

Backup Rules

Game overview

"The Kakapo Buddy & Party" is a cooperative game that combines trick-taking and puzzles.

Players become members of "KAKAPO" a special organization of bird conservation organizations, and all members work together to clear the given mission.

In each mission, you will select and place puzzle pieces by repeating mini-games (tricks).

The puzzle piece is a device that scans biological information, and if you can surround the target bird with it, the mission will be cleared.

However, the selection and placement of puzzle pieces may not always go as planned.

This is because the birds are very sensitive to human voices, so conversational communication is limited in this game.

Players cannot exchange information about each other's cards or which puzzle pieces to select, and must accomplish the common goal of completing the mission.

Getting Started

"The Kakapo Buddy & Party" has two different rules: "Buddy" rules for two players only, and "Party" rules for three or four players.

The objective of the game is the same in both cases, but the rules differ in some areas.

Preparing for the game

1. Place the game board in the center of the table.
2. Gather the scanner pieces by color and place them next to the game board.

Place the **decision card pile** near the game board as well.

[Buddy] 3. Place 5 skill counters face up near the game board.

[Party] 3. Place 3 skill counters face up near the game board.

4. Select the mission you want to play from the mission collection (Buddy►p15, Party►p26) described below. Place the mission pieces on the game board according to the mission description.

*This game has 20 missions for each buddy and party, and by playing them in order, you can play according to the difficulty level.

Of course, you can play them all in any order you like.

[Buddy]

5. Place all the scanner cards (40 cards) face down and mix well.

Then draw 8 scanner cards and return them face down to the box.

This card is not used until the end of the game. Distribute the remaining 32 cards evenly to the players.

[Party]

5. When playing with 4 players, place all the scanner cards (40 cards) face down and mix them well.

Then, distribute all cards evenly to the players.

When playing with three players, remove the "Purple 1" scanner card (this Purple 1 will not be used until the end of the game), and mix the remaining 39 cards face down all together.

Then, distribute all cards evenly to the players.

6. The dealt scanner cards become your "hand." Please make sure not to show it to other players. During play, you may not show or discuss your hand with other players. Also, players must not explain their own behavior guidelines, instruct other players to take specific actions, or otherwise consult with them regarding game strategies.

7. Players who have a "Purple 8" scanner card in their hand declare that they have it. The player who declared will be the starting player.

[Buddy] If no player has a "Purple 8" scanner card, please determine the starting player using an appropriate method such as rock-paper-scissors.

The preparation is now complete.

Regarding the two types of summary sheets, please distribute one to each player as necessary. Also, while playing, it is convenient to open the "Scanner Piece List" on p37-p38.

Game flow

This game repeats "rounds/tricks" and the game ends when the mission is cleared or the following number of rounds are completed.

[Buddy] 8 rounds/tricks

[Party] 10 rounds/tricks

One round/trick is divided into four "phases", and each phase progresses in the following order.

1. Deciding on the **decision card**
2. Scanner piece selection
3. Scanner piece placement
4. Mission clear judgment

1. Deciding on the decision card

In this phase, all players play a mini-game using the cards in their hands.

Starting from the start player, each player selects one scanner card from their hand and reveals it, and finally makes a "judgment."

Each player must follow the "must follow" rule when choosing which scanner cards to reveal.

Must follow

The color of the scanner card first revealed by the starting player of this round/trick is called the lead color. From the second player onwards, when each player reveals a scanner card from their hand, if they have a scanner card of the lead color, they must choose the scanner card to reveal from among the scanner cards of the same color.

You can only reveal a scanner card of a different color if you do not have any scanner cards of the lead color.

This is called a must follow.

If there are multiple scanner card candidates that can be published, you can freely choose from them.

How to play cards

[Buddy]

- ① The starting player selects a scanner card from his or her hand and reveals it face up.
- ② The allied player chooses a scanner card from their hand and reveals it face up.
- ③ The starting player selects another scanner card and reveals it.
- ④ The allied player chooses another scanner card and reveals it.

[Party]

① Starting from the start player and going clockwise, each player chooses one scanner card from their hand and reveals it face up.

Judgment of decision card

Based on the following rules, decide which card to use in the "2. Scanner Piece Selection" phase from among all the revealed scanner cards.

Usually, the scanner card with the highest number among the scanner cards of the same color as the lead color is chosen. The selected card is called the "decision card".

Trump

If a card of the same color as the scanner card at the top of the decision card pile is included at the time of judgment, the judgment method will change as follows.

