



# OWL ABOUT

Fight for the Wonderful Lazy Life~

## Playing Manual

### Story

The day has come! 10 of Owl brothers and sisters are going to compete for the Owl Throne. However, every lazy owl doesn't want to be a Tribal leader who needs to work very hard everyday. So they want others to become a new leader. Who gonna be a tribal leader? "Owl About" is a trick taking game that players try to take the second place in a round and let others to be a pitiful tribal leader in order to enjoy their wonderful lazy life.

### Components



### Game outline and the End of game

Play several rounds till anyone get Target VP. Player who got the fewest VP wins the game! Player who got the most VP becomes a new tribal leader(loser)! If tie, share the win and lose.

### Game Setup

- Choose 1 Wooden cube each and set the cubes at "Start".
- Decide a lead player
- Set Ascent & Descent card Ascent side faceup.
- Follow the Player Chart and Round Setup.

<Player Chart> refer here when deal card and decide Leader

Player	Hand card	Faceup	Facedown	Target VP
3 players	9	3	6	15
4 players	8	3	1	
5 players	7	-	1	10
6 players	6	-	-	

### Round Setup

#### 1. Deal Card

Shuffle all Owl cards and deal to players, see the Player Chart above.

#### 2. Draft

Choose 2 cards and hand them to the right player at the same time.

You can tell Night card by its backside.  
But don't care!

Speed and Fighting Points are usually the same.  
Only "1" and "2" with "9" or "10" and Night cards have different Fighting Power.

Night card is worth 2 trophies!

### Round Setup Example of 4 players

Every player has Hand card



### Round

Play several tricks till all players' hand cards run out. Ex : 8 times for 4 players

#### Basic Mode

- The Lead player plays any one card. Others play 1 card each clockwise. Other Players must play Even or Faster Speed card. If you don't have any of Even or Faster Speed card, you can play any Speed card.

- After everyone plays one card, the player has the most biggest Fighting Power wins. If there are the same, previous player wins.  
\*watchout "1", "2", "Night" FP card

- Gather all played cards in the trick and make a pile showing the trick winner card on the top, and give it to the winner. Now the winner gets the Trophie and activate Special Effect of Trick winner card.
- \*lose cards' Special Effect doesn't activate
- The player who won the trick will lead the next trick.

Too much Win and Lose will make you New Owl Leader!!  
Grayback are the optional rules

#### Option : Quick Mode - variant of Basic Mode -

- Every Player plays any one card at the same time while shouting "One Two Three Whooh!" .
- Speed doesn't matter in this mode.

- Fighting Power rule is the same to Basic Mode.
- If there are the same Fighting Power card, then the next biggest Fighting Power wins the trick. When everyone has the same Fighting Power, lead player will win the trick. Ex. "2", "2", "2", "night 4" = 6FP and "6" card

#### Basic Mode playing Example



#### Night card Example



#### End of the Round and scoring

Play Tricks till all players' hand cards are expired. Count Trophies you get and score VP. Player who got the most Trophies gains VP same to the number of Trophies he got. Other players gain VP deference between number of Trophies of 1st player and the player. After every player gains their VP, check VPs. If any player got Target VP, the game will finish. Otherwise next round will take place.

#### Option : No Special Effect Refer Card Manual

- For the first play, we recommend to play in simple rule which doesn't use any of Special Effects. When you get used to play, try normal rule that every Special Effects applies.

#### Basic mode Example

Miu has both "Night 6" and "Day 6" but she played "Day 6". Because you can't play Night card when you have same Speed Day card. Carol the next player didn't have any Even or Faster Speed card than "6" so she played "2" in her choice. Same to Romi she played "2". Last player Tom played "10" although he has "6" and "8". Now Carol and Romi has 12FP, Carol wins the trick! Carol gets the card pile the top of which "2" card and gets 1 trophy. Carol will lead the next trick.

If Tom played "8", Tom wins the trick with 8FP, and Special Effect of "8" activates after getting 1 trophies.  
"3" to "8" card has their unique Special Effect and they are activated when you win the trick by these cards.

#### Score Example

	Miu	Carol	Tom	Romi
1st → 4VP				
2nd TIE → 1VP (4-3=1)				
4th → 4VP (4-0=4)				

Trick winning card should be set on the top of pile

#### Option : Advanced Rule - For those who need more interaction -

- Same Speed : when all Speed are the same, give +1VP to trick winner immediately.
- Night Collection3 : if you hold 3 night card at the end of round, you get 0 VP for the round.
- Night Collection3 : if you hold 4 night card at the end of round, your VP reset to start position.

<Clarification> • You can count "Night 5" card which is given by other players as Night Collection card.

• If you find that you played wrong card, get +1VP immediately as a penalty. • VP's bottom is 0.

• Special Effect other than speed "5" card last over the end of round.

• Fighting Power isn't considered as a Special Effect.

• Game finishes only in the End of the Round.

• If you find vague rule ask your Leader.

<Credit> ©2019 Uesama Games

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Special Thanks:Everyone who testplayed & YOU



ゲン  
レム



# OWL ABOUT

～争むけるための力チバトル～

## カードマニュアル (Card Manual)

Card without Special Effects

### 特殊効果なしカード



Shampoo-hat

シャンプーハット

末っ子。まだ小さいのでスピードが遅い。長男と長女と一緒にいると実力以上の力が出る。

The youngest sister, her speed is the lowest however with Ribbon or Falcon she can fight very well.

昼カード Day card

効果発動時 with "9" or "10"



Fluffy

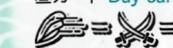
フランキー

まだ小さいのでスピードが遅い。長男と長女を尊敬しているので一緒にいるとき実力以上の力が出る。

The youngest brother, his speed is low however with Ribbon or Falcon he can fight very well.

