

# マカフリ

& ルールver.1.1  
改造キット



内容物  
ルール  
電子説明書



Period Games

# CONTENT

## ① HENCHMEN MEEPLES X7 OF EACH



ZIMET



NYAKO



SAGIRI



DECORA

※ Used to replace the henchmen of the base game.

## ② HENCHMAN CARDS X4

### CITY CRISIS CARD [HENCHMEN REBELLION]



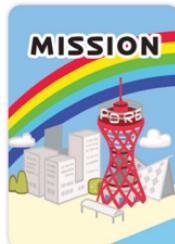
## ④ CITY CRISIS STANDEE



⑤ ADDITIONAL  
ITEM CARD X7



⑥ MISSION  
CARDS X8



⑦ PORT ENTRY /  
SETTLEMENT TOKEN



⑧ EVENT CARD  
REPLACEMENT



⑨ MAP FIX TOKEN



⑩ CITY CRISIS CARD  
REPLACEMENT



⑪ PLASTIC STAND  
REPLACEMENT X15

\* Can be used interchangeably  
with the base game;

⑫ MINIONS & RULES  
VER.1.1 QR CODE CARD

\* Front and back are the same URL.



# RULES VER.1.1

## GAME PREPARATION

### [1] Henchmen Meeples

The Henchmen pieces of the base game are swapped with the Henchmen Meeples from this box. ☀The Henchmen pieces from the base game aren't used.

### [2] Map

Place the [Map Fix Token] on The Hideout location on the map. The Hideout will now have an additional action to gain 2 victory points by paying 25 pounds).

### [3] Card Replacement and Additional Item Cards

The city crisis [KAWAGOE-Type "G"] card is replaced with the new version. The event card [Emergency Call] will be replaced with the new version. The old cards are not used. The Henchmen [Initial Placement Cards] of the base game are not used, since the Initial Placement will be freely chosen by the players. Mix the 6 Additional Item Cards into the basic set of Item Cards.

### [4] Component Placement & Mission Cards

Prepare components according to the base game's rules. Then, all 8 Mission Cards are shuffled well and placed face down next to the showdown deck. Then, the top two cards are placed face up.

### [5] Selecting the city crisis

Choose at random or arbitrarily the city crisis to be used in the game. (Only one city crisis may be used in the game.)

## GAME START

- [1] Decide who will be the starting player, either the player who has most recently had tea or by any other method. The start player receives a [Start Player Marker].



- [2] Each player draws **3 Maid Cards** at random, and choose one of the cards drawn as their first maid, in **counterclockwise order**, from the player to the right of the starting player. After all players have done so, the remaining Maid Cards are shuffled back in the deck, and five cards are placed face up on the common ground. Each player pick the [Maid Victory Card] corresponding to the maid they picked, black side up, under their Maid's card.



- [3] In the same order as the initial maid was chosen, players choose a **[Henchman Card]** from the **4 cards** and take the 7 corresponding **[Henchmen Meeples]**. As in the basic rules, three of the seven Henchmen are placed on the "5" squares of the Player Boards as blocked bonuses. Players then remove one of the **[Rogue Henchman token]** from the map and place one of their Henchmen in instead (initial placement).



- [4] Each player receives 3 Showdown Cards, 1 Item Card, and 3£ from the common ground. The Maid's initial ability, if any, is applied, and if it increases the limit of Showdown Cards and the minimum money gain, they start with such amounts. **However, only one item card is initially received, regardless of the limit.**



THE STARTING PLAYER  
START THE GAME!!

## BASE GAME RULE CHANGE

### [ Change in Item Card Possession Limit ]

The maximum number of Item Cards you can own **is the same as the maximum number of Showdown Cards you can have**. If a player's personal board is released and the limit becomes 5, they can hold 5 Item Cards as well. (e.g. if you have Nabilla Darlan, the upper limit of both Showdown Cards and Item Cards will be increased by 1. If you have Kawagoe Matsurika, only the item card limit is increased by 1.)

### [ Clarification for hand limit possession ]

The Maid's [Move], [Showdown], and [Action] phases are referred to as **a turn**. If a player has more card than their limit, it is ignored during their turn, a player who has more cards than their hand limit will have to discard only at the end of their turn. Therefore, it is possible to declare a Showdown with more cards than your hand limit and excess Item Cards can be used during that Showdown.

### [ New "City Crisis" conditions ]

In the base game, the condition for the city crisis to appear was the Organization reaching level 3. The new condition is that it appears **immediately after 3 or more strength tokens (heart tokens) are placed on the City Crisis Card**.



