

Man-Eating House Rulebook

Game Information

Players: 3-4 / Time: ~15 Minutes / Age: 10+ years

Contents

Cards: 48 (44 playing cards, 4 summary cards)

Rulebook: 1 (You are reading it now)

Story

Summer vacation of 198X. The abandoned house on the outskirts of town where we came to test our mettle turned out to be the den of the most horrifying ghosts in the world...

"You foolish children, you destroy our homes. Tremble at our hospitality!"

With a suspicious shadow approaching behind you, and the hour of darkness approaching by the moment, what will be your fate?

Game Overview

Man-Eating House is a trick-taking game in which three to four players play cards against each other according to the rules of the house and aim to collect enough scoring cards (children and ghosts) to win.

Card Types

The playing cards used in the game can be distinguished by three suits: **Ivy**/**Ofuda**/**Bone**

Each suit is divided into four types of cards:

Children, Weapons, Ghosts, and Places

There are also some **special cards**.

Children (scoring card)

Numbers 1-3 in each suit

Number box looks like ☉

Weapons

Numbers 5-7 in each suit

Background is orange

Ghosts (scoring card)

Numbers 12-14 in each suit

Number box looks like ☉

Places

Numbers 8-11 in each suit

Some are **special** and say **"Danger"**

Special Cards

Dog (scoring card)

Ivy 0 card

Number box looks like ☉

Little Girl

Number 4 in each suit

Old Man (scoring card)

Bone 15 Card

Number box looks like ☉

Danger Area

Ivy 11 Card

Ofuda 10-11 Card

Bone 9-11 Card

"Danger" is written in the middle of the card

The cards are also summarized in the attached "Card List". It is a good idea to familiarize yourself with them before starting the game.

Game Preparation

All steps laid out here, match the summary cards.

- ① Shuffle all 44 playing cards, face down, then deal:
13 cards to each player, when playing with 3 people.
10 cards to each player, when playing with 4 people.

Make sure to deal the cards face down. Each player may look at the cards dealt to them, but make sure to keep them hidden from the other players.

From now on, anytime the word "card" is used, it is referring to the 44 playing cards.

- ② After dealing the cards to each player, leave the remaining cards (**5 cards with 3 people** or **4 cards with 4 people**) in a stack face down nearby. This stack is referred to as the "Unopened Room".
- ③ The last person to explore a haunted house is the start player. Or decide randomly.
- ④ Hand each player a summary card, making sure to hand the gray colored one to the start player. The summary card contains explanations of Game Preparation and Trick Judgement and can be checked at any time.

Game Preparation is now complete.

Basic Rules

From here, we will explain the basic rules of the game.

- ⑤ Starting from the start player, and going clockwise, each player will play a card from their hand onto the table. The start player can play any card from their hand. The color of the card they play becomes the **lead suit**. Subsequent players must play cards of the same color as the lead suit. **(Must Follow)**

If there are no cards of the lead suit in your hand, you may play any card you like.

Start 2nd 3rd 4th

May play any card Start player lead with Ivy, so the other players must play Ivy

May play any card If you do not have an Ivy card in hand, you may play anything

- ⑥ Once everyone has played a card, compare them and apply any event and special card effects (described on the next page). If the trick is still undecided, the player who plays the highest number among the cards in play wins. Even if the suit is different from the lead suit, you win if the number is higher.

When the numbers are the same, the player who plays the stronger suit wins.

Suit Strength: Ivy < Ofuda < Bone

Compare the numbers, the 10 is the highest, so it wins

Compare the numbers, the 12 is the highest, even if it is a different suit, so it wins

Compare the numbers, the 10 is the highest, so it wins

Compare the numbers, the 12 is the highest, even if it is a different suit, so it wins

If the numbers are the same, the stronger suit wins, so in this case **Bone 8** wins

- ⑦ The winning player gains all scoring cards in play, if there are any.

Scoring cards: 20 in total with ☉ or ☉
(Dog x 1, Child x 9, Ghost x 9, Old Man x 1)

Place the scoring cards face up in front of the winning player. It's a good idea to place Children on top of each other and Ghosts on top of each other so that you can still see their numbers.

- ⑧ Cards other than scoring cards still remaining on the table are discarded from the table.

The steps up to this point, in which everyone plays one card at a time and compares the strength, is called a "trick."

