

萬貓的慶典



3~4 players

20~40 mins

7 and up
Suggested Ages

Table of Contents

1. Story	2
2. Components	2
3. Game Overview	5
4. Game Setup	5
5. Flow of a Game Round	8
5-1. Check Season Phase	8
5-2. Play a Card Phase	
5-3. Reveal Played Cards Phase	10
5-4. Take a Card Phase	
5-5. Take a Booze Token Phase	12
5-6. End of a Round	
"Example: At the start of the 6th round"	13
6. VP Calculations and Details on Card Icons	14
Special effect of Crow icon	15
7. End of a Game	18
8. Determining the Winner	18
9. Experienced Rules	19
10. Advanced Rules	21
11. 3 Players Rules	24
12. Game Tips	25
13. FAQ	26
14. Words from the Designer	28

1. Story

Cats all over the country are always looking for their next feast. They love "Fish" and they can't celebrate without "Booze". As long as they have both, they are all happy!

Be careful though! **Even cats will get plastered if they drink too much!**
(Always drink responsibly!)

Enjoy the feast by collecting "Fish" and "Booze"!

2. Components

Some components **are not used when playing with the basic rules**. Put them back in the box. (They are marked "For Experienced Rules" and "For Advanced Rules")

(1) Number Cards : 38

• Season Cards : 36 (9 each × 4 seasons)

There are 4 seasons: **"Spring", "Summer", "Fall", and "Winter"**.

Each season is represented by an icon at the top left corner of the card.



: Spring



: Summer



: Fall



: Winter



• YOROZU (萬) Cards : 2

YOROZU Cards are not associated with a season. Their values are "0" or "13".
Icon at the top left corner of the card is **"萬"**.



(2) No More Season Cards: 12 (3 each × 4 seasons)

There are 4 seasons: "Spring", "Summer", "Fall", and "Winter".



(3) Score Multiplier Cards: 12 (12 types)

For Experienced Rules

There are 3 types: "甲", "乙", and "丙". Each type has a number from 1 to 4.



"甲-1" to "甲-4"
Same for "乙" and "丙"

(4) Season Marker Sheet: 1



· 4 Season Tokens
(1 for each season)



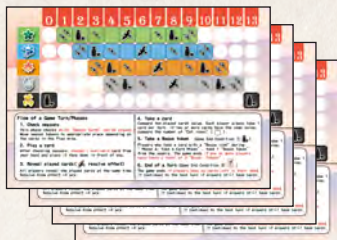
(5) Score Sheet: 1



· 8 Point Tokens
(2 for each player color)



(6) Player Aids: 4



(7) Other Tokens

- 10 Booze Tokens



- 16 Season Multiplier Tokens (4 for each season)

For Advanced Rules



4 each of
Spring, Summer, Fall, Winter

(8) Rulebook: 2 (Chinese/English)

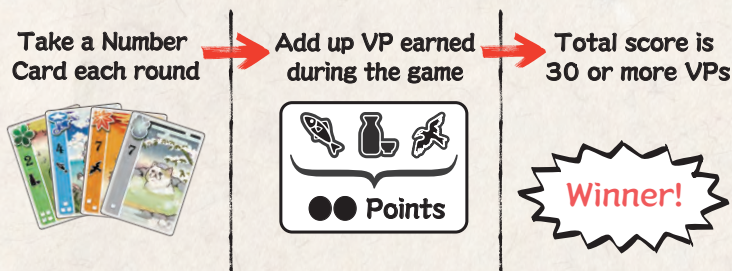


3. Game Overview (The goal and the flow of the game)

The game is played over multiple rounds, and each round consists of multiple phases. During each round, **players will play a Number Card** from their hand and **take a Number Card** based on the card they played.

At the end of the game, each player scores victory points (VP) based on the Number Cards they took during the game. Each Number Card **has 1 of the 3 icons (Fish, Booze, or Crow)** and they score differently. Players sum up the VP earned from each of their cards and add it to their score. The game is played multiple times until **one or more players have scored a total of 30 or more VPs**.

Note: There are some cards without any icon.



4. Game Setup

4-1. Season Marker Sheet

Place the “Season Marker Sheet” where all players can see, and put “Season Tokens” on the sheet as shown in the picture on the right.



