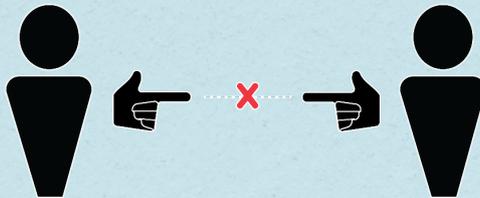
*You may only STEAL from a neighbor:
the pirate sitting directly to your left or right.*



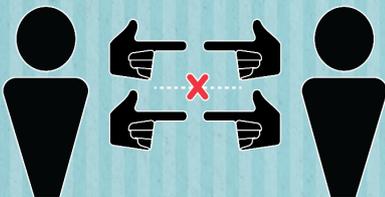
STEAL CONT.

Pirates who use **STEAL** actions and point at one another will cancel each other out.

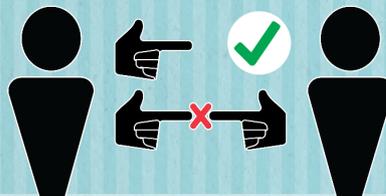
If pirates both point a hand at one another, their **STEAL** actions will cancel each other out and nothing will happen.



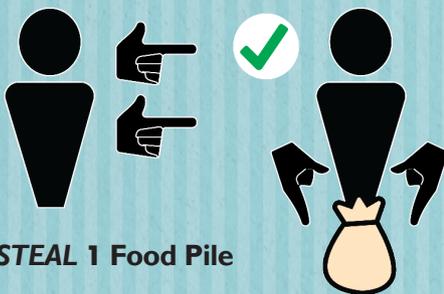
A pirate may point **both** their hands at the same neighbor in an attempt to **STEAL**. If one of those hands is canceled, the other may still get through!



Both pirates' hands are canceled out!



1 of the left pirate's hands was canceled, but the second hand successfully **STEALS!**



STEAL 1 Food Pile

A successful **STEAL** using both hands only gets 1 Food Pile, even if neither hand was canceled.

STEAL SCUFFLES

If you suspect an attack from both sides, don't fret! If the pirates on either side of you would successfully **STEAL** from you, a **Scuffle** occurs instead. When they **Scuffle**, they may cancel one another out, leaving you safe!



The normal rules of **STEAL** actions still apply; a **STEAL** action using **2** hands will succeed against a **STEAL** action with only **1** hand.



If you attempt to perform any **STEAL** actions, those cancel with a pirate next to you before any **Scuffle** would occur.



**The golden rule for STEAL CANCELING
or STEAL SCUFFLES:**

**1 STEAL action will cancel 1 STEAL action
from the opposite direction.**

BLOCK



Chop down with a whole hand between you and a pirate next to you.

BLOCK will cancel ALL hands attempting to **STEAL** by the pirate on that side of you.



SPECIAL



Flex with both arms up while calling out your **Character Ability** name.

FIRST TIME PIRATES:

We recommend playing with no **SPECIAL** actions at first. Once you get the hang of things, check out this section!



When a pirate loses a **Food Pile** from a **STEAL** action, it's payback time! They flip their **Ability Token** to the **READY** side at the end of that turn, and may now use their unique **SPECIAL** action.

READY

INACTIVE



To use a **SPECIAL** action, a pirate must strike the **SPECIAL** pose while their **Ability Token** is showing its **READY** side face up.

A **SPECIAL** action must be done with both hands. No other **ACTION** can be taken when using a **SPECIAL** action.

After using a **SPECIAL** action, whether successful or not, the pirate must flip their **Ability Token** to its **INACTIVE** side. If a pirate is stolen from on the turn they use their **SPECIAL** action, their **Ability Token** will become **READY** again.

CHARACTERS



THREE SWORD STYLE

While performing your **SPECIAL** action pose, also look left, right, or at the bag.

STEAL from both neighbors with one hand. Gain a hand pointing in the direction you look (left/right: **STEAL**, bag: **GRAB**).