From this point on, the player who won the trick starts the next trick, not the start player.

Player A Player B Player C Player D

The trick started with A, but D won the trick with Ivy 10. D takes the Ivy 2 (Children scoring card) face up and discards the rest. D leads the next trick.

- ⑨ Steps ⑤~⑧ are repeated until everyone has run out of cards.
- ⑩ The player who won the last trick turns all the cards in the Unopened Room face up and gains any scoring cards, if any.

Special Rules

From here, we will explain the exceptions that can occur with **Events** and **Special Cards** during an individual trick.

Events

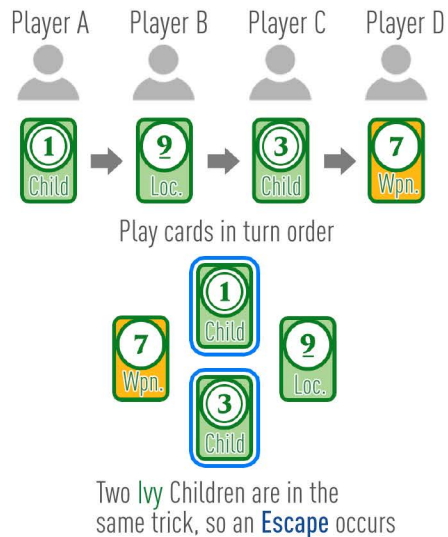
When **certain cards** are played into the **same trick** together, an **Event** will occur. In that case, even players who played low numbers can gain scoring cards. Resolving **Events** will differ from the way tricks are resolved in the Basic Rules explained earlier.

There are two types of **Events**: Escape and Struggle

Escape

When **two or more Children** of the **same suit** appear in the **same trick**, the Children can help each other Escape. Each Child is scored by the player who played that card.

*The Dog is treated in the same way as an **Ivy** suit Child. So, if the Dog and a Child of the **Ivy** suit appear in the same trick, an Escape occurs.

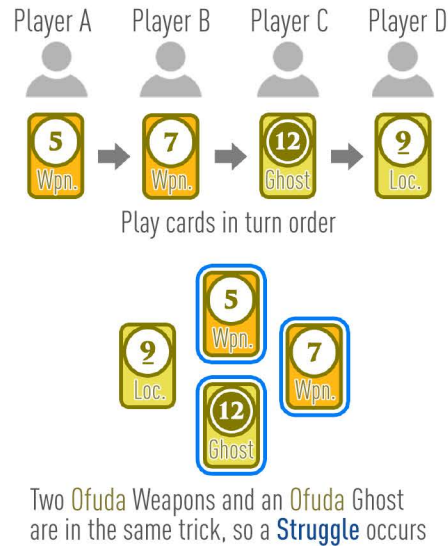


(**Trick Resolution** still needs to take place, explained shortly under ※ 1)

Struggle

When at least one **Weapon** and **Ghost** of the **same suit** appear in the **same trick**, a **Struggle** occurs and you can exterminate the Ghost(s). The player with the highest numbered weapon card scores all ghosts.

Furthermore, if multiple Weapons/Ghosts of the same suit appear, all of those Weapons/Ghosts are included in the same Struggle. All Weapons that were included in the Struggle are discarded at the same time all Ghosts are scored.



At the same time, all Ofuda Weapons in the trick are discarded

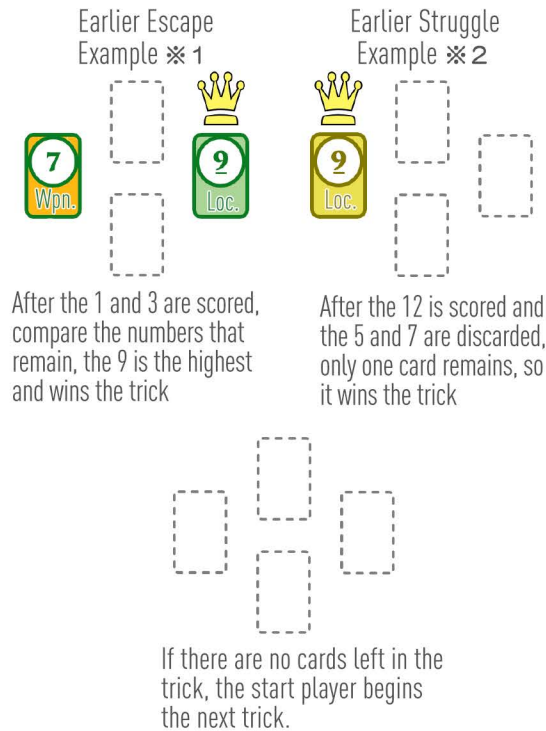
(**Trick Resolution** still needs to take place, explained shortly under ※ 2)