4-2. Deal Number Cards (Season Cards with a Booze icon)

Gather all “Season Cards with a Booze icon” (8 cards total). Shuffle and deal 2 cards to each player. “YOROZU Cards” (cards with a value “0” or “13”) have a Booze icon on them but they are not Season Cards, so do not deal these out now.

4-3. Deal Number Cards (except Season Cards with a Booze icon)

Shuffle the remaining of the "Number Cards" (including "YOROZU Cards"). Place 2 cards face up at the center of the play area, and deal the remaining cards to each player evenly. (Each player should get 7 cards). At the end of the setup each player should have a total of 7 "Number Cards" (some "Season Cards" and some "YOROZU Cards") and 2 "Season Cards with a Booze icon", for a total of 9 cards.

Exception : ask to re-deal all the cards

If a player gets 3 or more "Number Cards with a Crow icon" then they may optionally ask to re-deal all the cards. The player does not have to ask for it if they do not want to.

"Season Cards with a Booze icon" (8 cards)

1



Shuffle "Season Cards with a Booze icon" (8 cards) and deal 2 cards to each player.

The remaining "Season Cards" and "YOROZU Cards" (30 cards)

2



Shuffle them (30 cards) together



Place 2 cards face up at the center of the play area. Place the card with a lower value on the left and a higher value on the right.

Note: See P12 if both cards have the same value



Deal the remaining cards to each player. (Each player should get 7 cards)

4-4. Set Booze Tokens

Place 10 "Booze Tokens" within the reach of all players.



× 10

4-5. Distribute Player aids

Distribute 1 "Player Aid" to each player.



Upper part of Player Aids :
Distribution of Season Cards

Lower part of Player Aids :
Summary of game phases

Example: Initial setup for 4 Players

Season Marker Sheet



Player's hand
(9 cards)



Booze Tokens



× 10



Player's hand
(9 cards)



Player's hand
(9 cards)

(Play Area)
2 face up Season Cards
in the Play Area



(Left)

Lower value



(Right)

Higher value



Player's hand
(9 cards)

Note: Each player should now have:

- 2 "Season Cards with a Booze icon"
- 7 "Season Cards without a Booze icon" and "YOROZU Cards" (if any)

5. Flow of a Game Round

Each game round consists of **6 phases**. The game plays over multiple rounds with a maximum of 9 rounds per game, or until either Game End Condition ① or ② has been met.

At the end of the game, each player sums up the total VP that they earn during the game.

1. Check seasons → 2. Play a card → 3. Reveal played cards →
 4. Take a card → 5. Take a Booze Token (Game End Condition ①) →
 6. End of a round (Game End Condition ②)
- Continue to the next round... and so on

5-1. Check Season Phase (Skip this phase if you are familiar with the game)

This phase **checks which "Season Cards" can be played in "Phase 2: Play Phase."** Move the "Season Token" matching the seasons of the 2 face up "Season Cards" in the Play Area.

- Place "Season Token" on the top row for each season showing on the face up cards.
- Place "Season Token" on the bottom row for each season not showing on the face up cards.

Seasons with "Season Token" on the bottom row can be played during the round.



Face up cards in the Play Area are "Spring" and "Fall"

Place the tokens on the top row for "Spring" and "Fall".
Place the tokens on the bottom row for "Summer" and "Winter".

5-2. Play a card Phase

Choose 1 card from your hand and **place it face down** in front of you.
There are restrictions on which cards you can play.

Note: Cards that you can play

- You may only **play a card of a season not showing in the Play Area.**
- In other words, you **cannot play a card of a season showing in the Play Area.**
- You may play **"YOROZU Cards"** regardless of the seasons showing in the Play Area.

Continue to next phase after everyone has played a card face down.

When playing a card, check whether you can play the card by looking at the “Season Marker Sheet” until you have mastered the game rules.



Example:

The Season Tokens are as shown:

- “Spring” and “Fall” are on the top row.
- “Summer” and “Winter” are one the bottom row.

This means that **you can only play a Summer or a Winter card**. Let’s see more examples below:

Ex1: Face up cards show 2 different seasons: **You can choose from 2 seasons**
Play Area: Spring and Fall → You can play: Summer or Winter

Ex2: Both face up cards show the same season: **You can choose from 3 seasons**
Play Area: Fall and Fall → You can play: Spring, Summer or Winter

Ex3: One of the face up card is a “YOROZU Card”: **You can choose from 3 seasons**. Since “YOROZU Card” does not belong to any season, it does not restrict the cards you can play. Therefore when playing the card you can choose from 3 seasons.

