

GANGS OF KYOTO



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京都の不良



CONTENT:

110 cards, including:

- 1 Start Player card
- 28 Special Action cards



- 81 Exploration cards

(these all show a time value at the top, and often have a symbol at the bottom)



OVERVIEW

Life as a cat can be purrfect, but even the happiest of cats will always be curious to see what lies beyond the garden wall! In this game, players are cats exploring the town. As the deck of cards is explored, the cats will discover food, friends and special gifts... But stay out too late and you may get lost!

Most cards show a value between 0 and 5, representing how much time the cats are spending in town. The higher the value is, the less time you have remaining! However, most cards also have symbols which trigger (mostly) helpful effects! The first player to find 13 bells (points), wins!

SET UP

The youngest player takes the Start Player card and places it on the table in front of them. They will begin the first round.

The remainder of the cards should be shuffled well and placed in a face-down draw pile in the middle of the table.



HOW TO PLAY

On a player's turn, they must draw as many cards from the deck as there are players, and place them face down on the table nearby. (For example, in a 2-player game, draw 2 cards, in a 5-player game, draw 5). Note: The cards must remain face down for now—no one may peek!

Next, the active player selects one of the drawn cards and flips it face up. They must then decide which player will receive it. They may take it for themselves, or they may give it to one of the other players.

The player who receives the card must place it in front of themselves in a face up row. Newly received cards must always be placed to the right of any cards already in the player's row. Some cards have symbols on them that trigger an effect.



HOW TO PLAY (NEXT)



During the first turn of the game, this player was given the "4," and on the second turn, they received the "1." On the third turn of the game, this player had their turn and decided to give themselves the "2."

The active player then flips over the next card from those they drew and gives it to another player of their choice. Every turn each player (including the active player whose turn it is) must receive exactly one card. If a player has already been given a card this turn, they cannot be given another! This continues until the current player has flipped each drawn card and given them out to the players at the table, one at a time.

Then the following player (clockwise around the table) will take their turn. They will also draw cards (1 per player) from the deck, and give one to each player (including themselves), flipping them over and giving them out one at a time. Play continues in this way around the table until the following situation occurs...

END OF THE ROUND «STAYING OUT LATE»

Whenever a player receives a card, they must check whether the sum of all their card values adds up to 13 or more. If this total is under 13, play continues. However, if the total of any player's cards add up to at least 13, the round ends immediately. If the active player still has cards remaining to deal out, they are placed unseen back on top of the deck.

The player whose row of cards added up to at least 13 must place their entire row of cards onto a discard pile in the middle of the table!

Every other player places all their cards with bells on them in a face down score pile beside them. These cards are worth points and remain hidden from other players until the end of the game. (Players may look through their own score piles at any time.) All remaining cards are placed on the discard pile.





HOW TO PLAY (NEXT)



$\Sigma = 14$

This player has just received the "2," bringing their card total to 14. They have stayed out too late and must discard their entire row of cards! Every other player sets aside any cards they had showing bells (to score at the end of the game), and discards the rest.

STARTING A NEW ROUND

After players have discarded their cards (and placed any bell cards aside for scoring), the Start Player card is passed clockwise. The new owner of the Start Player card will begin the next round as at the beginning of the game—even if they were not in line for the next turn of the game otherwise. When the deck is used up, all cards in the discard pile are shuffled thoroughly to create a new deck.



ENDING THE GAME

As soon as any player has 13 bells in their score pile, they immediately win the game! If more than one player reaches a total of 13 bells at the same time, the player with the most bells wins. If this is a tie, the tied player the furthest from the Start Player card wins.



CARD EFFECTS

When a player receives a card and adds it to the right of their row, they must first check their total card value is still under 13. If yes, they must look at the symbol on the new card (if there is one) and trigger any effects. Here is an overview of the different cards in the game:

CARD EFFECTS
(NEXT)



Players who receive these cards, simply add them to their row of cards. Nothing else happens (unless they now have a total value of 13 or more).



If another player stays out too late, these cards will be added to a player's personal score pile, adding 1 or 2 bells to their score.



Immediately after receiving one of these cards and placing it in their card row, the player draws a new card from the top of the draw pile and adds it to the right of this card! This may mean activating another card effect or being forced to go over 13.

SPECIAL ACTIONS CARDS

Meet the cats of the gangs of Kyoto for extra help on your adventures!



Players who receive either of these cards do not place them in their row, but immediately add it face down to their score pile! Some add 1 bell to the player's score, some add 2 bells.

Players who receive this card must immediately discard the card furthest to the right in their card row, as well as this card. If the player does not yet have any cards in their row it is discarded without effect.



18
↑



Players who receive this card place it to the right of their row of cards as normal. This card allows the player to stay out in town later! From now on, the current round will only be ended by this player if their card values add up to 18 or more, not 13. If a player gets several of these cards, there are no extra benefits.

Players who receive this card place it to the right of their row of cards as normal. This card entitles players to refuse any subsequent card given to them, discarding it as well as this card. This card may be used to refuse any card, including an extra card drawn by a card effect!



END GAME VARIANT

Do not end when a player has 13 bells in their score pile. Instead, play through the entire deck. When the deck is used up, all cards in the discard pile are shuffled thoroughly to create a new deck. The game continues until the next time a player stays out too late. Then the game is over. All players count their victory points. The player with the most victory points wins the game. Resolve ties as in the Standard game.



PUBLIC BELLS VARIANT

Instead of face up, every player places all their cards with bells on them in a face up score pile nearby.

Credits:

Game Design: Rüdiger DORN

Illustrator: Jérémie FLEURY

Artistic Director: Maxime ERCEAU

Editorial Director: David HARDING

Prepress: Arthur JACQUES

Proofreader: David HARDING

Production: Publishing Technology & Solutions

Graphic Design: Maxime ERCEAU



161 rue Fernand Audeguil
33000 BORDEAUX

