

あ〜した天氣にニャ〜れ!!
(Wishing for Fine Weather!!)
3-4 Players, 15-30 min.

The Cat Gods, Who determine the daily weather, are always busy making plans for tomorrow!

And now, they have decided to determine tomorrow's weather through a game.

Overview

This is a trick taking game whereby the players must follow suit.

At the start of each round, choose the suit to score points in that round. Then you can score by winning the tricks of such cards.

After playing a number of rounds matching the number of players, the player with the highest score wins.

Components

36 Weather cards
("Fine", "Cloudy" and "Rainy": 10 cards each [1 to 10], "Thunder" and "Snow": 3 cards each [1 to 3])

8 Wish cards (2 cards X 4 sets)
4 score summary cards
4 transparent sleeves
4 scoring clips

Setup

1. Hand out 3 cards (1 summary card and 2 Wish cards) to each player.

2. Shuffle the 36 Weather cards and deal them to the players as their hands. (10 cards each in a 3-player game and 8 cards each in a 4-player game).

Place the remaining cards aside as they will not be used in the current round.

The number of remaining cards is 6 cards in a 3 player game and 4 cards in a 4 player game.

3. The player who has most recently watched a weather report is the first lead Player. Otherwise, determine the first lead player in whatever way you like. In the 2nd and later rounds, the

players take turns to be the first lead player in clockwise order.

How to Play

1. Starting from the lead player, the players take turns to play from their hand a Wish card matching one of the five basic scoring conditions ("Fine", "Cloudy", "Rainy", "Thunder", and "Snow") while announcing it, "I hope it will be (fine, rainy, etc.) tomorrow!" and place the card face up in the upright position in front of them, making sure that it is visible to all the players.

The advanced conditions "Very Fine", "Very Cloudy", and "Very Rainy" cannot be chosen in the first round. You can only choose each of them if you chose their corresponding basic condition "Fine", "Cloudy", or "Rainy" respectively, in the previous round.

Ex) Player A chose the basic condition "Cloudy" in the 1st round. In the next round, Player A turns that Wish card upside to chooses "Very Cloudy".

2. The lead player plays from their hand a card of one of the five suits ("Fine", "Cloudy", "Rainy", "Thunder", and "Snow") face up. Then the other players take turns clockwise to follow suit.

What "follow suit" means:

If you have in your hand a card of the suit matching that of the card played by the lead player, you must play that card. If you do not have any card of the same suit, you can play any card from your hand.

[Thunder Card]

If you play this card in a trick whereby any "Fine", "Cloudy" or "Rainy" card is played, you win that trick regardless the numbers on the cards. If multiple players play "Thunder" cards, the player who plays the highest "Thunder" card wins the trick.

[Snow Card]

If you play this card in a trick whereby any "Fine", "Cloudy" or "Rainy" card is played, you lose that trick regardless of the numbers on the cards. However, if you play the "Snow" card in the same trick as any "Thunder" card, you win that trick. If multiple players play "Snow" cards in the same trick as any "Thunder" card, the player who plays the highest number "Snow" card wins the trick.

3. After all the players have played a card, if the cards played are all "Fine", "Cloudy" or "Rainy" card, the player who played the highest number card of the same suit as the one played by the lead player takes all the cards that have just been played. This is called "winning the trick". Collect such trick you have won and place it face down next to your Wish card.

If any "Thunder" or "Snow" card is played, determine who wins the trick according to the "Thunder" and "Snow" conditions described above.

You cannot check the cards in the tricks you have won until the end of the current round.

4. The player who wins the trick becomes the next lead player and plays a card from their hand.

5. Repeat Steps 3 and 4 until you run out of cards. After playing all the cards, finish the round and calculate your scores.

Scoring

Calculate your scores according to the Wish card you have placed in front of you, and then apply your scoring clip to the scoring track on the side of the bottom box.

Then again, shuffle all the Weather cards, including those put aside, deal the specified number of cards to the players, and the players each collect the Wish cards they played.

The players take turns from the player with higher scores at present to play a Wish card while announcing its Weather, like "I wish it will be (Fine, Rainy, etc.) tomorrow!" and place the card face up in front of them.

Then start the next round. The player with the lowest score be the first lead player.

Ex) If you chose "Fine" in the 1st round, you can also choose its advanced condition "Very Fine". Thus, you can now choose one of six scoring conditions ("Very Fine", "Fine", "Cloudy", "Rainy", "Thunder", "Snow").