Play Area: Fall and YOROZU → You can play: Spring, Summer or Winter

Ex4: Both face up cards are “YOROZU Card”: **You can choose from all 4 seasons**
Play Area: YOROZU and YOROZU → You can play: Spring, Summer, Fall or Winter

Important! If you have no legal cards to play in your hand:

If you don't have any legal cards you can play, then you may simply play any Number Card from your hand. Do not tell other players that you do not have a legal Season Card to play during “Phase 2: Play Phase”. When you reveal the played card during “Phase 3: Reveal Played Card Phase”, tell other players that you did not have a legal Season card.

Resolve “Phase 4: Take a Card Phase” as usual. In other words, the player who played the illegal Season Card still takes a card as if he played legally.

Take the corresponding “No More Season Card” to indicate that you do not have those Season Cards in your hand. **Place them face up in front of you so that all players can see**. Discard all “No More Season Card” at the end of the game.

NOTE: Taking “No More Season Card” has no negative effect. You do not have to take a “No More Season Card” after Round 8 because there is only one card left to play in Round 9 (Players do not have any choice in Round 9).

Example: Face up cards: Spring, Summer → You may play: Fall or Winter.
If you only have Spring and Summer cards in your hand:

- ① Play a Card Phase: play any one card from your hand.
- ② Reveal Played Cards Phase: Announce that you did not have any Fall or Winter card when you reveal your played card → Take “No Fall Card” and “No Winter Card.”
- ③ Place them face up in front of you. (Discard them at the end of the game)

Face up cards: Spring, Summer




No Fall and Winter
cards in hand



Play a Spring or Summer card and
take No Fall card and No Winter Card



5-3. Reveal Played Cards Phase

All players reveal the played cards simultaneously. If both “YOROZU Card” and “Season Card with a Crow icon” () have been played, then those players swap the played cards.

(See “Icon details: Crow icon” section (P15) to see how “Crow icon” works.)

5-4. Take a Card Phase

According to the cards revealed in “Phase 3: Reveal Played Cards Phase,” each player follows the Rules for Taking a Card, and takes a card.

Each player always take **1 card per round**. Players keep the taken cards face up in front of them (For an example, please see P13).

As mentioned before, if you don't have any legal card that can be played, you may simply play any Number Card from your hand. At this time, you still follow the Rules for Taking a Card and take a card.

Note: This means that even if you didn't play a legal card, you still take a card as usual.

Each player places the taken cards in front of them from left to right.
Any player can look at the taken cards at any time during the game.



5-4-1. Rules for Taking a Card

After revealing the 4 cards in "Phase 3: Reveal Played Cards Phase," the players who played the card with the highest value and the card with the lowest value take one of the 2 face up cards in the Play Area.

- The player who played the **highest valued card** takes the **higher valued card of the 2 face up cards** in the Play Area.
- The player who played the **lowest valued card** takes the **lower valued card of the 2 face up cards** in the Play Area.

The other players (players who didn't play the highest valued card or the lowest valued card) **take the card they played.**

The lowest and the highest valued cards played this round **become the new 2 face up cards in the Play Area** for the next round. Place the lower valued card on the left and the higher valued card on the right.

Example:



Play Area: Spring and Fall → You can play Summer or Winter

Number cards revealed this round

Player A	Player B	Player C	Player D
			
lowest valued card			highest valued card



Cards in the play area for the next round




Lowest and highest valued card played this round.

Cards taken this round

Player A	Player B	Player C	Player D
			
The lower valued card taken from the play area.		The higher valued card taken from the play area.	

5-4-2. When multiple cards have the same value

When two or more cards have the same value, compare the number of “Cat icons” () at the bottom left corner of the card.

Example:



More Cat icons



Fewer Cat icons

“Spring 4” has 4 “Cat icons”
“Summer 4” has 3 “Cat icons”

Consequently, “Spring 4” has a higher value than “Summer 4”.

Each season has the following number of “Cat icons”



Each season has a different distribution of Number cards.
Pay attention to the “highest” and “lowest” value
a player can play this round!

