

Is this a cat or a rabbit?

A cute trick-taking game featuring cats and rabbits

For 3-5 people

Play time: 30-40 minutes

Note:

Your brain may melt a little while playing. If you feel like you're getting a bit bogged down, stop playing the game, do something else, and then continue again.

It's hard to tell the difference between a rabbit and a cat. If you play it by mistake, there's no need to rewind and fix it. Just be careful next time.

Background

You work at one of the biggest rabbit and cat sorting facilities in Tokyo. There, you sort and ship the rabbits and cats that come of their own volition. The work is hard and the responsibility is great. If you confuse a rabbit with a cat, you will get a severe scolding from the manager. But if you work hard, you will get a bonus enough to buy a Ferrari.

1. Important principles:

- Rabbits have long ears and short tails.
- Cats have short ears and long tails.
- Any creature that is neither a rabbit nor a cat is a "new species of creature."

2. Contents:

- Rules sheet (sides A, B, C, and D): 2 sheets including this one
- Play cards (cards used for playing, abbreviated as cards): 30
- Rabbit/Cat display card (important card that displays whether you have a rabbit or a cat): 1
- Bear Striking!! Display Card (for optional rules, see side D): 1
- Cheat cards (business card-sized quick reference guide, to aid in play): 5
- Cat-Bunny-Scope (a really transparent one, use it together with the cheat card): 5
- Score recording sheets (can be substituted with memo paper): 5 sheets
- White chips (scoring chips): 25
- Black chips (penalty chips): 20
- Ferrari cards (5-point cards, see side D): 5 cards

[Image]

Bears that can unleash powerful attacks are available as an optional feature.

3. Objective of the game:

- The game progresses by repeating several rounds [Week] (see 6.).

- Once a Week is completed, record each person's score on the recording sheet.

- The game repeats the same number of [weeks] as the number of players (4 weeks for 4 players). After that, the points for each [week] are added up, and the person with the most points is the winner.

4. At the start of the game:

- First, write the names of the participants on the score sheet. You can write them in any order you like.
- The first person to write their name will be the starting player for [Day 1] of [Week 1]. The next person to write their name will be the starting player for [Day 1] of [Week 2]. And so on.
- Place all the [○ white chips] and [● black chips] in the center of the playing field.
- Each person will receive a cheat card and a Cat-Bunny-Scope, which will help them in their gameplay.
- Shuffle the 30 play cards and place them face down in a pile.
- For now, place the [Rabbit and Cat Display Card] next to your play area.

How to read the card

Now you are also a first-class rabbit and cat sorter!

■ Responsibility (1-9)

[Responsibility] is the strength of the card. The higher the number, the stronger the card.

■ Ear length (1~5)

The larger the number, the longer it is. In this case, the length of the ear is "3".

■ Tail length (1~5)

The larger the number, the longer it is. In this case, the length of the tail is "4".

■ Coordinates (1~5,1~5)

Cheat card coordinate location. The meaning of [ear 3, tail 4] in this case. See side B for cheat cards.

The pink things (bears) on some cards are optional. For now, think of them as being exactly the same as regular cards.

5. Card Strength:

- There are three numbers written on the card. The number that is written larger than the rest is the card's [Responsibility]. [Responsibility] is the card's strength. The higher the number, the stronger the card.
- The game proceeds by each player taking turns to play one card from their hand. Then, players compare the [Responsibility] of the cards they played,
- The person with the greatest [responsibility] will be the person in charge for that day (= the winner for that day).
- However, there are cards in the game called "trump cards." A "trump card" is stronger than a card that is not a "trump card." A "trump card" with a "responsibility level: 1" is stronger than a card with a "responsibility level: 9" that is not a "trump card." For more information on "trump cards," see [10].
- If there are multiple cards with the highest [Responsibility], the card played first is stronger. However, this does not apply if a [Trump Card] and a non-[Trump Card] have the same number and are the highest (obviously the [Trump Card] is stronger).

6. Week (or Round):

At the start of each Week, deal cards to each player.