Trick Resolution

After an Escape or a Struggle occurs, all cards included in the **Event** should have been removed from the trick. From the cards remaining in the trick, find the highest number (regardless of lead suit), that player wins the trick.

If only one card remains after the **Event**, the player who played the remaining card wins.

If there are no cards left, the starting player begins the next trick.



< Examples when there can be no cards left >

3 players			4 players			
Child	Child	Child	Child	Child	Weapon	Ghost
Child	Child	Child	Child	Child	Child	Child (different suit)
Weapon	Ghost	Ghost	Weapon	Ghost	Ghost	Ghost
Weapon	Weapon	Weapon	Weapon	Weapon	Weapon	Weapon
Weapon	Weapon	Weapon	Weapon	Weapon	Weapon	Weapon
Weapon	Ghost	Weapon	Weapon	Ghost	Weapon	Ghost (different suit)

However, if any of the **Special Cards** explained in the next section are in the trick, all **Events** (Escape and Struggle) are cancelled.

Special Cards

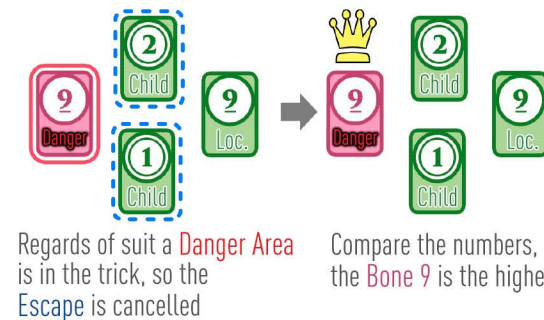
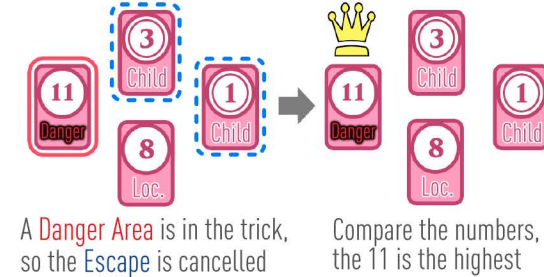
Tricks that include any number of **Special Cards** will resolve differently from the way tricks are resolved in the Basic Rules, as explained earlier. Additionally, **Events** will also resolve differently.

There are four types of **Special Cards**: Danger Area, Little Girl, Old Man, and Dog.

Danger Area

When a Danger Area is played into the trick, all **Events** are cancelled. When **Events** are cancelled, as per the Basic Rules, compare the numbers of all the cards in the trick and the player with the highest number (regardless of lead suit) wins.

※ The effects of a Danger Area will trigger even if the color does not match lead suit.



Continue for more **Special Card** rules ▶

Little Girl

- ◆ When a **Little Girl** is played as the **first card** in a trick, a special minigame, called **Kagome**, will occur **instead**.

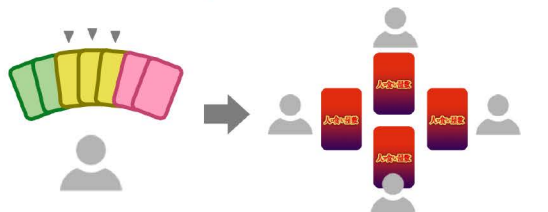


Kagome

- ① The player who played the Little Girl, places it face up in the corner of the play area. Next, they draw the top Unopened Room card (undealt cards from Game Preparation) into their hand.