Note: Refer to your Player Aid to know the Number Card distribution.

5-5. Take a Booze Token Phase



← Booze Token

Players who took a card with a “Booze icon” during “Phase 4: Take a Card Phase”, take 1 “Booze Token” from the supply.

Game End Condition ① :

The game ends if one or more players have taken a total of 3 “Booze Tokens”.

5-6. End of a Round

Game end condition ② :

The game ends when players have no cards left in their hand. The game continues to the next round if players still have cards left in their hand.

The game continues starting with “Phase 1: Check Season Phase”.
Repeat phases 1 to 6 until one of the Game End Condition is met.

Note: You will play a maximum of 9 rounds per game.

Example : At the start of the 6th round

To understand more about how the game plays, here is an example setup at the start of the 6th round.

Until now, all players:

- Played 5 cards
- Took 5 cards
- 4 cards left in their hand

Differences amongst players:

- Number of "Booze Tokens" (matches the number of "Booze icons" on the cards they have taken)

Player A's Hand

Cards taken by Player A



Player D's Hand



Cards taken by Player D



Place your "Booze Tokens" in front of you. Make them visible to all players.

Remaining Booze Tokens in supply: 4



Play Area

2 face up Number Cards



Left
Lower value



Right
Higher value



Cards taken by Player B



Player B's Hand

Cards taken by Player C




Place the cards face up in the order they were taken from left to right

6. Victory Point Calculations and Details of Card Icons

Each “Number Card” has **0 to 2 Icons (Fish, Booze, or Crow)** which gives VP. The sum of the VP you gain from these icons is your score for that game.

Note: There are some cards without any icon.

*** Fish icon** ( 1 ~ 2 icons per card)

Score 1 VP for each Fish icon. Collect as many as you can to maximize your score!



Do your best to take the “Season Cards” with 2 Fish icons!



*** Booze icon** ( 1 icon per card)

You only want to collect a certain number of Booze icons.

VP scored from Booze icons

1~2 Booze: Score 2 VP for each Booze icon

3 Booze: Score no VP from Booze icons, and lose half of VP scored from Fish icons (rounded up)

Note: Drink in moderation or else you will lose some of the Fish you earned!



If a player has collected a total of 3 Booze icons, they must have taken 3 Booze Tokens. This would trigger the end of the game. (Game End Condition ①)

Remember: “Try to get 2, but don’t get 3 Booze icons!”

Note: Of course, you are safer if you don’t collect any Booze icon. But **try to take some** to maximize your score!

*** Crow icon** ( 1 icon per card)

Score -1 VP for each Crow icon. (The crow has stolen one of your Fish!) This icon has a special effect during “Phase 3: Reveal Played Cards Phase.”



Special effect of a Crow icon

During “Phase 3: Reveal Played Cards Phase,” if a “Season Card with a Crow icon” and a “YOROZU Card” (a card with value 0 or 13) are both revealed, then those players swap their played cards.

Note: Try to guess when your opponents will play “YOROZU Card”. Play your Crow icon at that time to take an advantage! Let’s see an example.

Example: Special Effect of Crow icon



Play Area: Spring and Fall → You can play Summer or Winter



Crow icon's special effect causes Player B and D to swap their cards!

Revealed Number Cards (**Before** resolving the special effect)



Play Area: Spring and Fall → You can play Summer or Winter

Revealed Number Cards (**After** resolving the special effect)



Face up cards for the next round

Cards taken by each player



Took a card with 2 Fish icons!

Took a card with a Crow icon (-1VP)

If 2 or more Crow icons are revealed at the same time:

Only resolve the Crow icon where its card value is closer to the card value of "YOROZU Card."

Note: The other Crow icon does not resolve its effect.

Example 1: YOROZU 0, Summer 6, Fall 7, Winter 8

Revealed Number Cards (Before resolving the special effect)



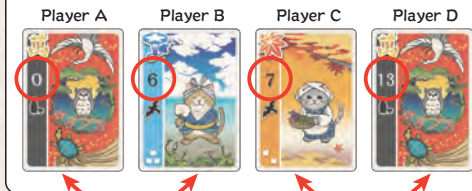
There is only 1 card with Crow icon each season and they all have different values. (Spring 5, Summer 6, Fall 7, Winter 8)

There were 3 cards revealed with Crow icons. Only the card with its value closest to that of "YOROZU Card" resolves its special effect. In the example above, **only Summer 6 card resolves its Crow icon effect**. Do not resolve the Crow icon effect of Fall 7 and Winter 8. Consequently, Player A and Player B swaps their revealed Number Cards.