- Shuffle the play cards (30 cards) and deal them face down to each player. The cards dealt become each player's hand. Only that player can see their hand. Do not show it to others.
- If there are three players, deal nine cards to each player. If there are four players, deal seven cards, if there are five players, deal six cards. If there are three players, three cards will be left over, and if there are four players, two cards will be left over, but they will not be used in this [Weak]. Place them face down in a quiet corner.
- After all the cards have been dealt, a [Day] begins. Repeat [Day] as many times as there are cards in your hand, and when everyone has run out of cards, that [Week] ends. Record your points and collect all the play cards (don't forget to collect the cards in the corners), then move on to the next [Week].

7. Day:

- [Week] consists of a number of [Day] the same number of times as the number of cards in your hand. In a 4-player game, there are 7 cards in your hand, so it consists of [7 Day].
- When a certain [day] begins, the starting player of that [day] plays a card from their hand face up on the table. The player to their left then plays a card from their hand face up on the table. Everyone does this once, going clockwise. Once everyone has done this, the strength of the cards is compared, and the person who played the strongest card becomes the [person in charge] of that [day] (the winner).

- The person in charge (winner) of that day will be the starting player for the next day.
- For details on the [day] procedure, please refer to [8], [9], [10] and [11].

*[day] is commonly referred to as a "trick."

8. First player:

- The starting player for the first [Day] of a [Week] is determined by the order written on the score sheet (see [4]). The starting player for any other [Day] is the [Responsible Player] for the previous [Day] (see [7]).
- The starting player receives a [Rabbit and Cat Display Card].
- Once you receive it, place one card from your hand face up on the field.
- Specifically, do either A or B below (the basics are the same):

A: Rabbit Day

- Take a card from your hand and say, "Today we will be collecting rabbits. Here is a sample."
- Turn the rabbit side of the [rabbit and cat display card] face up and place it right next to the card you played.
- Take one [○ white chip] from the center area and place it on top of the [Rabbit and Cat display card]

B: Cat Day

- Play one card from your hand and say, "Today we will collect cats. Here is a sample."
- Turn the "cat" side of the [Rabbit and Cat Display Card] face up and place it right next to the card you played.
- Take one [○ white chip] from the center area and place it on top of the [Rabbit/Cat display card].

- The side of the [Rabbit and Cat Display Card] displayed here will be the "animal to collect" for that [day].
- The card you played will be the [Reference Card].

Example:

How the starting player plays his/her cards

- In the case below, the cat side is facing up.
- This day will be the day to collect cats.
- [Rabbit and Cat Display Card]: This is an important card that determines the guidelines for that [day].
- ○ White chip: Always take chips from the pile.
- Card played from hand: [Reference Card]
- Today's cat is defined based on the standard card.
- Look closely at the numbers on this card's ears and tails, and at the cards next to it.
- Place the cheat card on the table and try to overlap the intersection of the [Cat-Bunny-Scope] with the coordinates

of the reference card. You should be able to tell whether the other cards are cats or rabbits (see side B).

[PAGE B]

9. What the next player does

- After the first player plays a card, the other players take turns playing one card, face up, in a clockwise direction. If they have a card in their hand with the same animal as the "animal to collect" for that [1st day], they must play one of them. If they do not have a card with the same animal as the "animal to collect", they can play any card they like.

- For example, if the animals to be collected today are cats (the first player places the [Rabbit/Cat Display Card] with the cat side up), the following players must play one of the cats if they have one in their hand. If they don't have a cat in their hand, they can play any card they like.

- A: If the animals you want to collect are rabbits:
- If you have a rabbit card in your hand, you must play one of them.

- B: If the animal you want to collect is a cat:
- If you have a cat card in your hand, you must play one of them.

Whether or not you have an animal to collect in your hand is determined by the following criteria:

"The ears are longer than the ears of the [reference card]" and "The tail is shorter than the tail of the [reference card]" - For this [day], these cards will be "Rabbit" cards.

"The ears are shorter than the ears of the [reference card]" and "The tail is longer than the tail of the [reference card]" - For this [day], these cards will be "Cat" cards.

The other cards, the "shorter ears" and "shorter tail" cards and the "longer ears" and "longer tail" cards, will be a "new species of creature" card.