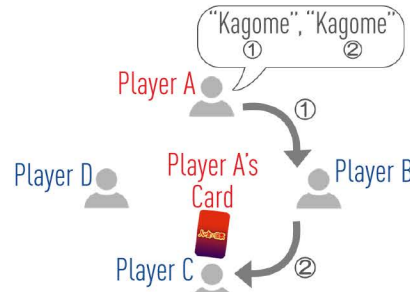
- ② Each player, including the player that played the Little Girl, must choose a card of the same suit as the Little Girl and place it face down in front of them. If there are no cards of the same suit in your hand, you may choose any card you'd like.
- ※ However, even if you do not have the same suit as the Little Girl, if the new card drawn from the Unopened Room is of the same suit, you must play that card into Kagome.



- ③ All players pass their face down card to the next player, in a clockwise direction, every time the player who played the Little Girl says "Kagome."

The player that played the Little Girl decides how many times Kagome is announced.

- ※ Your face down card must go to another player, so Kagome can only be announced 1, 2, or 3 times.

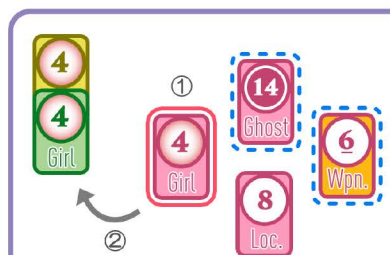


Each time Player A says "Kagome," their card is passed to the next player. This time, they say "Kagome" twice, so A's card gets passed around to C.

Although not shown in the diagram, the cards of B, C, and D are passed to D, A, and B, respectively.

- ④ After passing cards, each player adds the passed card in front of them to their hand.
- ⑤ The player who played the Little Girl starts the next trick.
- ※ You may consecutively play Little Girls as the first card played in the trick. This will trigger Kagome each time.
- ◆ If the Little Girl is not the first card of the trick, Kagome will not occur. It is treated as a normal '4' card. **However, Little Girls are never discarded.** After the trick is finished, place them face up in the corner of the play area.
- ◆ As soon as the third Little Girl enters play, Ōmagatoki comes, and from then on, all **Events** become invalid.

Ōmagatoki is the hour at dusk, or twilight, when you are most likely to meet a ghost or a spirit.



- ① The third **Little Girl** appeared, so the **Struggle** is cancelled
- ② After the trick, the **Little Girl** is placed in the corner

Old Man

The **Old Man** is the **strongest card** that will win the trick alone. All **Events** are cancelled and the player who played the Old Man gains all scoring cards.

However, if the **Old Man** and the **Dog** appear in the **same trick**, the brave Dog takes the Old Man's disguise off. The Dog wins, and gains all scoring cards, instead.



The **Old Man** is in the trick, so the **Struggle** is cancelled, and the **Old Man** wins

The **Old Man** and the **Dog** are in the same trick, so the **Struggle** is cancelled, and the **Dog** wins

Dog

The **Dog** is the **weakest card** and cannot win (unless played in the same trick as the Old Man). However, it is treated as a Child of the **Ivy** suit, and can trigger an **Escape** when played in the same trick as an **Ivy Child**.



The **Dog** and an **Ivy Child** are in the same trick, so an **Escape** occurs

Also, if the Dog and Old Man are in the same trick, only the Dog wins. All **Events** are cancelled and the player who played the Dog gains all scoring cards.

- ※ If the Dog, Old Man, and an **Ivy Child** are in the same trick, the **Escape** is cancelled and the Dog wins. The player who played the Dog gains all scoring cards.

Special Rules

The story, how to play, and victory conditions for this game vary depending on the number of players. All other rules are the same.

When playing for the first time, we recommend a 4-player game with simple victory conditions.

3-players

Story

Each player is a child who has snuck into a haunted cannibal house. A naughty brat, a meddler, and a shy loner. The most cowardly child seems to be possessed by an old man, the owner of the mansion. Let's do our best to get rid of the approaching evil and escape without a single person missing.

How To Play - Overview

The game is played in two teams: the player who has the **Old Man** in his hand, and the other two players. If you are the **Old Man** player, you are trying to go through the game as long as possible without being noticed that you have the **Old Man**.

Victory Conditions

After playing the final trick, if the **Old Man** player:

Has scored at least one of each 1, 2, 3 Child (regardless of suit)

OR

Has eleven or more scoring cards (Children, Ghosts, Dog, and Old Man)

If either one of these conditions are met, the **Old Man** player wins.

If neither condition is met, the other players win.

