



Dog & Cat The Team

Inu To Neko Ga Team Ni Natte Tatakau Game Dayo!

-How to Play-

Number of players: 2-6 / Time: 15 minutes / Age: 8+

• Contents •

- Cards (44 in total)
 - Team Cards: Dog/Cat (3 each)
 - Numbers Cards: Dog/Cat (13 each, numbered 1-13) Milk (7 each, numbered 1-7)
 - Special Cards: 5 cards
- Point Chips (9 in total)
 - Bone/Mouse/Milk (3 each)
- Rulebook (1 sheet)

• Game Overview •

The game will start once the players are divided into two teams, the "Inu-san Team" and "Neko-san Team" (dog and cat teams)!

Play cards with numbers equal to or greater than what is in play. The first player to get rid of their hand gets a point chip! After 3 rounds, the team with the most points wins.

**If you play with an odd number of people, it is recommended that you score individually (instead of teams) because the number of people on each team will be uneven. However, some cards effects apply against the "other team", and those effects will still apply. (E.g. a dog "team" player makes the cat "team" draw a card)*

• Game Preparation •

① Prepare the team cards

If there are 2, 4, or 6 players, prepare an equal number of "dog team" and "cat team" cards. If there are 3 or 5 players, add an extra team card. Shuffle them together, face down. (Example: When playing with 3 people, prepare 2 dogs and 2 cats)

② Hand each player a team card

Deal one team card to each player face up in front of them

③ Shuffle the number cards and special cards

Deal 5 face down cards to each player, and place the rest in the center of the table as a draw pile, known as the deck.

**When playing with 2 or 3 players, deal 7 cards each.*

**Decide whether or not to put any special cards in the deck. (e.g. use all 5, do not any, choose any amount randomly, etc.)*

④ Randomly choose a start player

That could be determined by rock, paper, scissors,

• Game Flow •

① Start of the round

The first player puts any card from their hand into play. The next player, clockwise, can play a card with a number equal to or greater than the number already in play, or they can play a special card.

** When playing a milk card, you can play 1 milk card by itself or 2 cards together that have the same number (either 1 milk card with 1 dog card or 1 milk card with 1 cat card). You cannot play a dog and cat card together.*

If you play 2 cards together, as your last 2 cards, you will score more points!

** Special cards can be played regardless of the number in play. After the special card is used, the next player's turn remains the same as the current number card in play. Special cards have no number and therefore do not increase the current number in play. There are no cards that prevent special cards from being played.*

** Unlike other special cards, the "Vaccination" card can only be played as a reaction when the effect written on the number card is activated. The "Vaccination" card can be played regardless of whose turn it is.*

Example: Player A plays a 7. The 7s "Marking" ability is activated. Player B plays the "Vaccination" card and does not have to draw a card from the deck.

② If you cannot play a card

If you do not have any cards in your hand that you can play or you strategically do not want to play, you can either draw a card from the deck and pass or pass without drawing a card.

** If the card drawn from the deck can be played, you can play it.*

If all but one player has passed, discard the cards in play. After that, the last player to play a card starts again by playing any card from their hand. Play continues clockwise from there as normal.

③ Card effect

When you play a card, the effect written at the bottom of the card will be activated. Make good use of the various effects.

④ When you have 1 card left in hand

When you only have 1 card left in your hand, make sure to cry out your team's call. (dog team: "bow wow, etc.", cat team: "meow, etc.")

** If you forget to cry out and the other teams points it out, draw 1 card from the deck as a penalty.*

** As an exception, there is no penalty for playing your last two cards at the same time (milk+dog cards or milk+cat cards), or if you play any two cards in a row due to a card effect.*

⑤ When the deck runs out

Shuffle all the cards in the discard pile face down, stack them, creating a new deck.

⑥ Finish

The first player to run out of cards wins the round and scores points

** That player takes a point chip matching the suit of their last played card. The number of points that chip is worth varies depending on the team they are on. The secret to getting a high score is to get your own team's chips.*

** If you play 2 cards together, as your last 2 cards, you will take two point chips at the same time, either 1 milk and 1 dog chip or 1 milk and 1 cat chip.*

The next round starts with the player to the left of the player who scored.

⑦ Victory

A total of 3 rounds will be played, repeating the steps above. After 3 rounds, the team (or individual) with the highest total points wins!

English Translator Addition - There is no tiebreaker, but it could be most point chips matching your own team



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