

日の出横丁ニャンばーわん (Top of the

Hinode Town)

Designer: kuro

Players: 3-4, Time: 40 min

There is a battle out there that cannot be lost! Hinode-cho, where the atmosphere of the Showa era still remains strong. In this town full of humanity and righteousness, a terrible "battle" is being waged. It's a battle for dominance among the cats that have taken up residence in the town! No one knows how long it has been going on. Currently, four groups, Kansai Gogakuren, Blue Samurai, Yozakurakai, and Charlemont, each have great power and duel somewhere in town every day.

The young master of the fish shop, Ippei, doesn't know that the cat which comes to be fed every day is actually a different cat belonging to a completely different group each time.

Snack Toyo's mom doesn't know that the cats, who are quite pampered, are actually engaged in marking their territory. Behind the scenes of human society, the cats are still fighting to establish their spheres of existence.

COMPONENTS: **39 battle cards** (1 to 13 in each of three suits; the bottom right of each card shows the value if a red cube is used); **4 hero cards** (these are so-called trump cards with combat power 14 and can be played regardless of suit. One card is provided for each player); **13 territory cards** (these cards represent the survival zone of the delinquent cats in the fictional town of Hinode. There are VPs for occupying these. There is 1 white card, and 4 each in the same colors as the battle cards); **4 tribe cards** (these cards represent the four bad cat groups that have Hinode-cho as their stronghold: the Kansai Goukakuren, Blue Samurai, Yozakurakai, and Charlemont. The cards show a summary of the resource effects and group specific skills for use with the advanced rules); **36 resource cubes** (12 each in the three colors); **32 pawns markers** (8 each in the four tribe colors)

PREPARATION: Shuffle the territory cards well, and arrange them face up randomly, in a 3 by 4 grid; these cards are called the "Area". Place the remaining territory card face up in a place away from the "Area" known as the "Bonus Area". After arranging the cards, randomly place three resource cubes in each "Area". (Any combinations will be fine.)

Next, shuffle the battle cards well and deal 9 cards to each player as their hand. The rest of the cards will not be used, so please remove them from the game without revealing them. Deal one Hero card to each player, and keep them face up in front of you.

Finally, the players decide the start player by rock-paper-scissors or any other method they prefer. Once the starting player is chosen, each player, in clockwise order,

chooses a tribe of their choice and receives the 8 tribe markers corresponding to their choice.

Playing with less than 3 players - If you have less than four players, you will need to use a substitute player to make up for the shortage; the system may allow for a 1 or 2 player game, but we do not recommend it. Deal battle and tribe cards as if there are four players; however, do not let a substitute player be the start player.

Advanced rules - Once you're familiar with the game, start the game with your tribe card on the reverse back! On the reverse side, there is one "Skill" that can be activated by consuming two identical resources (or one for Yozakurakai) of the color of your choice.

PROGRESSION OF THE GAME: This game consists of a series of mini-games called tricks, and the game ends when 9 tricks are completed. Please follow the steps below to progress the game.

1. **Area Determination.** The start player chooses one "Area" of their choice that has not yet been selected (i.e., no tribe markers are placed in 1st and 2nd place), and uses it as the target area for this battle.

(Normally, tribe markers can only be placed in the target area, but in the advanced game, skill effects may cause them to be placed in Areas that are not target areas.)

2. **Main Phase.** Beginning with the start player, take turns in clockwise order. When it is your turn, take a card of your choice or a Hero card (if you have any left) and place it face up in front of you. Once a Hero card has been played to a trick, no other player can play a Hero card until the next trick. If a card is played of the same suit as the target area, it is a "follow". If the card played is of a different suit, it is called a "not follow". Hero cards are multi-suited and should always be treated as "follows".

If there are less than three players and there is a substitute player, choose a card at random from the substitute player's hand (it is better to keep the hand as a deck of cards and flip one card from the top). Also, the substitute player will not play any hero cards.

Players should keep the cards they have played in a pile in front of them; it will be important to know who played a Hero card most recently.

Using resources/skills. If you have gained resources from a previous trick, you can use them "on your turn, when you play", or you can pay "two resources of the same color of your choice" (or one, depending on your skill) to use a skill. Only "one" resource or skill can be used. Please note that you cannot use different types of resources, or resources and skills at the same time.

Also, keep the resources you used or paid to use your skills on top of the cards you have played.

Red Resource: Changes the rank of a card to "14 - Printed Rank"

Blue Resource: When your card is "not follow", treat it as "follow", or when "follow", treat it as "not follow".

Yellow Resource: No effect. Worth points which will be scored at the end of the game.

3. Judgment Phase. After everyone has taken a turn, use the following method to determine the rankings. The highest numbered card which "followed" is the highest ranked, and then other cards with lower ranks, in order; "not follow" cards follow the same and are all below "follow" cards. If there is a tie, the card played earlier in turn order is considered higher.

Once the rankings are determined, the player in first place and the player in second place each put 1 tribe markers onto the corresponding places of the target area.

The player with the lowest rank then gets one resource of their choice from the target area. Then the remaining player (ranked third) gets the remaining two resources.

(When there are less than three players, the substitute player does not use any resources and they can be removed from the game.)

If the substitute player is ranked fourth, they choose a resource of the same color as the target area, otherwise the highest ranked player can choose for them.)

Treatment of the White Area (Hinode Tower). The single white area is treated as being "the same color as the suit played by the start player." If it is a Hero card, the start player must declare a color of their choice!

4. End of the Trick. The player who ranks first becomes the new lead player and starts the next trick. If there are three or fewer players, and the substitute player comes in first, the player with the highest rank among the humans becomes the lead player.

The above process is repeated, and the game ends after nine tricks are completed.

SETTLING THE SCORES: When the game is over, calculate the scores. Please do the accounting in the following order.

- Rank Points. Each player gains points for their markers on the area cards. In some cases, they are negative.

- Bonus Area Points. For each of your tribe markers on an area card of the same color as the "Bonus", you earn 1 VP. (The white area is not eligible for the bonus, nor does it trigger any bonuses if it is the bonus card.)
- Formation Points. Find the largest orthogonal grouping of area cards with your tribe marker on them; you earn 2 points for each card in this group. (If there is more than one, pick the largest; if there is only one card in the largest, you still get 2 VP!) (Include any tribe markers placed via special skills.)
- The Hero appears, at last! The last player to play a Hero card gets 3 VP. (Nothing is earned for unplayed Hero cards.)
- Treasure Points. Gain 1 VP for every 2 unspent yellow resources (Do not count what you paid to use a skill). Then, the player with the most yellow resources gets an additional 6 VP. If there is more than one player, divide evenly, rounded down.

After calculating the above, the player with the most VP wins the game. If there is more than one player, the player with the most tribe markers in the "area" wins the game. If they are also equal, call it a tie.

FAQ:

Q: What happens if I run out of tribe markers?

A: Use something else.

Q: What happens if I use a red resource on a Hero Card?

A: The rank becomes 0. (You can also use a blue resource and treat it as a not-follow.)

Q: What happens if the substitute player gets the most VP?

A: The person with the most VP among the players wins the game!

Q: With the "Night Cherry Blossom Party" skill, I was unable to get first place in a trick where I declared to use the skill. What will happen in this case?

A: The skill effect will not be applied, and the resources you paid for will not be returned. Use the Yozakurakai skill with your hero, or use it as late in the turn as possible!

Q: Can I use the "Charmont" skill to target a resource that has been used?

A: No, you cannot. Only unused resources can be targeted. The same applies to resources paid to use a skill.