"Zoro is the first to join the Straw Hat Crew. A swordsman, in whom Luffy places immense trust, his dream is to become the world's greatest swordsman."

LIGHTNING TEMPO

For each **GRAB** action a neighbor performed:

Take two **Food Token** from their **Plate** after they **GRAB**.

"Nami is the crew's navigator, who guides the ship using an abundance of sailing knowledge and an innate ability to read the weather."



FIREBIRD STAR

If a neighbor is performing an **EAT** action, before any pirate **STEALS**:

Take a **Food Pile** from their **Plate** (even Meat) and move it into your **Bento Box**.

"The Most Courageous Coward, Usopp is the sniper of the Straw Hat Crew who dreams of becoming a Brave Warrior of the Sea!"



CHARACTERS CONT.



Sanji

ATTACK CUISINE

EAT

Food Piles with only one Food Token maybe treated as your Favorite Food.

"Sanji is the chef of the Straw Hat Crew. With fast feet and a sharp tongue, he's one of the elite cooks of the sea with dreams of finding the All Blue."

GUARD POINT

Cancel **STEAL** actions pointed at you.

EAT for each pirate that attempted to **STEAL** from you.

"Chopper is the doctor of the Straw Hat Crew. Sweet foods are his favorite, and he dreams to become a miracle doctor who can cure anything!"



Chopper



Robin

CLUTCH

Neighbors performing a **STEAL** on the pirate that isn't you gain an extra hand on that **STEAL**.

If it succeeds, you take a **Food Pile** from that pirate instead of them.

"Robin is the archaeologist of the Straw Hat Crew, who has spent her life on the run from the World Government and dreams of finding the true history of the world."



Franky

SUPER!!

Attempt to **STEAL** with two hands from both neighbors.

"Franky is warm-hearted with an extremely manly personality! He is the shipwright of the Straw Hat Crew and dreams to build a ship that reaches the end of the grand line!"

YO HO HO HO!

Next round, your neighbors must repeat the **ACTION** they performed on the hand closest to you.

"Brook is the musician of the Straw Hat Crew who can play a range of instruments, and dreams of being once again united with his friend the whale Laboon!"



Brook

FISH MAN KARATE

Cancel **STEAL** actions pointed at you.

Take one **Food Pile** from any pirate that attempted to **STEAL** from you.

"Jinbe, a former Warlord of the sea, is the helmsman of the Straw Hat Crew, and dreams for humans and fish-men to be friends and equals."



Jinbe

LUFFY

Luffy will be enticed by all the **Juicy Meat** in sight. Pirates need to beware: hold on to too much meat and Luffy will come for their **Plate**!

"Luffy is the captain of the Straw Hat Crew. He eats a lot and loves feasts. His dream is to conquer the Grand Line and become the King of the Pirates."



LUFFY ATTACK

Some **Meat Tokens** are marked with **Juicy Meat**. When these **Juicy Meat Tokens** are added to a pirate's **Plate**, they advance the **Luffy Tracker** by one.

When the **Luffy Tracker** reaches zero, and after all pirates have finished their **GRAB** action, Luffy attacks!

He eats **ALL** of the **Food Tokens** on the **Plate** of the pirate or pirates who have the most **Meat Tokens** in front of them. All of the **Food Tokens** on their **Plate** are then returned to the bag. (Note: Luffy can't steal food that has already been eaten!)

After Luffy attacks, reset the **Luffy Tracker** to its starting point. All pirates who were not attacked by Luffy get a free **EAT** action (normal **EAT** rules apply).



LAST CALL

When Luffy has attacked twice, the game is almost over! For the last round, flip the **Luffy Tracker Token** to the **LAST CALL** side. Each **Juicy Meat Token** pulled advances the **Luffy Tracker** by 2.

Hurry and try to clean your Plate before the last attack!