Note: If the "YOROZU Card" with value 13 was revealed instead of value 0, then Winter 8 would resolve the Crow icon effect.

Example 2: YOROZU 0, Summer 6, Fall 7, YOROZU 13

Revealed Number Cards (Before resolving the special effect)



Each Crow icon resolves its effect against a "YOROZU Card" with a closer value. In this example, Player A and Player B swap their revealed Number Cards, **and** Player C and Player D swap their revealed Number Cards.

If two "YOROZU Cards" and 1 Crow icon are revealed:

The player who played the Number Card with a Crow icon chooses which "YOROZU Card" to swap with.

Example 3: YOROZU 0, Summer 6, Fall 7, Winter 8

Revealed Number Cards (**Before** resolving the special effect)



Player B chooses which "YOROZU Card" to swap with.

Note: You may want to target the player who have more VPs...

Example: VP calculation

* Only 2 Booze icons (2 VP for each Booze icon)

Total: 8VPs

<p>5 icons 1 VP x 5 = 5 VPs</p>	<p>2 icons 2 VP x 2 = 4 VPs</p>	<p>1 icon -1 VP x 1 = -1 VP</p>	<p>No icons 0 VP</p>
-------------------------------------	-------------------------------------	-------------------------------------	--------------------------

* 3 Booze icons (Gain no VP from Booze icons and only 1/2 VP for each Fish icon) Total: 2VPs

<p>5 icons 1 VP x 5 = 5 VPs 5 VPs / 2 = 2.5 VPs → 3 VPs</p>	<p>3 icons 0 VP x 3 = 0 VP</p>	<p>1 icon -1 VP x 1 = -1 VP</p>	<p>No icons 0 VP</p>
---	------------------------------------	-------------------------------------	--------------------------

7. End of a Game (After 1 Game)

When the game ends, each player calculates the VP scored in the game and uses a "Point Token" on the "Score Sheet" to indicate their score.



The end of the first game:

Each player takes 2 "Point Tokens" of their color and follows the rules below. ① to indicate player's score, put one of the point tokens on the score sheet. ② put the other point token in front of the player to indicate their color.

Example:

Blue player earned 8 VPs in the first game, place blue "Point Token" on 8.

If blue player earned 7 VPs in the next game, move the blue "Point Token" from 8 to 15.

8. Determining the Winner (After several games)

If one or more players have scored a **total of 30 or more VPs** at the end of a game, then the game is over. **The player who scored the most VPs** is the winner.

If multiple players are tied for the most VPs, then play 1 more game to determine the winner. If players are still tied after the last game, then all tied players share the victory!

Note: Go back to 1 to indicate a score higher than 35 VPs.

Notice on you first play!

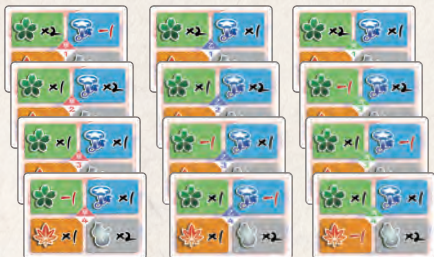
You may want to end your first play when **a player reaches 20 VP**. This game may feel difficult to score points until you are familiar with all the game rules.

In this situation, announce "Let's play until ●● VPs!" before starting your first game.

20 VPs is just a suggested number. If you feel that 20 VPs is too short, then increases it to 25 VPs and then to 30 VPs gradually.

9. Experienced Rules

Once you are familiar with the basic game rules, try playing the game with Experienced Rules. In this rule, You will use "Score Multiplier Cards".



There are 3 sets of "Score Multiplier Cards", they are "甲", "乙" and "丙". There are 4 types per set, for a total of 12 cards.

9-1. Changes to the Rules

The VPs you score from Fish icons of each season will be different between players. Each player starts the game with 3 "Score Multiplier Cards". At the start of each game, each player chooses which "Score Multiplier Card" to use in that game. At the end of that game, each player multiplies the number of Fish icon they took during that game with the score multiplier indicated on the chosen card.