*For information on "new species of creatures", see [10].

The above explanation might be a bit tedious.

- Using cheat cards and the [Cat-Bunny-Scope] will help you understand intuitively (see box below).

- When you play a card, take a chip from the center and place it there. This is different depending on whether you play the same card as the "Collect Animals" or a different card:

If the animal you want to collect is a rabbit, place the chips as follows:

If you play a rabbit card, the manager of the rabbit/cat sorting area will not say anything to you. You will mechanically take one [○ white chip] from the center area and place it on the [Rabbit/Cat display card].

If you play a cat card, you will be immediately scolded by the manager. Take two [● black chips] from the center field and place them on top of the [Rabbit and Cat display card]. When a new species of creature is introduced, even the factory manager is left speechless. Take a [● Black chip] from the center pile and place it on top of the card you have played.

If the animal you want to collect is a cat, place the chips as follows:

If you play a cat card, the manager of the rabbit/cat sorting area will not say anything to you. You will mechanically take one [○ white chip] from the center area and place it on the [Rabbit/Cat display card].

If you play a rabbit card, you will be immediately scolded by the manager. Take two [● black chips] from the center field and place them on top of the [Rabbit and Cat display card].

When a new species of creature is introduced, even the factory manager is left speechless. Take a [● Black chip] from the center pile and place it on top of the card you have played.

10. A new species of creature (something like a trump card)

- There are things in this world that are neither rabbits nor cats. In the game, they are all lumped together and called "new species of creatures" (although in most cases they are shortened to "new creatures").

- All "New Creature" cards are treated as [Trump Cards]. [Trump Cards] are stronger than other cards. A [Trump Card] with [Responsibility: 1] is stronger than a non-trump [Responsibility: 9] card.

- If the card you played from your hand is not a rabbit or a cat, but a new species of animal, take one black chip from the center of the field and place it "on top of the card you played" with the 1 point side up. This indicates that this card is your trump card.

- If you win with your [Trump Card], you will discover a new species, and all your past mistakes from this [Week] will be forgiven (generous). Discard all the [● Black Chips] you have already acquired this [Week]. However, you cannot discard the [● Black Chips] you have acquired this [Day]. Be careful of this. See also [11].

11. Determining the person in charge and distributing tips

- Once everyone has played one card, today's [person in charge (winner)] will be decided.

- The person who plays the strongest card will be today's [person in charge].

- The strongest cards are as follows:

- 1: [Trump] cards are stronger than other cards ([Responsibility] doesn't matter)
- 2: In the case of two [Trump cards] or two non-trump cards, the card with the higher [Responsibility] is stronger.
- 3: If the [Responsibility] numbers are the same, the card played first is stronger.

- The [Manager] gets all the [○● chips] on the cards. Not only the ones on the [Rabbit Display Card], but also all the ones on the play cards. That's because they're only there to identify the [Trump Card].

- All cards played are discarded face down in the center of the table (there is no need to separate them by [day]). You cannot look at the discarded cards.

- The current [person in charge] will be the starting player for the next [day].

- [○● chips] are taken by the winner, but the rules are slightly different in the following two cases:

■ Case 1: A new species has been discovered:

- If you win with a [Trump Card], discard all [●Black Chips] you have already acquired this [Week].

- Next, you will receive all of the [○● chips] for that day.

※If you solve them in order, you will receive today's [● black chip]. Don't throw it away.

■ Case 2: Business as usual:

- When everyone has played today's animal card, in other words, when there are a number of white chips on the rabbit/cat card equal to the number of players, everyone must first take one of the white chips placed on top.

- Next, the [Manager] takes one [○ White Chip] from the central area and makes it his/her own (i.e., only the [Manager] gets two [○ White Chips]).

12. Scoring

- The [Week] ends when everyone has played all of their cards.

- When the week is over, each person counts their points and writes them down on their score sheet.

- The score is the same as the score for [○ White chip].

- However, the player with the most black chips will receive 0 points. The manager will likely say some nasty things to that player and threaten to fire him (though he doesn't have the authority to do so). The other players' black chips will not affect their scores (they will not be subtracted).