No matter how the **Old Man** is added to your hand (dealt at the beginning, drawn from the Unopened Room, or received during Kagome), you are only considered to be the **Old Man** player as soon as you play the card into a trick.

Even if the **Old Man** is acquired by the **Dog**, the player who played the **Old Man** becomes the **Old Man** player, not the one who played the **Dog**.

If the player who wins the final trick draws the **Old Man** from the Unopened Room, they will become the **Old Man** player at that moment.

Continue for more rules ►

4-players

Story

Each player is a member of a sect of ghosts living in a haunted cannibal house. Manipulate fate with the power of mysterious cards, lure foolish children, draw powerful ghosts under your control, and compete to become the head of the Man-Eating House.

How To Play - Overview

The game is played in two teams of two: each player will sit diagonally across from their teammate. You are working with your teammate to gain more scoring cards than your opponents.

Victory Conditions

At the end of the game, the teams add up their scored cards, and the team with the most cards wins. If there is a tie, the team that wins the dog wins.

Q&A

Q : Huh? I don't have enough cards in hand...

A : There are two possible causes:

- 1) Did you make a mistake in dealing the correct number of cards to players and/or the Unopened Room in Game Preparation?
- 2) Did you forget to draw a card from the Unopened Room during Kagome?

Either way, please replenish the amount that is missing from the appropriate area or reshuffle and deal again, if necessary.

Q : If I cause an **Event**, can I win the trick?

A : If you cause an **Event** and gain scoring cards, you cannot win the trick. Establishing an **Event** + gaining a score card and winning a trick are considered/resolved separately. If you don't understand the **Event**, please check the **Event** again. If you still don't understand it is best to default back to the judgment chart on the summary card.

Q : Who wins if there are no cards left after an **Event**?

A : When the **Event** is finished, if there are no cards left in trick, the start player begins the next trick as a "no contest", meaning no one "won" the trick.

Q : During Kagome, can I pass the card back to myself?

A : No, you must pass the card to another player. So, you can only say "Kagome" one-three times.

Q : Who wins the trick during Kagome?

A : Nobody, Kagome is not a trick. It is a "minigame" you do to pass a card before starting the next trick. The person who played the Little Girl will lead the next trick, after Kagome.

Q : Someone just played a suit that they said they could not play earlier. Are they cheating?

A : This can happen, during Kagome, if they are passed a card with a suit they did not have before or from drawing a card in the Unopened Room.

Strategy Tips

Run out of a suit (become 'short-suited')

Try to run out of a single suit early, so you can play any card you want when that suit is lead.

Play scoring cards often, if safe to do

If you know your teammate is going to win the trick, play a scoring card that your team with score.

Consider forcing out the Old Man and Dog

When leading a trick, considering leading the **Bone** or **Ivy** suit since the Old Man is the **Bone** suit, and the Dog the **Ivy** suit. This can force those cards out of players hands earlier than they may want to. Be careful though! You may pull it out of your teammate's hand.