Note: VPs of Booze icons and Crow icons are not affected.

9-2. Dealing Score Multiplier Cards

Shuffle all 12 "Score Multiplier Cards" and deal 3 to each player during "5. Game Setup".

9-3. Choosing Score Multiplier Card

After the game setup, each player chooses which "Score Multiplier Card" to use for the game, starting from the start player and following clockwise, each player chooses "Score Multiplier Card" after they have looked at their Number Cards in their hand.

* Determining Start Player

The player with the lowest score (VPs) decides who will be the start player for the game. **Starting from the start player and following clockwise**, each player chooses which "Score Multiplier Card" to use. Since everyone has 0 points at the start of the first game, determine the start player randomly.

9-4. Calculating Victory Points

Fish icons score differently when playing with Experienced Rules. For each season, each player multiplies the number of Fish icon they took with the score multiplier value indicated on their "Score Multiplier Card" for that season.

Note: VPs of Booze icons and Crow icons are not affected.

Example 1:



Player's
"Score Multiplier
Card"

Number Cards Taken:

"Spring
x 2"

Total: 5 VPs



2 VP x 2 = 4 VPs



-1 VP (Unaffected)



2 VPs (Unaffected)

"Summer
x -1"

Total: -3 VPs



-1 VP (Unaffected)



2 VP x -1 = -2 VPs

"Fall
x 1"

Total: 2 VPs



2 VPs (Unaffected)

"Winter
x 1"

Total: 1 VP



1 VP x 1 = 1 VP

Total: 5 VPs

* If you took 3 Booze icons

Firstly, calculate your victory points from Fish icons the same as shown in example above. Then, divide the VPs by 2 (rounded up). Finally, add the negative VP(s) from Crow icons.

Example 2: If you had 3 Booze icons in the Example 1 above:

VPs from Fish icons: Spring 4 VPs, Summer -2 VPs, and Winter 1 VP
→ Total 3 VPs

Halved due to 3 Booze icons: 3 VPs → 1/2 VP (rounded up) → Total 2 VPs

Negative VP from Crow icons: Total -2 VPs

Total: 0 VP

Note: You subtract 2 VPs after halving the VP due to Booze icons.

Try your best to avoid taking Fish icons for "x -1" season!



9-5. End of a Game (After 1 Game)

After completing a game, discard the chosen "Score Multiplier Card". You will choose another "Score Multiplier Card" from the remaining cards at the start of the next game. After completing 3 games, shuffle all 12 "Score Multiplier Cards" and deal 3 cards to each player. Repeat this every 3 games.

9-6. Determining the Winner (After Several Games)

The game winning condition is the same as the basic game. The game ends when a player scored a total of 30 or more VPs. The winner is the player who scored the most VP.

10. Advanced Rules

Once you are familiar with the Experienced Rules, try playing the game with Advanced Rules. In this rule, you will use "Season Multiplier Tokens".

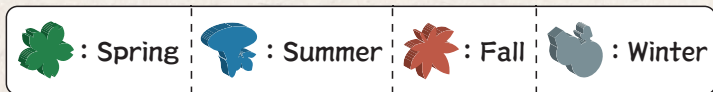
Note: No need to use "Score Multiplier Cards".

10-1. Changes to the Rules

Score multiplier for your next game changes depending on the "Season Multiplier Tokens" you take during the game. You will take "Season Multiplier Tokens" at the end of each game according to the "Booze icon" you collect during the game.

10-2. Game Setup

Place all 16 "Season Multiplier Tokens" within reach of all players. Each of these tokens match the corresponding seasons.



At the start of the first game during the game setup, each player take any 3 tokens. The 3 tokens you choose must be of different seasons. This happens after each player has looked at their Number Cards in hand (**players should check their hand** before choosing which tokens to take). Determine the order by playing rock-paper-scissors or any other way agreed by all players. Players then take tokens in this order.

Note: Keep the remaining tokens in supply area. They will be used when players take tokens in step 10-4 and 10-5.

Note: Refer to the rules in "10-5. Preparing for the Next Game" for all subsequent games.