- If multiple players have the most [● black chips] points, the manager may have to take more aspirin, but none of you will be penalized (no points will be confiscated).

- If you end a [Week] without taking any [●Black Chips], you will get a small bonus. The score of that [Week] will be increased by 2 points.

- When all the [Weeks] are over, add up the points. The person with the most points will be the ultimate winner (you can buy a Ferrari or whatever).

*After scoring, return all chips to the center.

Is that card a rabbit or a cat?

An easy way to tell if it's a rabbit or a cat:

- 1. Place the [Cat-Bunny-Scope] (semi-transparent) on top of the cheat card

- 2. Place the intersection of the [Cat-Bunny-Scope] on the coordinates indicated by the [Reference Card].

- 3. The area to the upper right of the red line is the "rabbit."

- 4. The area to the left of the blue line is the cat.

- 5. The area to the upper left and lower right of the line is the "new species of creature (trump card)."

※The number in the middle of the cheat card is the [responsibility] of the card at that coordinate.

■ Example: Let's consider the case where the card with ear length of "4" and tail length of "3" is the [reference card]. The animal to collect today is a rabbit.

■ The card in your hand is a Rabbit if :

- Ears are 4 or longer and tail is 3 or shorter.

- In other words, "5 ears, 1 tail", "5 ears, 2 tails", "5 ears, 3 tails", "4 ears, 1 tail", "4 ears, 2 tails", and "4 ears, 3 tails" are rabbits.

If you have one or more of those cards in your hand, you must play one of them.

■ The card in your hand is a Cat if :

- Ears are less than 4 in length and tail is more than 3 in length.

■ The card in your hand is a New Creature if :

There are two patterns.

•If "ear length is greater than 4" and "tail length is greater than 3"

•If "ear length is less than 4" and "tail length is less than 3"

Try using the [Cat-Bunny-Scope] and cheat table. It's easier to tell if the card is a cat or a rabbit.

[PAGE C IS AN EXAMPLE WITHOUT ANY NEW INFORMATION]

[PAGE D]

■ Variant A: Declare 0 black chips

- You might want to try adding it once you get used to the game.
- The basic rule states that "If you end a [Week] without taking any points from the [● Black Chip], you get a small bonus. The score for that [Week] is increased by "+2 points." (See [12]) This is a declaration system.
- When cards are dealt at the start of the [Week], players, starting with the starting player and going clockwise, announce whether or not they will "declare that they will not take any black chips this week."
- If you declare and end the Week without taking any Black Chips, the score for that Week will be +3 points (not +2 points). If you do not declare, no points will be added even if you end the Week without taking any Black Chips.
- If you declare and end up taking even one [● black chip], the score for that [Week] will automatically become 0 points. In this case, no matter how many [● black chips] you have, you will not be considered the "person with the most [● black chips] points." The other players will decide who has the most [● black chips] points.

■ Variant B: Bear Striking!!

A bear has arrived at the rabbit/cat sorting yard! He's a nice guy who's ready to hit the annoying manager. The manager is a pretty sweet guy, but he has his limits. If the bear keeps hitting him, he'll be hospitalized, and you might get an early weekend.

Bear Striking!! The option adds some variety to the game. If you get bored with the normal game, you might want to try this option to change things up.

The following 5 cards (cards with something pink behind them) are changed into Bear Striking cards. They lose all of the stats and effects of normal cards.

►If you choose Bear Striking!!, the way the cards are dealt will change slightly:

1. [Week] At the start of the game, each player is dealt one Bear Striking card (the effect is the same regardless of the card, so you can deal them as you like). If there are 3 or 4 players, set the extra cards aside (they will not be used in the game).

2. Next, deal the remaining 25 cards to each person as normal. If there are 3 players, deal 8 cards to each person. If there are 4 players, deal 6 cards, if there are 5 players, deal 5 cards. If there are 3 or 4 players, there will be one extra card. Keep it face down in a quiet corner.

3. Each player will have the Bear Striking cards and all the cards they were dealt in their hand. Therefore, the number of cards in your hand will be the same as in a normal game.

