

# Tomorrow Never Meows

3-4 Players / 15-30 min / 10+ years old

## 【Story】

The Cat Gods, who determine the daily weather, are always busy making plans for tomorrow!

And now, they have decided to determine tomorrow's weather through a game.

## 【Overview】

This is a trick-taking game whereby the players must follow suit.

At the start of each round, choose the suit to score points in that round. Then you can score by winning the tricks of such cards.

After playing a number of rounds matching the number of players, and the player with the highest score wins.

## 【Components】

●36 Weather cards (poker size)  
("晴/Fine", "くもり/Cloudy" and "雨/Rainy": 10 cards each ["1" to "10"], "雷/Thunder" and "雪/Snow": 3 cards each ["1" to "3"])

●8 Wish cards (business card size) (2 cards×4 sets)

●4 score summary cards (business card size)

●4 transparent sleeves (business card size)

●4 scoring clips

## 【Setup】

①Hand out 3 cards (1 summary card and 2 Wish cards) to each player.

②Shuffle the 36 Weather cards and deal them to the players as their hands. (10 cards each in a 3-player game and 8 cards each in a 4-player game.) Place the remaining cards aside as

they will not be used in the current round.

※The number of remaining cards is 6 cards in a 3-player game and 4 cards in a 4-player game.

③The player who has most recently watched a weather report is the first lead player. Otherwise, determine the first lead player in whatever way you like. In the 2nd and later rounds, the players take turns to be the first lead player in clockwise order.

## 【How to Play】

①Starting from the lead player, the players take turns to play from their hand a Wish card matching one of the five basic scoring conditions ("晴/Fine", "くもり/Cloudy", "雨/Rainy", "雷/Thunder", and "雪/Snow") while announcing it, like "I hope it will be (fine, rainy, etc.) tomorrow!" and place the card face up in the upright position in front of them, making sure that it is visible to all the players.

※The advanced scoring conditions "快晴/Very Fine", "曇天/Very Cloudy", and "豪雨/Very Rainy" cannot be chosen in the first round.

You can only choose each of them if you chose their corresponding basic condition ("晴/Fine", "くもり/Cloudy", or "雨/Rainy" respectively, in the previous round).

Ex) Player A chose the basic condition "くもり/Cloudy" in the 1st round. In the next round, Player A turns that Wish card upside down to chooses "曇天/Very Cloudy".

②The lead player plays from their hand a card of one of the five suits (晴/Fine, くもり/Cloudy, 雨/Rainy, 雷/Thunder, and 雪/Snow) face up. Then the other players take turns

clockwise to follow suit.

※What "follow suit" means:

If you have in your hand a card of the suit matching that of the card played by the lead player, you must play that card. If you do not any card of the same suit, you can play any one card from your hand.

## 【雷/Thunder Card】

If you play this card in a trick whereby any "晴/Fine", "くもり/Cloudy" or "雨/Rainy" card is played, you win that trick regardless of the numbers on the cards.

If multiple players play "雷/Thunder" cards, the player who plays the highest-number "雷/Thunder" card wins the trick.

## 【雪/Snow Card】

If you play this card in a trick whereby a "晴/Fine", "くもり/Cloudy", or "雨/Rainy" card is played, you lose that trick regardless of the numbers on the cards.

However, if you play the "雪/Snow" card in the same trick as any "雷/Thunder" card, you win that trick.

If multiple players play "雪/Snow" cards in the same trick as any "雷/Thunder" card, the player who plays the highest-number "雪/Snow" card wins the trick.

③After all the players have played a card, if the

cards played are all "晴/Fine", "くもり/Cloudy", or "雨/Rainy" card, the player who played the highest-number card of the same suit as the one

played by the lead player takes all the cards that have just been played. This is called "winning the trick". Collect each trick you have won and place it

face down next to your Wish card.

If any "雷/Thunder" or "雪/Snow" card is played,

determine who wins the trick according to the "雷/Thunder" and "雪/Snow" conditions described above.

※You cannot check the cards in the tricks you have won until the end of the current round.

④The player who wins the trick becomes the next lead player and plays a card from their hand.

⑤Repeat Steps ③ and ④ until you run out of cards. After playing all the cards, finish the round and calculate your scores.

## 【Scoring】

Calculate your scores according to the Wish card you have placed in front of you, and then apply your scoring clip to the scoring track on the side of the bottom box.

Then again, shuffle all the Weather cards, including those put aside, deal the specified number of cards to the players, and the players each collect the Wish cards they played.

The players take turns from the players with higher scores at present to play a Wish card while announcing its weather, like "I hope it will be (fine, rainy, etc.) tomorrow!" and place the card face up in front of them.

Then start the next round. The player with the lowest score will be the first lead player.

Ex) If you chose "晴/Fine" in the 1st round, you can also choose its advanced condition "快晴/Very Fine". Thus, you can now choose one

of six scoring conditions (快晴/Very Fine, 晴/Fine, くもり/Cloudy, 雨/Rainy, 天雷/Thunder, and 豪雪/Snow).

Therefore, to choose an advanced condition, you need to have chosen its basic condition in the previous round (晴/Fine→快晴/Very Fine, くもり/Cloudy→曇天/Very Cloudy, or 雨/Rainy→豪雨/Very Rainy) and you can choose such an advanced condition only once during the game of 3 rounds.

Play 3 rounds and the player with the highest score wins.

#### [Wish Card Descriptions]

##### ●晴/Fine, くもり/Cloudy, 雨/Rainy and 天雷/Thunder

The players each count the points from all the cards they have won according to the scoring conditions they have chosen, regardless of the numbers on the cards.