10-3. Calculating Victory Points (Discard Tokens)

For each season, each player multiplies the number of Fish icon they took with the number of tokens they own for the season.

Example:

- You have 0 "Spring" multiplier tokens → $\times 0$ VP for each Spring Fish icon
- You have 1 "Spring" multiplier token → $\times 1$ VP for each Spring Fish icon
- You have 2 "Spring" multiplier tokens → $\times 2$ VPs for each Spring Fish icon

Note: You won't have 2 of the same Season Multiplier Tokens in your first game, but you might have the same Season Multiplier Tokens in the following games.

The score calculation is similar to "Experienced Rule". Check up P20 to know how to calculate your VP. The main difference is that **there is a " $\times 0$ " multiplier in this rule**. It means that you might score 0 VP for a specific season no matter how many fish icons you have for that season. If you don't have any corresponding "Season Multiplier Token", you get 0 VP for that season.

All players discard their tokens and put those tokens back in the supply after they have calculated their score for this game. In other words, each player won't keep any tokens after each game. Place all 16 tokens together within reach of all players.

10-4. End of a Game (Take Tokens ①)

At the end of a game, each player checks the "Number Card with a Booze icon" they have taken.

For each "Number Card with a Booze icon", they take the corresponding token for the card's season. **Each player may only have up to 2 tokens of each season**. Players take tokens from the supply.

Note: If you have "YOROZU Card" then **you may take any token**.

Example:



: Spring



: Winter

In this case, you take a "Spring Multiplier Token" and a "Winter Multiplier token" if you have "Spring 2" and "Winter 11".

If you have 3 “Number Cards with a Booze icon” then you take 3 tokens.
If you have no “Number Card with a Booze icon” then you take no token.

In the advanced game, you will have an **advantage in the next game** after taking 3 Booze Tokens, even though you may score only a few points in the current game.

If you didn't take any Booze Token, then you will be in a **tough situation in your next game!**

Be aware! Booze Token will play a more important role in the advanced game!



10-5. Preparing for the Next Game (Take Tokens ②)

At the start of each game (after first game) each player takes any 1 token they want. **Starting from the player who have the lowest score (VPs) and following clockwise, Players may take a Season Multiplier Token that they already have.**

There are only 4 tokens of each season. If there is no token left of a season, **no one can take a token of that season anymore.**

10-6. Determining the Winner (After Several Games)

The game's winning condition is the same as the basic game. The game ends when a player has scored a total of 30 or more VPs. The winner is the player who scored the most VPs. With experienced players you may think that 30 VPs game is too short. In this case, decide on a winning score (VPs) before starting the first game.

11.3 Player Rules

This game is recommended with 4 players, but you can play with 3 players. When playing the game with 3 players, the rule changes as follows:

11-1. Differences from 4 Player Rules

The basic rules are the same as 4 player rules, however there will be 1 dummy player. Details are in the following sections.

11-2. Game Setup

Deal 9 cards to 4 players by following the 4 Player Rules. Each human player takes the dealt cards as their hand, and the remaining cards become the “dummy deck”. Shuffle the dummy deck and create a face down deck.

11-3. Play Phase

During “Phase 2: Play a Card Phase” reveal the top card of the dummy deck. Treat this card as the card played by the dummy player, even if the card’s season matches one of the seasons of the face up cards in play area.

All other players play a card face down as usual.

11-4. Reveal Played Card Phase

Reveal the 3 cards played by the human players and resolve “Phase 4: Take a Card Phase” as usual.

11-5. Gain a Booze Marker Phase

Dummy player does not take a Booze Token even if they take a “Number Card with a Booze icon”. Therefore, the game does not end even if the dummy player takes 3 “Number Cards with a Booze icon”.

11-6. Experienced Rules

Deal 4 “Score Multiplier Cards” to each human player. Do not deal “Score Multiplier Cards” to the dummy player.

11-7. Advanced Rules

Dummy player does not take any token. Take 1 token of each season and put them back in the box. They are not used in the game.