## RULES IN PLAY

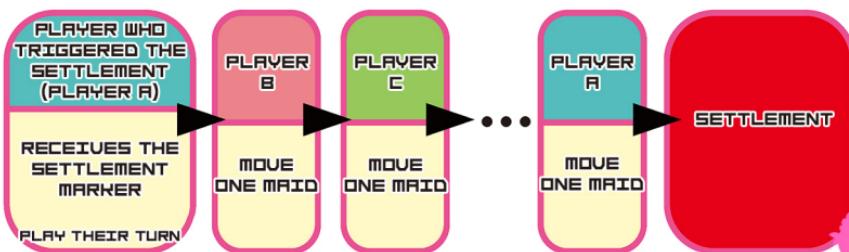
### [ Port Entry ]

The player whose turn it is to make a Port entry places the [Port Entry/Settlement Marker] in front of them with the [Port Entry] side up. That player may make a Port Clearance **at any time until the end of their turn**. If more Port Entry occur while that player has the [Port Entry Marker], the Port Entry is ignored. After the Port Entry occurs, the marker is returned to the common ground. If the player has not already done so at the end of their turn, they are forced to do so immediately and the marker is returned to the common

### [ Settlement ]

When the Organizational Experience Track reaches [Settlement], the player places the [Port Entry/Settlement Marker"] in front of them with the [Settlement] side up (if the player already has the [Port Entry] side up, **the port entry is resolved immediately and the marker is turned over**).

After the active player's turn ends, **all players may choose one of their maids to perform a maid action** (Move > Showdown > Action) in turn order. (※ Note that this is a Maid Action only, so there is no Grand Tea Party at the beginning of the turn, no acquisition of the minimum amount of money, and no replenishment of the Confrontation card at the end of the turn.) After that, the settlement of accounts is processed as usual.



## [ Mission ]

Once per turn as a free action, a player may receive a reward by placing an available henchman, from their hand or on the map, on a qualifying Mission Card. Each mission card has two rewards, and you can place a henchman on either one of them. You cannot place a henchman on a reward that already has a henchman. (Each player may place one henchman per Mission Card.)

After each settlement, the Mission Card is discarded. The henchmen are returned to their owner and two new Mission Cards are revealed on the table.

### EXAMPLE: 2 CARDS ON THE COMMON GROUND.



If the conditions are met, a player can place one henchman once on his turn and receive the reward.



Cannot be placed on a card that already has a henchman



Cannot be placed on a card that already has its own henchman

Can be placed on another card

After a settlement, discards the 2 face up Mission Cards the Henchmen to their owners.

Then, reveal 2 new cards from the deck.



# HENCHMEN CARDS

ZIMET



[Coffee Shop]  
Each time she  
generates a  
henchman effect



NYAKO



[Anywhere]  
Each time she  
generates a  
henchman effect



SAGIRI



[During Showdown]  
Owner within 1 square  
of this follower will  
receive:



DECORA



[During Showdown]  
Maid within 1 location  
from this Henchmen  
for each Henchmen



## [ ZIMET ]

If placed in the Coffee Shop, each time this henchman is activated, the tea track is advanced by 1.

※ Either cashier or waiter is acceptable. As long as it is in a Coffee Shop.

**She is a very shy and difficult Henchman. However, her tea is as good as her older sisters'. She is always having secret tea parties with her stuffed animal, Rabbi-kun.**

[ Sister,... What can Zimet do for you...? ]

## [ NYAKO ]

Gains 1€ each time you activate the effect of one of these Henchmen.

**A henchman who is very good at calculating money. Checking stock prices in the morning and evening is her daily routine. Her briefcase is loaded with money. Her dream is to own her own business someday. She is always saying to herself, [ I'm one € short on money? That's so laame! ]**

## [ SAGIRI ]

Draw one additional Showdown card for each of this henchman within one location of where the Showdown is happening. ※ Can be used in the Great Tea Party Showdown or the starting player Showdown in Headquarters.

**This henchman controls the odds of a showdown with her sniper. She is quiet, but her aura feel dangerous. Her hobby is dismantling and cleaning weapons.**

[ ... If you wander around... I'll shoot you, okay? ]

## [ DECORA ]

Increase total Showdown value by +1 for each of this henchman within one location of where the Showdown is happening. ※ Can be used in the Great Tea Party Showdown or the starting player Showdown in Headquarters.

**She cherishes a bazooka given to her by a legendary mafia bear. It spits out armor-piercing bullets, Hadoukens, fireworks, tea, and everything else. She looooves to make a fool of herself. [ Waaaaaaaaah!! (Explosion) ]**