Always look to win the trick

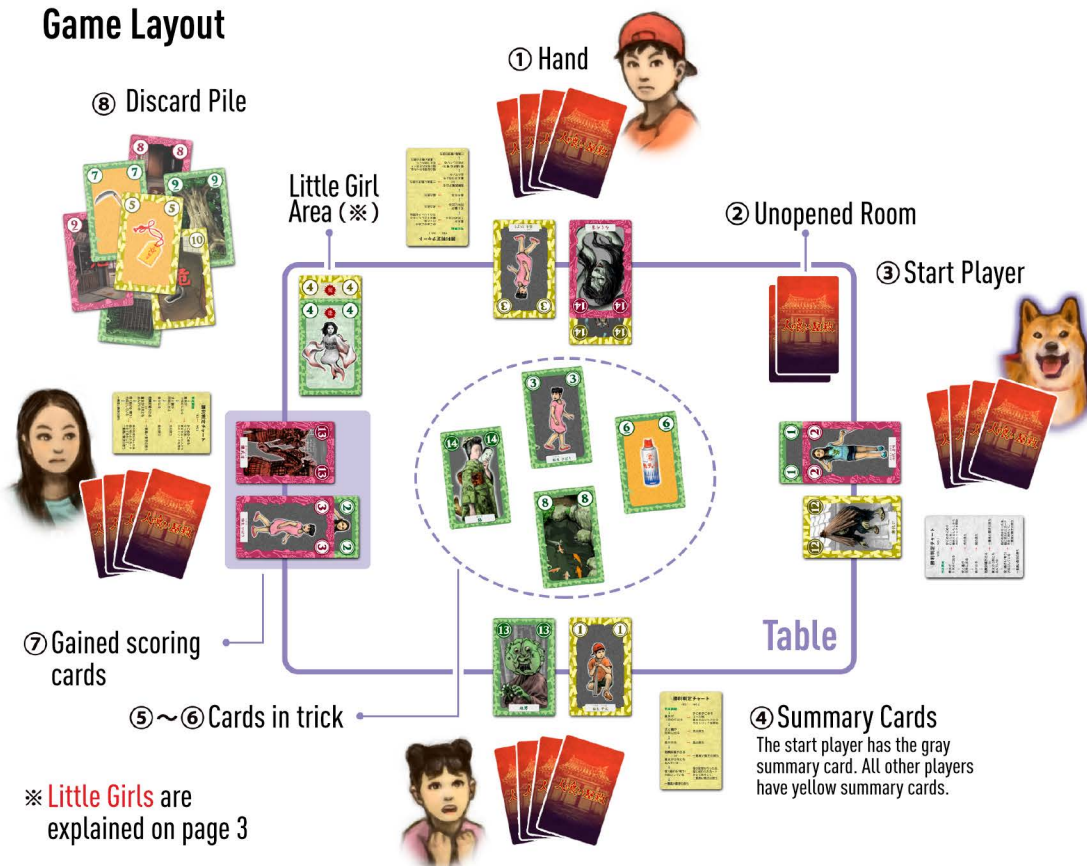
Playing the highest number card in the trick can be a good idea, in case a card gets played that cancels an Event, you may end up winning the trick.

Game design/illustration
Kunihiko Tsuchiya
Japanese Rulebook Proofreader
grams (Seanan Rocketeers)
Production Cooperation
Delicious food

百物語

<http://100monogatari.net/>

Game Layout



Card List

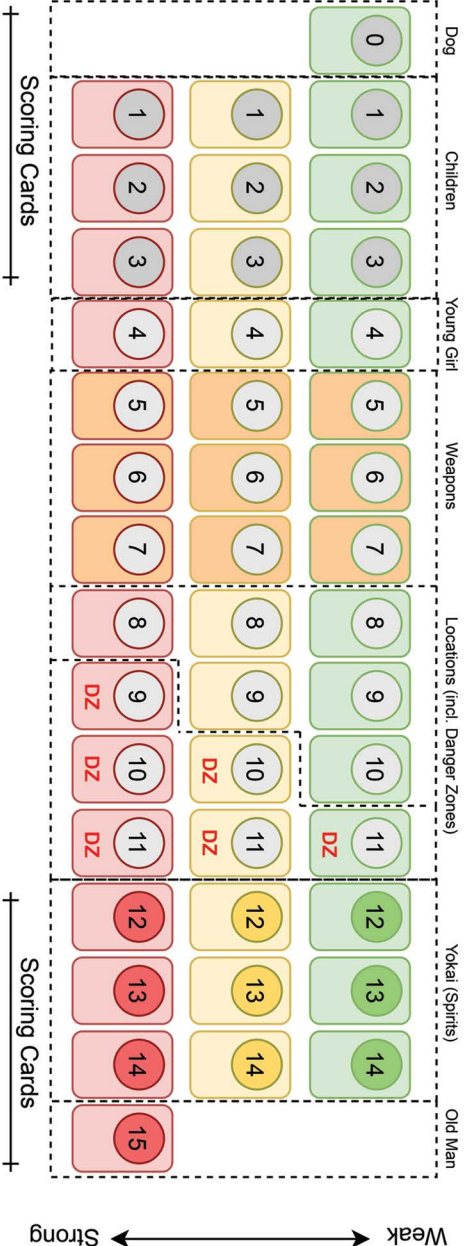
Cards with a ☉ or ☿ are scoring cards. There are 20 in total: Dog x 1, Child x 9, Ghost x 9, Old Man x 1

Name	Dog	Children	Little Girl	Weapons	Locations (Danger Zone)	Ghosts	Old Man
Ivy	0 犬	1 子, 2 子, 3 子	4 童	5 武, 6 武, 7 武	8 場, 9 場, 10 場, 11 危	12 化, 13 化, 14 化	
Ofuda		1 子, 2 子, 3 子	4 童	5 武, 6 武, 7 武	8 場, 9 場, 10 危, 11 危	12 化, 13 化, 14 化	
Bone		1 子, 2 子, 3 子	4 童	5 武, 6 武, 7 武	8 場, 9 危, 10 危, 11 危	12 化, 13 化, 14 化	15 翁

Suit Strength: Ivy < Ofuda < Bone

When the two or more numbers are the same, the player who plays the stronger suit wins.

