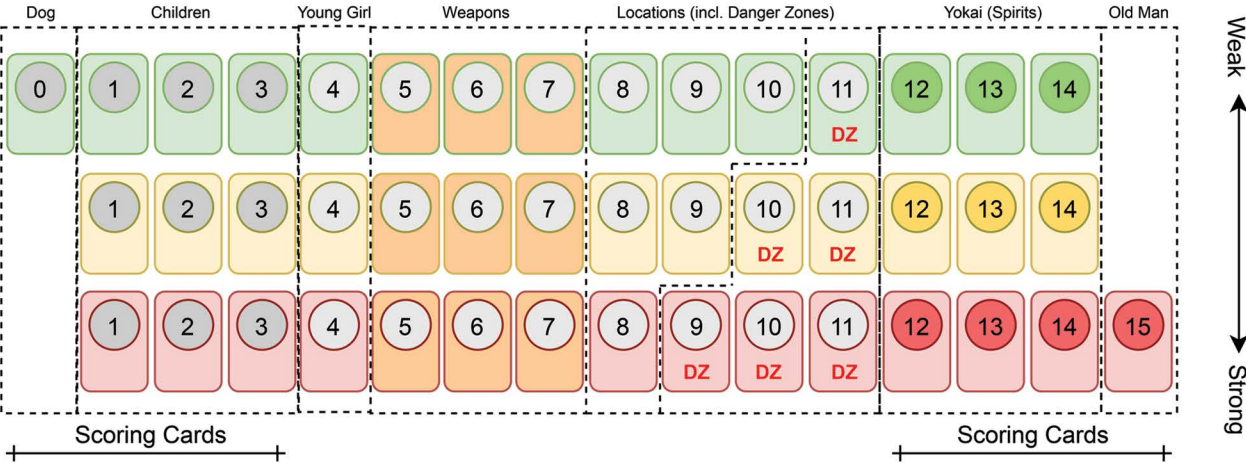


Man-Eating House
Card Distribution, Rankings, et al.



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.

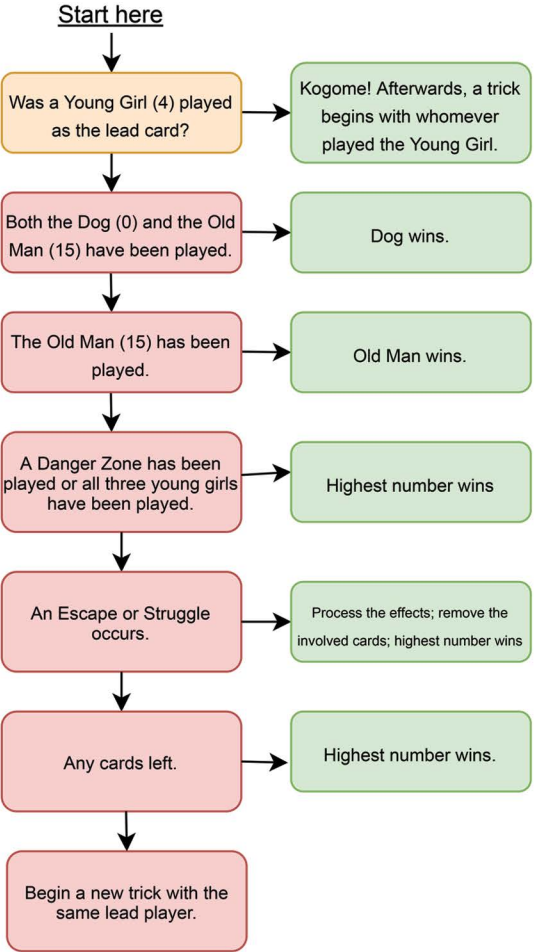
YOUNG GIRL (if played first): Triggers "Kogome!" round. The person who played the girl, sets it aside and takes the top card from the Locked Room into their hand. Each player chooses a card from their hand matching the suit of the played girl and plays it face down (if none, any card). The triggerer 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.