昼カード Day card

効果発動時 with "9" or "10"



効果発動時 with "9" or "10"

同じトリック中に「9」か「10」があると戦闘力が+10される \*勝負判定時効果  
"1" and "2" has +10 FP when "9" or "10" is played in the same trick.



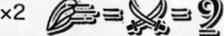
Ribbon

リボン

長女。スピードが速い。末っ子達を可愛がって甘やかしがち。

The eldest sister who looks after younger brothers and sisters well, she has high speed and Fighting Power.

昼カード Day card



Falcon

ファルコン

長男。鳥類最速だがいつも音楽を聞いてスタートダッシュに遅れる

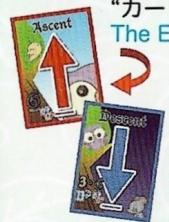
Big brother has the best speed among the birds, but everytime he fail to start quickly because he listens to the music all the time.

昼カード Day card



### 状態カード

#### 上昇下降カード Ascent & Descent card



“カードの出し方”と“トリックの勝敗の基準を決めるカード。(継続効果)

The Effects last till this card fliped to the other side. Affects to Speed and FP.

Ascent (赤) … 場の最高スピード以上を出す、

場の最高戦闘力がトリック獲得

When this card is placed this side faceup. You must play Even or Faster speed card - Basic Mode -. The card with the most biggest Fighting Power win the trick.

Descent (青) … 場の最低スピード以下を出す、

場の最低戦闘力がトリック獲得

When this card is placed this side faceup. You must play Even or Slower speed card - Basic Mode -. The card with the most smallest Fighting Power win the trick.

#### リード & +3 戦闘力カード Lead & +3FP card



渡された次のトリック1回だけに効果を発揮するカード(判定が終わったら返却)  
Only works once just after the trick you receive.

リードカード…「4」のカードでトリックを獲得したプレイヤーから渡されるカード。

渡されたプレイヤーは次のトリック限定でリードプレイヤーとなる。

The player who won the trick with "4" may hand this card to other player in his choice. The player with this card lead the next trick.

+3 戦闘力カード…「7」のカードでトリックを獲得したプレイヤーから渡されるカード。

渡されたプレイヤーは次のトリック限定で戦闘力が+3される。

The player who won the trick with "7" may hand this card to other player in his choice. The player with this card add +3 to Fighting Power in the next trick.

### Card with Special Effects

#### 特殊効果ありカード

Special Effects doesn't work in Simple Rule 特殊効果カードでトリック獲得時に発動します



コメット



x3



きのこ



x3



アスパラベーコン



x1



ムーンシャドウ



x1



トクター



x3



ヒーロー

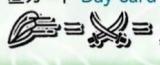


x3

兄弟の中で一番のお調子者。

ペットのビジョンと一緒に成績表書き換えている  
He is cheating on the score chart with his pet "Pigeon".

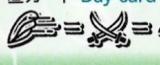
昼カード Day card



x3

大人しくて謙虚な性格。  
いつも他の兄弟の後ろに隠れている。帽子が本体。夜に本気を出す  
He is super shy and love to hide behind other owls.

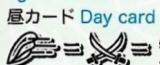
昼カード Day card



x1

兄弟の中で一番の面倒くさがり屋。面倒なことを他のフクロウに押し付ける事が多い。  
He is too lazy so he has a habit to give his work to the others.

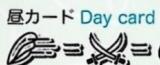
昼カード Day card



x1

多重人格。最大4つの人格を持っている。ダイエット中なのに性格のせいで管理が大変。  
He has complexed personality. He can't keep his weight due to it.

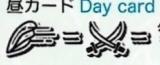
昼カード Day card



x1

一番実力があるフクロウ。族長になりたくないでの他のフクロウを密かにアシストしている。  
He is the strongest owl indeed and assists other owls secretly.

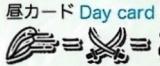
昼カード Day card



x1

「俺に構わず先へ行け！」が口ぐせ。  
死亡フラグを立てたがる  
"When this battle is over, I'm gonna marry my high school sweetheart."

昼カード Day card



x3

### 特殊効果 Special Effects

VP を直ちに減少 (-1VP)  
トリックを取ると、青(下矢印)の上昇下降カードが赤(上矢印)に戻る  
-1VP immediately. Flip Ascent & Descent card to "Ascent" side when Speed "3" win the trick.  
(左下参照 refer left page)

### 特殊効果 Special Effects

『リードカード』を他のプレイヤーに渡してもよい  
May hand "Lead card" to other player in his choice.  
(左下参照 refer left page)

### 特殊効果 Special Effects

5で獲得した山をそのまま他のプレイヤーが獲得したことにしてよい。  
渡されたプレイヤーがトロフィーを獲得する。ただしリードは渡せないそのラウンドでのトロフィーは単独1位のプレイヤーには渡せない  
May hand Trophy (winner card) to other player in his choice.  
Important: You can't hand Speed "5" card to the player who has the most trophies in the round.

### 特殊効果 Special Effects

上昇下降カードを裏返し、スピード & 戰闘力の上下が逆転する  
Flip Ascent & Descent card, Speed and FP are reversed.  
(左下参照 refer left page)

(左下参照 refer left page)

### 特殊効果 Special Effects

『+3 戰闘力カード』を他の人に渡してもよい  
May hand "+3FP card" to other player in his choice.  
(左下参照 refer left page)

(左下参照 refer left page)

### 族長のお面 Mask of Owl Leader

見事 族長に選ばれたプレイヤーはお面をつけてツイートする権利があるよ!  
Who becomes the new Owl Leader has RIGHT to put the Mask on and tweet!

### 特殊効果 Special Effects

VP を直ちに増加 (+1VP)  
+1VP immediately.