Therefore, to choose an advanced condition, you need to have chosen its basic condition in the previous round (Fine -> Very Fine, Cloudy -> Very Cloudy, Rainy -> Very Rainy) and you can choose such an advanced condition only once during the a game of 3 rounds.

Play 3 rounds and the player with the highest score wins.

Wish Card Descriptions

Fine, Cloudy, Rainy and Thunder

The players each count the points for all the cards they have won according to the scoring conditions they have chosen, regardless of the numbers on the cards.

In the 4 conditions above, each "Thunder" and "Snow" cards cancel each other out, regardless of the numbers on them.

Ex) You chose "Thunder" with the Wish card for the current round. Then you won 1 "Fine", 2 "Cloudy", 3 "Rainy", 2 "Thunder" and 1 "Snow" cards. One of the 2 "Thunder" cards and the "Snow" card cancel each other out. As the result, your score for the current round is 2 pts.

Snow

You get 6 points if you do not win any trick in the current round, and you lose 3 points for each trick you win.

Very Fine

Available only if you choose "Fine" as the scoring condition in the previous round. Regardless of the numbers on the cards, you score the following points for each Weather card: Fine: 3 pts, Cloudy: -1 pt, Rainy: -1 pt, Thunder: -2 pts, Snow: -2 pts.

In the "Very Fine" scoring condition, "Thunder" and "Snow" cards do not cancel each other out.

Very Cloudy

Available only if you choose "Cloudy" as the scoring condition in the previous round. Regardless of the numbers on the cards, add up the number of your "Fine", "Cloudy" and "Rainy" cards and multiply the total by the "Thunder" and "Snow" cards, each of which count as "-1 pt". (Thus, you gain points if you have an even number of "Thunder" and "Snow" cards and lose points if you have an odd number of them).

If you do not have any "Thunder" or "Snow" card, you simply get the points matching the number of your "Fine", "Cloudy" and "Rainy" cards.

Ex) You chose "Very Cloudy" with your Wish card for the current round. Then you won 3 "Fine", 3 "Cloudy", 2 "Rainy", 2 "Thunder" and 2 "Snow" cards. The "Fine", "Cloudy" and "Rainy" cards add up to 8 cards = 8 pts. Multiply this by -1 for each "Thunder" and "Snow" card. Thus, in the current round you score $8 \times -1 \times -1 \times -1 \times -1 = 8$ pts.

Very Rainy

Available only if you choose "Rainy" as the scoring condition in the previous round. Regardless of the numbers on the cards, multiply the points from each of your "Thunder" (1 pt) and "Snow" (2 pts) cards and add to this points from each of your "Fine" (-1 pt), "Cloudy" (0 pts) and "Rainy" (2 pts) cards.

Ex) You chose "Very Rainy" with your Wish card for the current round. Then you won 1 "Fine", 1 "Cloudy", 4 "Rainy", 1 "Thunder" and 2 "Snow" cards. First, multiply the "Thunder" and "Snow" cards: $1 \times 2 \times 2 = 4$ pts. Then add to this points from the "Fine", "Cloudy" and "Rainy" cards: $4 - 1 + 0 + (2 \times 4) = 11$. Thus, you get 11 points in the current round.

Handling Special Tricks

In a 3 player game, if all 3 players each play a Snow card, the player who plays "Snow 3" wins the trick and will be the lead player of the next trick.

If the lead player plays a Snow card, you must follow suit and play a Snow card if you have it. If any other player plays "Fine", "Cloudy" or "Rainy" card in such a case, the player among them who plays the highest-number card wins the trick regardless of the suit. In case of a tie, the player in the later turn wins the trick.

Variant Rules with Social Deduction Elements

When you determine your scoring condition, put your chosen Wish card on top of the Wish card you did not choose on top of the summary card and put this stack of 3 cards into a transparent sleeve.

Starting from the lead player, take turns to place the sleeved stack of cards in front of you with the summary card on top (your chosen Wish card face down) so that your scoring condition is concealed from other players' views.

When you do this, announce your Wish (scoring condition), like "I hope it will be (fine, rainy, etc) tomorrow!". However, unlike the regular rules, you may announce a false Wish.

Play the game in the same manner as the regular rules. Then, at the end of each round, reveal your scoring condition and calculate your score.

These variant rules add social deduction elements to your scoring condition and provides a different in game experience.

In these variant rules you may limit the available scoring conditions to 5 weathers (Fine, Cloudy, Rainy, Thunder and Snow) for beginners or apply all 8 weathers (+ Very Fine, Very Cloudy and Very Rainy) for advanced players.