



〜Rule Sheet〜

Overview

Kittens love toys! They can't wait to collect all kinds of toys. But if they keep collecting the same toys, they will not be able to hold them all and they will slip out of their hands.

TAKE THAT TOY! オモチチヤウダイ! is a card game based on trick-taking. Players collect toys by winning tricks. When all five types of toys are collected, the player wins the game. However, players can only have up to three toys of the same type. If a player takes four or more toys, he or she cannot keep them and drops them, and they end up in another player's hand.

Since each game is short, it may be a good idea to play multiple times and compete for the total number of wins.

Components

- 35 Toy cards
2 to 7 numbers and 1 with 8, each with 5 kinds     
- 1 Rule sheet

Print ... 萬印堂 (Man-in-dou)
Game design and Illust ... 風庵 (@nagian)
Special thanks ... Members of Goraku_Shuzou

Goraku_Shuzou
<http://gorakushuzou.sblo.jp/>
<https://x.com/GShuzou>



Preparation

- 1 Collect the **35 toy cards** and shuffle them face down.
- 2 Deal out cards according to the number of players.

Number of Players	3	4	5
Number of Cards	10	8	6

The cards are not shown to other players.

- 3 Open one of the cards from the surplus cards and place it on the side of the table. The type of card that is opened becomes the **type of Trump** this time (the number of the card does not matter).

- 4 The remaining card is placed face down next to the trump card to be discarded.



- 5 The player who touched the cat most recently is the starting player and takes their turn first.

Trick-taking rules

TAKE THAT TOY! オモチチヤウダイ! uses a trick-taking system with **May-follow** and **Trump cards**.

In trick-taking, each player opens one card in their hand, and the players compare the strength of their cards.

The player with the strongest card wins the trick, and so on until there are no more cards in hand.

The strongest card is the type of the trump card, and the next strongest is the type of card played by the starting player. The next strongest card is the type of card played by the starting player. If it is neither the kind of trump nor the kind played by the starting player, the player cannot win the trick.



Usually, the winner is determined by the number of tricks taken, but in this game, this is determined by **the type of cards collected**.

ゲームの遊び方

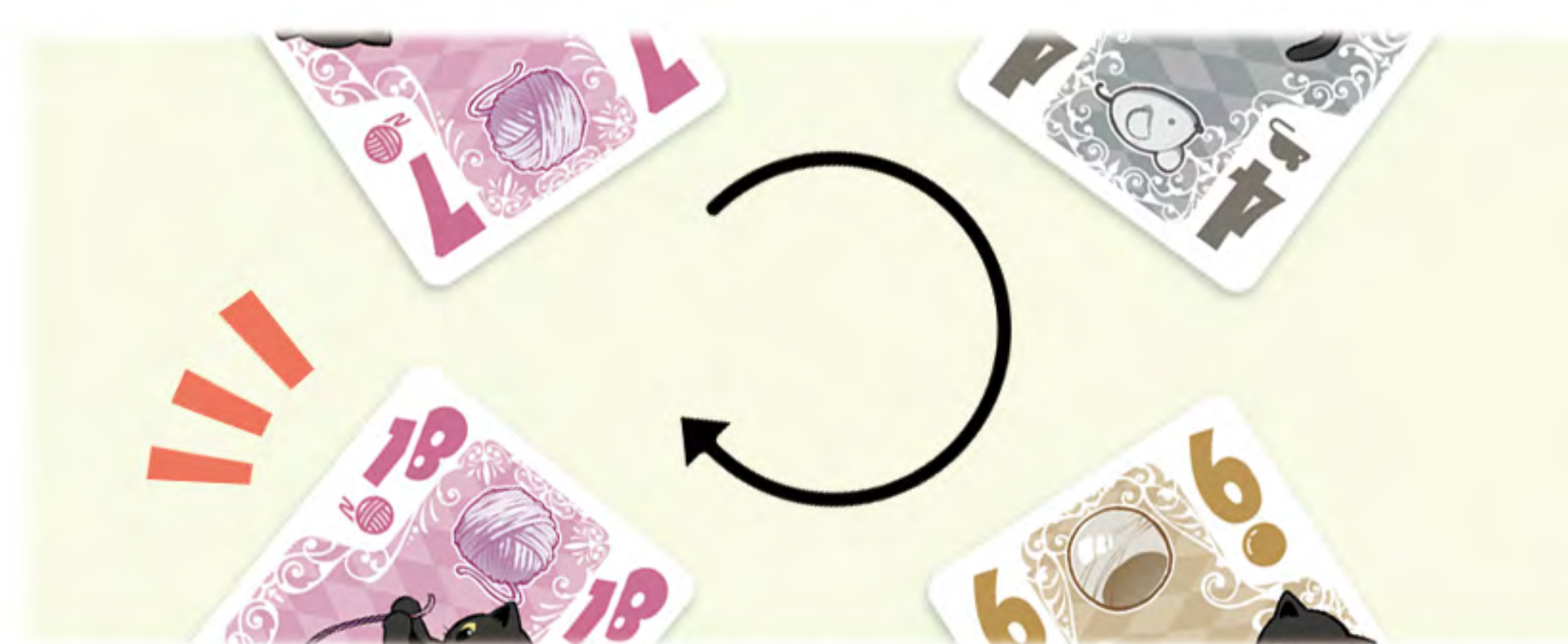
The starting player takes turn. On their turn, the player chooses a card from hand.

You cannot pass your turn. Once a card is dealt, the player to the left takes their turn.

The second and later players **can also play any card** of their choice from their hand. However, to win the trick, the card must be **of the same type and higher number as the starting player's card, or of the same type as the trump.** (If the starting player plays the highest number of the trump, only the starting player wins.)

! About the 1 card

Only the 1 card is special. The 1 card **changes to an 8** card only when there is a **7 of the same type** among the cards played. If a 7 of any other kind is dealt, it remains 1 unless it is of the same kind.



The starting player rolls a  7. He has a 1 of the same kind in his hand, so he changes it to an 8 and wins the trick.

When everyone has played a card, the winner is determined, and the player with the highest card wins the trick.

The player who wins the trick collects the cards dealt and lays them face down in front of him or her.



At this time, the cards should be separated by type. Cards of the same type should be placed slightly apart so that other players can see how many cards are currently in the deck. The next turn begins with the player who took the trick.

! Four or more cards of the same kind

If a winning trick results in **four or more cards of the same kind**, the player **loses those cards**. The lost cards are shuffled face down and **dealt to the other players face down one by one**.

The dealt cards go into the player's hand and can be dealt out on the next turn.

If there are any cards left over, they are discarded face down.

End of the Game

When **all five types of cards collected** in front of you in a winning trick **the player wins the game immediately**, even if players still has cards left in hand.

If all five types are gathered at the same time when four or more cards of the same type are gathered, the player must let go of the cards of the same type first. In this case, the game is not won.

The game also ends when either player **runs out of cards**. In this case, the player who has **collected the most card types wins the game**. If the number of cards of the same type is the same, the player with the highest total number of cards collected wins the game, and if that is also the same, the game is a tie.