12. Game Tips ✖️ Spoiler Alert! Skip this section if you wish to analyze the game yourself!

- * For your first few plays, try your best NOT to take any “Number Cards with a Booze icon.” It is better not to risk losing points.
- * Range of values on the Number Cards differ by 1 for each season. Always check which Number Cards have been played when choosing a card to play.
- * If you do not have a choice but to take a card with a Booze icon, it might be worth playing one of your “Number Card with a Booze icon” from your hand.
- * If you are sure that you can take one of the face up cards this round, then you already know 1 of the 2 face up cards for the next round. Try to plan your next play.
- * Players should be changing their strategies based on the values of the face up cards. Try to guess which players want/don't want to take the face up cards.
- * Lowest and highest valued cards of each season have two Fish icons. It is difficult to gain these cards on the round you play it, but if you can guess the timing when other players are also playing a season's lowest or highest card, then...



13. FAQ

If you can't find the answer you want, please check the designer's website for the latest updated rules and errata.

Q1: I have no legal Number Card to play except YOROZU Card. Do I have to play my YOROZU Card?

A1: No you do not have to. You may play YOROZU Card at any time. (See P9 for more details).

Q2: Is Season Check Phase necessary?

A2: No. You can skip this phase if all players are familiar with the game rules and can easily identify which season can be played by looking at the face up cards.

Q3: If I don't have a legal Number Cards to play and plays any card from my hand, do I still take a card?

A3: Yes. Please follow the basic rules and take a card. (See P10 for more details). Your action will be unpredictable when you play a Season Card that matches one of the face up cards. This is a good way to take an advantage if you plan well.


Q4: Does "No More Season Card" have any negative effect?

A4: No, there is no negative effect. If a player has a specific "No More Season Card", but he plays the season card in later round, please correct him. This is against the rules!

Q5: One of the face up cards is a YOROZU Card. Which season(s) can I play?

A5: YOROZU Card doesn't affect the card you can play. (See P9 for more details).

Q6: Some of the revealed cards have the same values. Which card is considered higher/lower?

A6: Compare the number of "Cat icon" (). (See P12 for more details).

Q7: Multiple cards with a Crow icon and YOROZU Number Cards were revealed. What will happen?

A7: Only resolve the Crow icon with a card value closer to that of YOROZU card. (See P16 for more details.)

Q8: When I have 3 Booze tokens, do I lose half of the VPs scored from Fish icons first, then subtract VP lost from Crow icons?

A8: Yes, you will halve your VPs from Booze tokens first. Then subtract VPs lost from Crow icons. Calculate your victory points from Fish icons. Then, divide the VPs by 2 (rounded up). Finally, add the negative VP(s) from Crow icons. (See P17 and P20 for more details.)

Q9: If there is a tie among the players, players play one more game to break the tie. Can any player win the game after the last game even if they were not tied in the previous game?

A9: Yes, any player with the highest VP is the winner after the last game.

FAQ for Experienced Rules and Advanced Rules

Q10: "Experienced, Advanced Rules" Does the multiplier affect all icons?

A10: No, it only affects Fish icons. (See P19 and P20 for more details.)

Q11: "Advanced Rules" If I took 2 tokens of the same season at the end of the game, can I take a third token of the same season when preparing for the next game?

A11: No, you may not. You may only have **a maximum of 2 tokens of the same season at any time.**

Q12: "Advanced Rules" What happens if there are multiple players with the lowest score (VPs)?

A12: Please use any ways agreed by all players to break ties.

Q13: "Advanced Rules" If I took YOROZU Card, do I take a token at the end of a game?

A13: Yes, you may take a token of any season.

Q14: "Advanced Rules" Among the players who took YOROZU Cards, who takes the token first?

A14: Player who took the "0" YOROZU Card takes the token first.



14. Words from the Designer

My goal with this game was to try something new with “everyone reveal your cards at the same time” mechanics.

Please enjoy the strategic mechanics not found in other similar games. Also I hope you like cats! :)

I would like to ask one favor of the veteran players. Please don't tell the new players what to do (you should help them without giving orders).

I've always felt that understanding a game's mechanics and figuring out how to play well is a big part of the fun.

Good luck and have fun!

Special Thanks : To all our play testers

Game Designer: Fukutarou

Illustration: Satsuki Nakayama

English translation: Dan Kobayashi

English editing/layout: The Wood Games

Designer's Website: <http://fukuroudou.info/>

Designer's Twitter: @Fukuroudou_8

Website: www.thewoodgames.com

Facebook: www.facebook.com/dasholzspiele/

E-mail: dasholzspiele@gmail.com

