MANEKINECOLLECTION

まねきねこれくしょん

Reiner Knizia

The carefree cats who spend their days cozily and carefree love everyone's attention. They are always on the lookout for an opportunity to get attention, anywhere and at any time. One day, the cats learned of the existence of "Manekineko(beckoning cats)" that bring good fortune, and they began climbing onto the kotatsu table to prove that they were the cats that brought the most good fortune.Collect lots of cute cats and pet them!

2-4 人   30 分   8 歳以上

Objective of the game

By catching "Zabuton Neko" you earn points, and the player with the highest total score at the end of the game wins.
Collect more "Zabuton Neko" than anyone else!

【Components】

Manekineko：6

6

Kotatsu board :3

Cat pieces：30

5   5   5

5   5   5

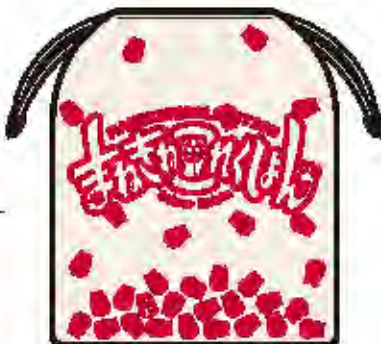All the "cat pieces" except for black-cat have one piece each holding a "gold coin" and a "cat can."

2

Tatami board :6

Bag :1

Bonus tile :4

Rulebook :1

Cat cards :72 (6 colors * 12 cards)

Front

Back

Summary cards :4

Please have one for each.

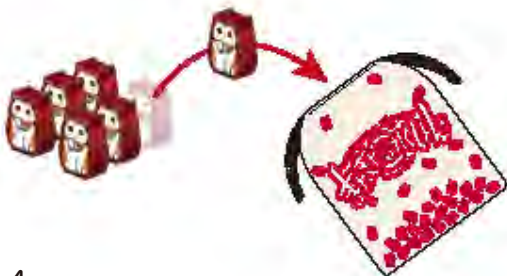## Zabuton tiles :30 (6 colors * 5 pieces)

Front

Back

Front

Back

【SETUP】

1 Refer to the page on the right to prepare the "Kotatsu Board" and "Tiles" etc.

2 Draw a "Cat Piece" from the "Bag". Draw the "Zabuton Tile" that corresponds to the piece's color and place them together. This is called an "Zabuton Neko". Place two "Zabuton Neko" on each "Kotatsu Board".

Zabuton + Neko

*This process is repeated many times during the game.

3 Put one 🐱 in the "bag". Keep the rest together in an easy-to-find place.

4 Each player draws three "Cat Cards" from the "Deck" and holds them as their "Hand" so that other players cannot see them.

4

1

Zabuton tiles should be shuffled and grouped by color.

Shuffle cat cards to make a "deck".

"discard pile"

Put all cat pieces in the bag.

Manekineko is put in step **3**

Place the three kotatsu boards side by side in the center of the table.
Then set a color-matched tatami board on each.

Leave space in front of the tatami board.

【How to assemble the Kotatsu board】 Assemble it into a box shape with the ▮ part inside.

【How to play】

Determine who has recently touched the cat or the starting player, as appropriate.

The following moves "1" and "2" are then played in clockwise order.

1 Play the cat card

Choose Cat Cards from your hand and place it face up in front of one of the Kotatsu Boards.

The Cat Cards are lined up in front of the Tatami Board of the color that corresponds to the player.

2 Draw the cat cards

Draw Cat Cards from the Deck until you have 3 cards in your hand.

If you run out of deck, shuffle the discard pile cards and make a new deck.

Rules for playing cat cards

Up to three cat cards can be placed in one place.

The card can be played in one of the following three ways.

① Where there are no cat cards, you can play one or two.

or

② Two cards must be played where there is one cat card.

③ One card must be played where there are two cat cards.

*You cannot play two cat cards one at a time on different kotatsu boards.

There is space on all of the Kotatsu Boards, so you can place a Cat Card anywhere

There are three cat cards on the right kotatsu board, so they can only be left or center.

Since there are three cat cards each on the left and in the center, they can only be played on the right.

【Get Zabuton Neko】

Once everyone has played three cat cards on one kotatsu board, do the following **1** **2** **3**

1 <u>Showdown</u>   Compare the strength of the "hands" each player has made. (Page 9)

2 <u>Get Zabuton Neko</u>   Get "Zabuton Neko" by the following.

3~4 players	The player with the strongest hand will check the front sides of the two "Zabuton tiles" without the other players being able to see them, and take the Zabuton Neko of their choice. The player with the second strongest hand will take the remaining Zabuton Neko.