ENDING THE GAME

The game can end in one of two ways:

- After Luffy has attacked **3** times. Pirates who were not attacked by Luffy take an extra **EAT** as normal, and then the game ends.
- If the final **Food Token** is pulled from bag. The game ends immediately and no final **EAT** action is performed by any pirate.

Pirates count all **Food Tokens** they have eaten in their **Bento Box**.

- **2** Points for each non-Meat **Food Token**
- **3** Points for each Meat or **Juicy Meat Food Token**

The pirate with the highest score in their **Bento Box** is the winner!



FAQ

What happens if multiple pirates tie for having the most Meat Tokens on their Plate when Luffy Attacks?

If multiple pirates tie for having the most **Meat Tokens** on their **Plate**, they are all attacked by Luffy.

Who picks which Food Pile to steal first if multiple pirates are using a STEAL action next to one another?

If there is a line of pirates all using **STEAL**, the pirate who is not having any **Food Piles** taken from them picks first, and then it continues down the line.

If ALL pirates are using **STEAL** in a circle, the Captain goes first!

START HERE



What if someone is using their SPECIAL action and their hand gets frozen by Brook's Ability?

That hand must remain in the **SPECIAL** action pose for the next round.

If that pirate has their **Ability Token** on the **READY** side, they may choose to use a **SPECIAL** action by raising their other hand.

If they cannot or chose not to use their ability, then the hand that has been frozen in place does nothing that turn.



Does a pirate regain their ability if they used a SPECIAL action that turn but were ALSO STOLEN from?

Yes! If a pirate used their **SPECIAL** action but were also stolen from, their ability becomes **READY** again.

Does a Favorite Food Token score as a Meat Token if a pirate uses it to EAT a Meat Food Pile?

Nope! **Favorite Food Tokens** are still worth only 2 points even if they are used to **EAT** a **Meat Food Pile**.



For a more exciting Bento Panic experience, we recommend switching seats occasionally to sit next to different pirates and have different neighbors!

For more FAQs: go to kessentertainment.co/op-bento-panic



The logo for 'Luffy's Bento Panic The Game' is centered at the top. It features the word 'LUFFY'S' in large red letters with a white outline, with a straw hat on top of the 'Y'. Below it, 'BENTO' is in blue and 'PANIC' is in red, both with white outlines. 'THE GAME' is in smaller yellow letters at the bottom. To the left of the text is a blue fork and spoon, and to the right is a red bento box with a white bone sticking out. The background is light blue with vertical stripes.

LUFFY'S BENTO PANIC THE GAME

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HOW TO PLAY

Pirates must all signal they are ready by pointing both hands up into the air before the countdown can begin.

The Captain counts down: **3, 2, 1, Go!**

On "GO" all pirates perform an **ACTION** with each of their hands:

GRAB  : Take 2 random **Food Tokens** from the bag.

EAT  : Take 1 **Food Pile** and put it into your **Bento Box** for scoring.

STEAL  : Take 1 **Food Pile** from the pirate being pointed at.

BLOCK  : Cancel any hands pointed at you from that side.

SPECIAL  : Use the **Character Ability** on your character dashboard.

ACTIONS resolve in the following order:

STEAL → **EAT** → **GRAB**

If the **Luffy Tracker** is at zero, Luffy attacks after all pirates have resolved their **ACTIONS!** The pirate or pirates with the biggest **Meat Food Pile** on their **Plate** return all **Food Tokens** on their **Plate** to the bag.

Pirates who were not attacked by Luffy get **1 EAT** action, then reset the **Luffy Tracker** to its starting point. If Luffy has attacked 2 times, flip the **Luffy Token** to the **LAST CALL** side.

When all **Food Tokens** have been drawn from the bag, or when Luffy has attacked 3 times, the game is **over!**

Otherwise, when all pirates are ready, they point their hands into the air and the next round begins.

SCORING

At the end of the game, pirates count the food that they have eaten and placed in their **Bento Box**. The pirate with the highest score wins!

2 Points for each **Food Token**

3 Points for each **Meat Token**