4. Place a Bear Striking!! indicator card in the center of the field. This is just to let you know that you are using this variant.

►How to play Bear Striking Cards:

- The way to play is the same as usual. For example, let's say the animal you're collecting today is a cat. In that case, if you have a cat, you can't play a Bear Striking card (you must play a cat). If you don't have a cat in your hand, you can play a Bear Striking card (this is not mandatory. You can play any card you like).

- Do not place any [○● chips] on Bear Striking cards.

- The starting player cannot play a Bear Striking card except on the last day (if it's the last card in his hand). Nonetheless, it is an ineffective card. The next player becomes the starting player and the game continues (if the next player also plays a Bear Striking card, the next player becomes the starting player).

►Bear Striking Card Effects:

- The Bear Striking Card has no effect on the outcome of that [day]. The person who played the Bear Striking Card is as if they had passed. That [day] will be considered as if the person who played the Bear Striking Card did not exist. In other words, that person will not receive a [○● chip], and if everyone else places a [○ white chip], then only the other people will receive one [○ white chip] each (and the person in charge will receive +1 chip).

- When the [day] is over, the played Bear Striking cards are placed face up in the center so that you can see how many have been played (separate from the other discarded cards). If all (everyone's) Bear Striking cards have been played, the [week] ends when the [day] is resolved. Discard all remaining cards and move on to score calculation.

■ Ferrari card

The Ferrari card represents 5 white points. It's a if you don't have enough chips. If you collect 5 white chips, immediately exchange them for the Ferrari card. If you don't, you won't have enough white chips. So please. Anyway, it's a Ferrari, so be happy.

■ Short game

- The fact that you run [weeks] for the number of players just means that everyone will be the starting player on the

first day of the week once. So if you have 4 or more players, it's fine to reduce the number of weeks.

- I think a week of (number of people - 1) times would be fine.

- Decide the number of rounds according to the time.

■ Notes and Tips:

- There are two of each of the following cards (unless you use the Bear Striking selection rule): "Ears 5 Tails 5", "Ears 4 Tails 4", "Ears 3 Tails 3", "Ears 2 Tails 2", and "Ears 1 Tails 1". Therefore, if those cards are the [Reference Cards] on a certain day, you may look at the same cards in your hand and wonder what will happen. In this case, if the standard animal is a cat, the other card is also a cat. In other words, it is a card that you must play.

- Some cards are more likely to turn into rabbits, some into cats, and some into new species (trump cards). If you look at the cheat cards, you can probably guess that the cards are more likely to turn into "rabbits" on the top right, more likely to turn into "cats" on the bottom left, and more likely to turn into "new species of creatures" on the top left and bottom right. It's important to understand the card tendencies.

- The starting player can decide how rough the day will be by choosing a rabbit or a cat and playing a card. If you play an extremely "cat-like card" like "1 ear, 5 tails" and tell everyone to collect rabbits, the day will end without much happening (everyone will play rabbits and that's it). However, if you play that card and tell everyone to collect cats, someone will probably receive a [● black chip] (because there are only rabbits and new species).

- To win the game, you need to be the person in charge for a certain day. As a result, you may receive black chips, but that's unavoidable. You can eliminate some black chips by winning with a trump card. Also, remember that if there are multiple players with the most black chips, no one will lose any points. If someone has two black chips, you can receive up to two black chips.

- Once you have acquired a [● black chip], you can never make it 0 (even if you use a trump card to remove it, at least one will remain). If you think you are in trouble, become the starting player and play a card that will create a "disturbing field."

- The starting player cannot play a trump card. This is because it is impossible according to the rules. To "win with a trump card", make sure you are not the starting player.

- Cards with high [Responsibility] may cause [●Black Chip] to be taken. However, if you can use it at the right time, you will be much closer to victory.

- On the final day (the day you play your last hand), unexpected results are likely to occur. Think about which card you want to keep as your last card. For example, if you want to reduce your [● black chips], you should keep cards that tend to become [trump cards]. If you want to play it safe, you should keep cards with low [responsibility].

- First of all, have fun. Some mistakes are allowed (in this game).