Man-Eating House
Card Distribution, Rankings, et al.



Man-Eating House
Setup & Play

Deal 13 (3 players) or 10 (4 p)
5/4 remaining cards are the "locked room"
Must follow
Check effects: if no winner, yet, strongest card wins (rank, then suit).
Winner takes any scoring cards, discards the others, and leads next.
Winner of last tricks takes scoring cards from "locked room"

Man-Eating House
Effects

ESCAPE: Two or more children (ranks 0-3) of the same suit will help each other escape; anyone who played a child in this instance takes back their card and places it in their score pile. (The dog is included if there is a green child in the trick.)

STRUGGLE: If a weapon and yokai of the same suit are in a trick, the highest weapon of that suit present collects and scores the yokai; all weapons are discarded.

Man-Eating House
Special Cards

These cards take precedence over the Effects listed above.

DANGER ZONE: Regardless of suit, a "Danger Zone" card cancels any Escape or Struggle effects.

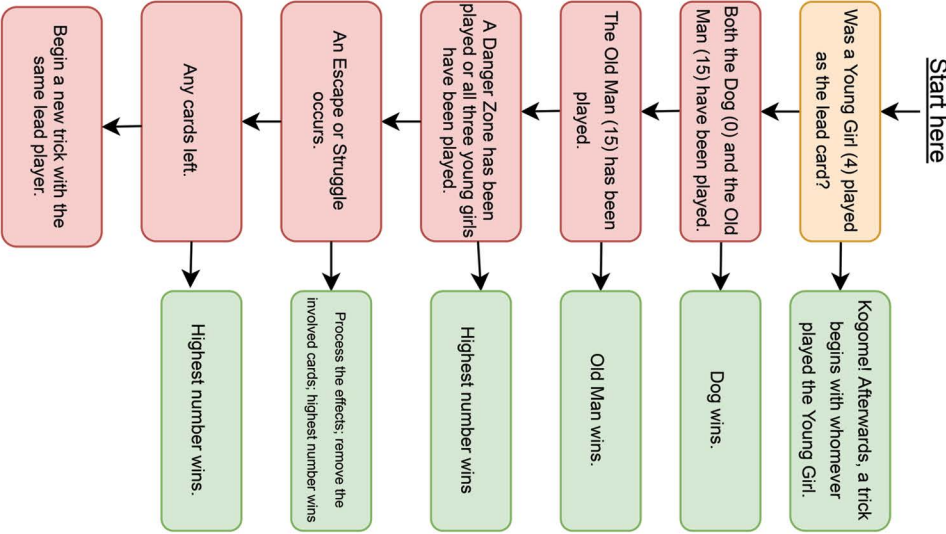
YOUNG GIRL (if played first): Triggers "Kogomei" round. The person who played the girl, sets it aside and takes the top card from the Locked Room into their hand. Each player chooses a card from their hand matching the suit of the played girl and plays it face down (if none, any card). The triggerer chooses a passing direction and the players pass the card 1-3 times (you may not end up with your card). Add the card you receive to your hand.

Do not discard young girls from other tricks, set them aside. Once the third is play, all effects (Escape, Struggle) are invalid.

DOG: See chart.

OLD MAN: See chart.

Man-Eating House
Trick Flow Chart



Man-Eating House
Victory

3 Players: Hidden teams. (The player with the old man (do not reveal) vs the other 2.) If the player with the old man acquires children of values 1, 2, and 3, they immediately win. If the old man has 11 points by the end of the game, they win. Otherwise, the other two players win.

4 Players: Two teams, sitting alternate. (ABAB). Team with highest total at the end of the game wins. Dog is tie-breaker.