

Title: As the cat says



Glossary

- ・ねこさま行動カード→Cat's behavior card
 - 《あそんで》→《Play with me》
 - 《ごはん》→《Feed me》
 - 《なでて》→《Pet me》
 - 《ほうっておいて》→《Leave me alone》
 - 《まんぞく》→《Satisfied》
 - “にゃー”→“Meow”
 - “きよろきよろ”→“Looking around”
 - “ごろごろ”→“Snuggle”
 - “じー”→“Stare~”
- ・行動予測カード→Behavior prediction card
- ・フルパワーカード→Full power card
 - ‘フルパワー’→‘Full power’
 - ‘お休みちゅう’→‘Rest’
- 表→Front
- 裏→Back
- ・プレイヤーコマ→Player pawn
- ・ねこさまコマ→Cat pawn
- ・得点ボード→Score board

茶の間の きまぐれねこさま

KIMAGURE

NEKOSAMA

Components: 44 Cat behavior cards, 16 Behavior prediction cards, 4 Full power cards, 4 Player pawns, 1 Cat pawn, 1 Score sheet, 1 Rulebook



Front



Back



Cat behavior card

Behavior prediction card

Full power card



Player pawn



Cat pawn



Score sheet

☆☆Story☆☆

This is the hottest cat cafe in town!
You are the staff of this store.

The cats are relaxing around.

While the time passes by tranquilly,
one of the staff whispers:

"Who do you think is the most popular?"

You do everything for the cats.
Of course, in order to become the cat's favorite.



Overview of game

Players are the staff of the cat café. Each round players will predict the cats' request from their cat state, and select cards to reach Max favorability.

Although, some cats will be 《Satisfied》when the game ends, the game may end even if a player doesn't reach the Max favorability,



End of game and winning condition

The game will end when either of the conditions are met.

- One of the players reach a favorability of 100.
- The 《Satisfied》card is revealed from Cat behavior deck.

When the game ends, the player with the most favorability will be the winner.

In case of a tie, the tied players share the victory.



Game setup

① Each player takes one of the colored pawns of their choice. And then, take one set of Behavior prediction cards (the card backs will be the same color of the selected pawn), and one Full power card.



② Take each set of the Cat's behavior cards with same card back and shuffle each set to form decks and line the decks next to each other to create the play area. Now, make "Stare~" deck in the following way.

[1] Take the 《Satisfied》 card out from "Stare~" cards.



[2] Shuffle the remaining "Stare~" deck cards and take six cards from the top, and shuffle these cards with the 《Satisfied》 card which was taken at [1] to form the lower half of the deck.



[3] Place the seven remaining cards on top of the deck made at [2], so that the 《Satisfied》 card will be in lower half of "Stare~" deck.



③ Place each player's pawn on 0 of score sheet.
And place the Cat pawn above the "Stare~" deck.
Setup is now complete.



Game flow

This game will proceed by repeating rounds.
Each round consists of the following four phases.
All players play at the same time.

- [1] Behavior prediction phase
- [2] Cat's request phase
- [3] Cat's maneuver phase
- [4] End of round phase

When the End of Game conditions (as mentioned earlier), are met at [2] Cat's request phase, the game will end immediately, and the winner is determined.

【1】Behavior prediction phase

During this phase, players guess the cat's request from their cat state. Players choose a Behavior prediction card from their hand and place it face down.

※ Note, the 《Leave me alone》 card can be chosen, if one or more Behavior prediction card has already played.

At this moment, if the Full power card has “Full Power!” visible, it can be played with the Behavior prediction card.



The Cat pawn's placement indicates which 'cat state' to refer to.

On the card of the Cat behavior card, it shows the cat state, and what cat requests are included in that particular deck.



Example: In the “Snuggle” deck, these are the visible breakdown of ten cards: 5《Pet me》, 3《Play with me》, 1《Feed me》and《Leave me alone》.

When each player has played their card face down, reveal it at the same time and proceed to [2].

【2】Cat's request phase

Flip over and reveal the top card of the deck where the Cat pawn is located. Then, check the player's predictions and the cat's request to see if they match or not.



If the guess is correct, refer to , if it was wrong refer to , and adjust the players favorability score the amount indicated.

Example: At this time, the cat requested《Play with me》. Player Red guessed correctly, so they score 10 points to their favorability. Player Blue guessed incorrectly, so 2 points are subtracted from their favorability.

※ If one of the players played 《Leave me alone》, their favorability won't decrease even if they made the wrong guess.



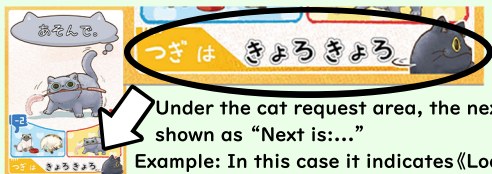
If a player guessed correctly and also played 《Full power》, then gain a bonus depending on their current place on the favorability track.

1st :+5 2nd :+15 3rd :×3 4th :×4

If 《Full power》 is used, flip the card over to the “Rest” side regardless of guessing correctly or not.

【3】Cat's maneuver phase

Move the Cat pawn to the next deck.
To determine where to move it, refer to the information at the bottom of the revealed card.



Under the cat request area, the next deck is shown as "Next is:..."

Example: In this case it indicates 《Looking around》, so move the Cat pawn above the 《Looking around》 deck.

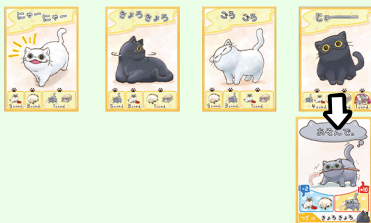


【4】End of round phase

Discard all the played cards and check the state of the Full power card.

① Move the revealed Cat's behavior card below that deck to make a discard pile. If there are already discarded cards there, place it on top.

During the game you can only refer to the card on the top of each discard pile.



②Each player's played cards are discarded and kept face up on the table, except when 《Leave me alone》 is played. If the 《Leave me alone》 card was played, those players return all their own Behavior prediction cards including 《Leave me alone》 to their hand.

③On the round where a player(s) has played 《Leave me alone》 and is not in 1st place, those players can flip the Full power card from the “Rest” side to the “Full power” side, making it available for use again.

Repeat these four phases till the game ends.



Credits

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Thanks: Thank you to the Kickstarter backers

Printing:

萬印堂 (<https://www.mnd.co.jp/>)

アクリルグッズの達人 (<https://acryltatsujin.com/>)

駒のタチキタ (<https://komatachi.thebase.in/>)

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