In this case, the card with the highest number among the scanner cards of the same color as the top card in the decision card pile becomes the decision card.

The decision card pile contains the cards that were used as decision cards in the previous round/trick. Nothing is placed in the first round, so in that case, consider the color of the decision card area itself (purple) to be the "color of the top card."

2. Scanner piece selection

This phase is played by the player who revealed the scanner card that became the decision card in the "1. Deciding on the decision card" phase.

The player in charge checks the scanner piece that corresponds to the decision card.

Then, if a "skill" can be used, declare whether or not to use the skill, and if so, what kind.

The skills that can be used are summarized below.

If you don't use skills, the scanner piece corresponding to the decision card is selected.

When using skills

You can use a skill by consuming one skill counter.

You can change or add scanner pieces to be placed using skill effects.

Skills cannot be used if there are no skill counters to consume.

Also, a skill can only be used once per round/trick.

When using a skill, please flip over one skill counter so that you can see that you have used it.

Also, please declare the resulting scanner piece so that other players can see it.

Then stack the decision card on top of the decision card pile and place the remaining scanner cards aside on the table as a discard pile.

Players can check the scanner cards in the decision card pile and the discarded scanner cards at any time during play.

If the scanner piece cannot be selected

[Buddy]

If the piece corresponding to the decision card has already been used and you cannot select an unused piece even if you use the skill, you will not be able to select the scanner piece.

Skip the next "3. Scanner Piece Placement" phase and proceed to "Check the number of rounds" in the "4. Mission Clearance Judgment" phase.

Skills available

① Double scan

If the revealed scanner cards are all the same color, in addition to the scanner piece corresponding to the **decision card**, you can choose the scanner piece that corresponds to the scanner card with the lowest revealed number.

Example where double scan cannot be used

Double scan cannot be used if the revealed scanner cards are not all the same color.

[Buddy]

In the buddy rule, in addition to ① Double Scan, you can use the following two skills.

② Wild color

You can change the selected scanner piece from the one corresponding to the **decision card** to a different color scanner piece with the same value.

③ Shift change

You can change the selected scanner piece from the one corresponding to the **decision card** to one with the same color and one value higher or one lower.

If the **decision card** is 8, you cannot shift up one position.

Similarly, if the **decision card** is 1, you cannot shift down one position.

*Unlike double scan, wild color and shift change can be used even if the revealed scanner cards are not all the same color.

3. Scanner piece placement

The player who revealed the scanner card that became the **decision card** in the "1. **Decision Card** Determination" phase will be in charge of this phase as well.

The player in charge decides where to place the scanner piece selected in the "2. Scanner Piece Selection" phase on the game board and places it.

Please observe the following placement rules.

Placement rules

- Do not exceed the 12 x 12 grid.
- Do not overlap mission pieces or scanner pieces that are already placed.
- It must not be adjacent to any placed scanner piece of the same color.
- Scanner pieces that are already placed cannot be moved.
- The scanner piece can be placed on either side.
- It can also be placed in an empty space (not adjacent to any piece).
- You can also place a mission piece with a different color next to it.

*However, please note that there may be cases where you will not be able to meet the mission clearing conditions.

If you can't place it anywhere

If the scanner piece cannot be placed anywhere within the 12x12 square, the mission will fail and the game will end.

If the player in charge determines that the scanner piece cannot be placed anywhere within the 12x12 square, please declare so.

After that, all players should check again that there is no place to put the item, and once everyone has confirmed, end the game.

4. Mission clear judgment

The mission clear condition is to complete scanning the specified number of mission pieces for each mission.

Please check the clear conditions of the current mission from the mission collection and make sure that the clear conditions are met.

Scan completion conditions

"Complete scanning the mission piece" means that both of the following are met.

- The mission piece must be surrounded on all sides by the scanner pieces.
- The colored side of the mission piece must be surrounded by scanner pieces of the same color.

If the clear conditions are met, the mission is successful.

Finish the game and share the joy with all the players.

Check number of rounds/tricks

If the clearing conditions are not met and the specified number of rounds/tricks has not been reached, you will proceed to the next round/trick.

The player who revealed the scanner card that became the **decision card** in the "1. **Decision card** determination" phase of this round/trick (the player in charge of phases 2 and 3) becomes the start player and starts the next round/trick.

If you reach the specified number of rounds/tricks without meeting the clearing conditions, the mission will fail and the game will end.

[Party]

*If playing with 3 people, you will have 3 cards left in your hand at the end of the 10th round.