2players	**The player with the strongest hand** gets both of Zabuton Neko.

3 <u>New Zabuton Neko sets</u>

All Cat Cards on that Kotatsu Board are discarded. After that, place a new Zabuton Neko in the same way as in **2** [Setup (Page 4)].

If you have a Zabuton tile that is out of stock, take one of each color. Place them in a bag.

If multiple colors run out at the same time, place the same number of colors in the bag.

The number of in the bag is increasing rapidly.

After drawing an from the bag, place the between

the kotatsu boards and draw the frame from the bag again.

If s are drawn in succession, the process is repeated.

The game ends immediately after the third is drawn. (page 12)

1st   2nd

8

【How to Form Hands and Judge Strength】

The strength of the game is determined by the color combination of the two cats pieces on the kotatsu board and the three cat cards played by each player.

First, "1" is compared, then "2" if there is a tie, and "3" in that order.

1 Strength of Combination (Hands)

Strong

5cats		Same color ✕ 5
4cats		Same color ✕ 4
cathouse		Same color 3 ✚ 2
3cats		Same color ✕ 3
two pair		Same color ✕ 2 (2 sets)
one pair		Same color ✕ 1 (1 sets)
solocat		There is no same color

Weak

Played Cat cards

Cat pieces on the Kotatsu

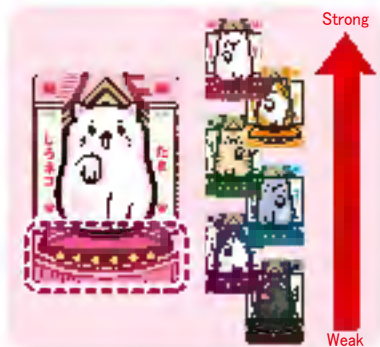2nd cathouse

two pair

1st 4cats

3cats

2 Cat Card Ranks

The rank of Cat Cards is determined by the number of ⭐ .

First, compare the ranks of 🟥 and 🟩 , and if they are the same, compare them 🟪 . (Page 10)

Strong

Weak

3 Third card first

Be careful not to forget who played the third card first. (Page 10)

9

【Example of judging the strength】

cathouse

2nd

1st

Since the strength of "A" is the same,

the ranks of "B" and "C" are compared.

3cats

1st

2nd

Since "A" and the next strongest "B" are the same,

we compare the ranks of "C" and "D".

1st

2nd

lose

lose

two pair

has no pair of "A", so it loses.

has two pairs of "A" and "B", but loses in the rank comparison of "C" and "D".

and have the same rank "Hand", but is the first to play the third cat card before .

【End of the game and winner/loss】

The game ends immediately when the third 🐾 is drawn from the bag.

Each player calculates the Bonus score and the score of Zabuton tiles you have,
and the player with the highest total score wins the game.
If the scores are the same, the player with more cat pieces wins.
If they are also equal, all of them are winners!

【Bonus score】

Gold coin

When you have a combination of Zabuton and Cat pieces with "gold coins" on them,
the score is based on the number of Cat pieces of the highest color that you have
obtained, not on the number written on the Zabutonm. If there are multiple sets
of gold coins, they all have the same score.

If you have the following at the end of the game, each combination of "gold coins" will be worth
3 points. The more Zabuton Neko of the same color you collect, the more points you get.

x 3
3points

Cat food

When you have a combination of Zabuton and Cat pieces with "Cat food" on them,

At the end of the game, a Zabuton tile with a negative
score is chosen to be canceled.
If there is more than one "Cat food" combination,
the number of combinations can be canceled.

or

Do not swap the Cat pieces and Zabuton tiles
you get to make (or avoid making) combinations
of "gold coins" and "Cat food".

Ne-collection
(cat collection)

If you get all six types of cats together, you get a bonus tile ! (6 points).

"Ne-co(Neko)" means cat in Japanese!

[Score example]

total **15** pts.

Cancel ▨ in "Cat food"

12点

There are three 🐱, so "Gold coin" is **3** pts.

Game Design : Dr.Reiner Knizia
Artwork / Director : MARU. Game Design [Takeshi Aoyama]
Executive Producer : Tsubasa takéshita
Associate Producer : Yuusaku Nakajima
Editing : Studio Mundi Inc.

Special Thanks:

ソラガメスタジオ / ゆん / CANARI株式会社 / Reiko / Junji
松本健 / 河原洸 / Takahiro Fukuya / Yosuke Miyagi

SAMPLE RULES, NOT FOR PRINT

studium
mundi