



Owl About

~Fight for the Wonderful Lazy Life~

Playing Manual

Story

The day has come! 10 owl brothers and sisters are competing for the Owl Throne. However, lazy owls do not want to become Tribal Leader. Tribal Leaders have to work very hard everyday. So they want others to become the new leader. Who will that be? "Owl About" is a trick taking game that has players trying to come in second place during the round to allow others to become the pitiful Tribal Leader. The fight for the wonderful lazy life is on...

Components



Game Outline and the End of Game

- The game is played over several rounds until one player reaches the Target VP.
- The player with the fewest VP wins the game!
- The player who has the most VP becomes the new Tribal Leader (loser)!**
- If there is a tie for winners and/or losers, share the victory and/or loss.

Game Setup

- Each player chooses 1 Wooden cube and places it on "Start".
- Choose a Lead Player. Last person to see an Owl or choose randomly.
- Set the 'Ascent & Descent' card, with the "Ascent" side face up.
- Follow the Player Chart and Round Setup.

<Player Chart> Refer to this chart when dealing out cards and for end game target VP

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

Round Setup

1.Deal Cards
Shuffle all 36 Owl cards and deal them to players using the Player Chart above. The undealt face up and face down cards are placed to side for all players to see. They will not be used by players for this round.

- Deal Cards
- Draft
Simultaneously, all players will choose 2 cards and pass them to the player on their right

Night cards have a different card back.
But don't worry!

Speed and FP are usually the same. Only "1" and "2" when a "9" or "10" is played and Night cards have different FP. Refer to the Card Manual for more details!

Night cards are worth 2 Trophies!



Round

Play several tricks until all players run out of cards. Example: 8 tricks for 4 players

Basic Mode

The Lead Player plays any one card, then play continues clockwise, with all other players playing one card. Other players must play a card that has an Equal or Faster Speed than the fastest card in play. If you don't have any cards that are of Equal or Faster Speed, you can play any card. Example below

After everyone has played one card, the player who has the highest Fighting Power (FP) wins the trick. If there are multiple cards with the same FP, the first one played wins.

*Reminder: The changing FP on the "1", "2", and "Night" cards

The winner of the trick gathers all played cards and stacks them as a face up pile in front of them, placing the card they played on top of the stack. The winner now gains the Trophy (all Modes) and, if applicable, activates the Special Effect

The winner becomes the new Lead Player and will lead the next trick.

Option: Quick Mode - variant of Basic Mode -

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

- FP rule is the same as Basic Mode.
- If there are multiple FP cards winning, then the next highest FP wins the trick instead. If everyone has the same FP, the Lead Player will win the trick.

Example: "2", "2", "Night 4" = 6FP and "Day 6" played. Lead "2" wins.

Basic Mode Example



Night card Example



Option: No Special Effects Refer To Card Manual

- For your first play, we recommend playing the Basic Mode where Special Effects are not used. After you are familiar with the game, try the Advanced Mode with Special Effects.

*Refer to the Card Manual for more details on the Special Effects.

Basic Mode Example

Miu leads the first trick by playing a "Day 6". She has a "Day 6" and "Night 6" in hand, so she had to play the "Day 6" first. Carol, the next player, does not have a card in hand that has an Equal or Faster Speed than "6", so she can play any card and she chooses to play a "2". Romi is next and has an "8" in hand which is Faster than the "6", so she must play it. The last player, Tom, has an "8" and "10" in hand, both of which are Equal or Faster Speed than the "8", so he can play either one, but must play one of those two cards. Tom chooses the "10". Since Tom played a "10" and there is a "2" in play, the "2" becomes a 12FP and wins the trick. Carol takes all cards and puts her "2" on top and gains 1 Trophy. Carol leads the next trick.

* If Tom played the "8", Romi would have won the trick, because if there is a tie for highest FP, the first card played wins. Advanced Mode only: The "8" Special Effect would have activated as well.

End of the Round and Scoring

Play tricks until all players run out of cards. Count the number of Trophies you got and score VP. The player(s) with the most Trophies gains VP equal to the number of Trophies they have. Other players gain VP equal to the difference between the number of Trophies the first player has and the number they have. If any player has reached the Target VP the game ends. Otherwise, a new round will take place. (Go back to Round Setup)

Scoring Example

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

The card that won the trick should be on top of the stack

Option: Advanced Mode Variants

- Same Speed: When all cards in the trick are the same Speed, the winner of the trick gains +1VP immediately
- Night Collection 3: If you collect 3 Night cards within the round, you get 0 VP for the round
- Night Collection 4: If you collect 4 Night cards within the round, you will reset your VP to the start position (0 VP total)

<Clarification> As long as you simply have the Night cards anywhere in your stacks it will count towards Night Collection 3 and 4.

- If you notice you played a wrong card, gain +1VP immediately as a penalty.
- All Special Effects other than the "5" carry over to the next round, if activated during the last trick of the round.
- FP is not a Special Effect. This mainly refers to the "1", "2", and "Night" cards.

- The game only ends at the End of Round step.
- If you have any rules disputes, the current Leader (most VP) will decide.

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If you win or lose too many times, you will become the new Owl Tribal Leader!!

Gray boxes are Optional Rules

