

カモのまにまに KAMO NO MANIMANI

あそびかた説明書・Game Instructions

3–6 players | 10 min | Ages 6 and up

4 players provides the best balance

Is the face-down card a “Kamo” or a “Pot”? Try to score points by reading your opponents’ moves. Will you forgo a big score to stay safe? Or will you take a bold risk, facing danger head-on? Watch out—you might be the bird-brained one falling for the trick.

Cards

Kamo



Pot



Duck



Lid



Green Onion



2. Remove Cards

The dealer randomly selects 2 cards (3 cards in a 3–player game) from the “Pot,” “Duck,” and “Lid” cards and sets them aside without looking at them. These cards are not used in the game.

3. Deal the Cards

The dealer shuffles the remaining cards and deals 2 cards to each player (3 cards in a 3–player game). These cards become each player’s hand, which should be kept hidden from other players.

4. Place the Deck

The remaining cards are placed face-down in the center as the deck.

01 Objective of the Game

Players take turns playing cards, aiming to “dupe” their opponents and gather points. The player with the highest score at the end wins. However, any player still holding cards at the end will finish in last place.

02 Setting Up the Game

1. Decide the Dealer

The dealer is the person who last ate a pot dish. In subsequent games, the player who came last becomes the dealer.

03 How to play

1. Start of Each Round

Play proceeds clockwise, beginning with the dealer.

2. Turn Progression

On a player’s turn, they follow these steps:

2–1. Draw a Card from the Deck

Draw one card from the deck and add it to your hand (skip this if the deck is empty).

2-2. Play a Card

Choose a card from your hand and play it. “Kamo,” “Green Onion,” and “Lid” cards are played face-up. “Pot” and “Duck” cards are played face-down. If you cannot or do not want to play a card, you may pass, and your turn moves to the next player. If you pass, you may still play a card on your next turn.

Card Play Rules

“Kamo” cards may be played if there is a “Kamo” of the same color on the field, or any color if no “Kamo” has been played.

“Pot” and “Duck” cards can only be played face-down if no other face-down card has been played.

“Green Onion” and “Lid” cards can be played at any time.

3. End of the Round

When you play a card and all other players pass, the round ends. Reveal any face-down cards and score based on the conditions below.

Scoring

1. If there is no “Pot” in play

The last player to play a card collects all cards in play as scoring cards. “Green Onion” bonus does not apply.

2. If a “Pot” is in play

The player who played the “Pot” collects all cards in play as scoring cards. Each “Green Onion” card provides a 3-point bonus (4 points per Green Onion).

3. If both “Pot” and “Lid” are in play

The “Pot” effect is canceled, and the last player to play a card collects all cards as scoring cards. “Green Onion” bonus does not apply.

4. Starting a New Round

After scoring, the last player to play a card draws a new card from the deck, starting a new round.

05 End of the Game

When a player uses all their cards, they are “out.” The game ends when only one player remains with cards. The remaining cards in play are scored as usual, but the last player with cards loses their score and finishes in last place.

06 Winning the Game

The player with the most points at the end of the game wins. In case of a tie, the player who went “out” first wins.

07 Tips for Playing

1. Using “Green Onion” Wisely

Since “Green Onion” provides bonus points for a “Pot” play, it can sometimes be disadvantageous. However, as it can be played regardless of color, timing it right can give you a strong advantage in the final moments.

2. Skillful Use of the “Pot” Card

“Pot” and “Duck” cards are played face-down, so other players won’t know which one you played. Keeping your “Pot” hidden can be key to victory. For instance, playing “Green Onion” after a hidden “Pot” can secure bonus points, but it may also alert other players.

3. Smart Use of Passes

Even if you can play a card, passing can be beneficial. By holding onto “Kamo” cards of the same color, you can gain an edge in the competition for points.

Credit



Hyakuyobako

Creating songs, picture books, games, CG animations, and more.

The Indie educational program

“Ame nochi Arere?” is available on YouTube.