※In the 4 conditions above (晴/Fine, くもり/Cloudy, 雨/Rainy and 天雷/Thunder), each "雷/Thunder" and "雪/Snow" cards cancel each other out, regardless of the numbers ("1" to "3") on them.

Ex) You chose "天雷/Thunder" with the Wish card for the current round. Then you won 1 "晴/Fine", 2 "くもり/Cloudy", 3 "雨/Rainy", 2 "雷/Thunder" and 1 "雪/Snow" cards. One of the 2 "雷/Thunder" cards and 1 "雪/Snow" card cancel each other out. As the result, your score for the current round is 2 pts.

●豪雪/Snow

You get 6 pts if you do not win any trick in the current round, and you lose 3 pts for each trick you win.

##### ●快晴/Very Fine

Available only if you chose "晴/Fine" as the scoring condition in the previous round.

Regardless of the numbers on the cards, you score the following points for each Weather card: 晴/Fine: 3 pts, くもり/Cloudy: -1 pt, 雨/Rainy: -1 pt, 雷/Thunder: -2 pts, 雪/Snow: -2 pts

※In the "快晴/Very Fine" scoring condition, "雷/Thunder" and "雪/Snow" cards do not cancel each other out.

##### ●曇天/Very Cloudy

Available only if you chose "くもり/Cloudy" as the scoring condition in the previous round.

Regardless of the numbers on the cards, add up the number of your "晴/Fine", "くもり/Cloudy" and "雨/Rainy" cards and multiply the total by the "雷/Thunder" and "雪/Snow" cards, each of which counts as "-1 pt". (Thus, you gain points if you have an even number of "雷/Thunder" and "雪/Snow" cards and lose points if you have an odd number of them.)

※If you do not have any "雷/Thunder" or "雪/Snow" card, you simply get the points matching the number of your "晴/Fine", "くもり/Cloudy" and "雨/Rainy" cards.

Ex 1) You chose "曇天/Very Cloudy" with your Wish card for the current round. Then you won 3 "晴/Fine", 3 "くもり/Cloudy", 2 "雨/Rainy", 2 "雷/Thunder" and 2 "雪/Snow" cards. The "晴/Fine", "くもり/Cloudy", and "雨/Rainy" cards add up to 8 cards = 8 pts. Multiply this by "-1" for each "雷/Thunder" and "雪/Snow" card.

Thus, in the current round, you score  $8 \times -1 \times -1 \times -1 \times -1 = 8$  pts.

##### ●豪雨/Very Rainy

Available only if you chose "雨/Rainy" as the scoring condition in the

previous round.

Regardless of the numbers on the cards, multiply the points from each of your "雷/Thunder" (1 pt) and "雪/Snow" (2 pts) cards and add to this the points from each of your "晴/Fine" (-1 pt), "くもり/Cloudy" (0 pts) and "雨/Rainy" (2 pts) cards.

Ex 2) You chose "豪雨/Very Rainy" with your Wish card for the current round. Then you won 1 "晴/Fine", 1 "くもり/Cloudy", 2 "雨/Rainy", 1 "雷/Thunder" and 2 "雪/Snow" cards. First, multiply the "雷/Thunder" and "雪/Snow" cards:  $1 \times 2 \times 2 = 4$  pts. Then add to this the points from the "晴/Fine", "くもり/Cloudy", "雨/Rainy" and "雷/Thunder" cards:  $1 + 0 + 2 \times 4 = 11$  pts. Thus, you get 11 pts in the current round.

#### [Handling Special Tricks]

●In a 3-player game, if all 3 players each play a Snow card, the player who play "Snow 3" wins the trick and will be the lead player of the next trick.

●If the lead player plays a Snow card, you must follow suit and play a Snow card if you have it. If any other player plays "晴/Fine", "くもり/Cloudy" or "雨/Rainy" card in such a case, the player among them who plays the highest-number card wins the trick regardless of the suit. In case of a tie, the player in the later turn wins the trick.

#### [Variant Rules with Social Deduction Elements]

When you determine your scoring condition in 【How to Play】 Step ①, put your chosen Wish card on top of the Wish card you did not choose on top of the summary card and put this stack of 3 cards into a transparent sleeve.

Starting from the lead player, take turns to place the sleeved stack of cards in front of you with the summary card on top (your chosen Wish card face down), so that your scoring condition is concealed from other players' views.

When you do this, announce your Wish (scoring condition), like "I hope it will be (fine, rainy, etc.) tomorrow!" However, unlike the regular rules, you may announce a false Wish.

Play the game in the same manner as the regular rules in Step ② and later. Then, at the end of each round, reveal your scoring condition and calculate your score.

These variant rules add social deduction elements to your scoring conditions and provides a different in-game experience.

※In these variant rules, you may limit the available scoring conditions to 5 weathers ("晴/Fine", "くもり/Cloudy", "雨/Rainy", "天雷/Thunder" and "豪雪/Snow") for beginners, or apply all 8 weathers ("晴/Fine", "くもり/Cloudy", "雨/Rainy", "快晴/Very Fine", "曇天/Very Cloudy", "豪雨/Very Rainy", "天雷/Thunder" and "豪雪/Snow" for advanced players).

● Variant Rule 1: If a player's chosen wish is revealed to be false, he loses 3 pts for each trick he wins. If his wish is true, he gains 3 pts for each trick he wins.

● Variant Rule 2: If a player's chosen wish is revealed to be false, he loses 3 pts for each trick he wins. If his wish is true, he gains 3 pts for each trick he wins.