



TOKYO WASHI GAME

猫
CATS

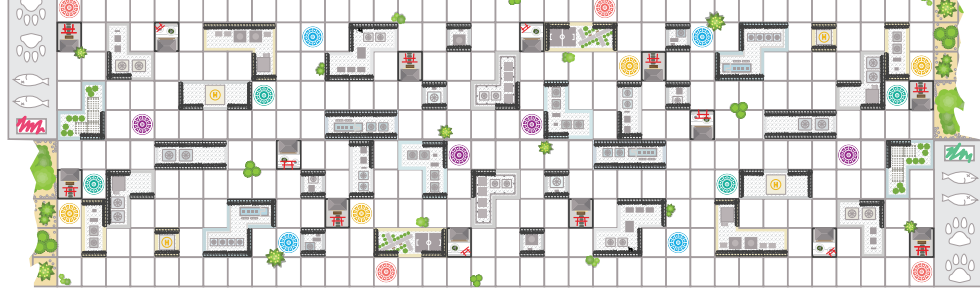
EN JP 2-6 10-20

DESIGN BY: Jordan Draper
ILLUSTRATIONS BY: Jordan Draper & Mina Tada
RULES EDITING BY: Travis D. Hill

ADDITIONAL ITEMS REQUIRED: A unique color of a writing instrument per player.

SETUP: Depending on the style of game you want to play, you can tear the washi tape and make any shape or size of game you wish! These rules will cover the standard 2 player game. Each player will need unique color of writing instrument.

Rip off two full segments of tape and align the tops together on a surface of your choice as shown (you can rip through the forest section if you don't have scissors since it isn't used in the standard game):

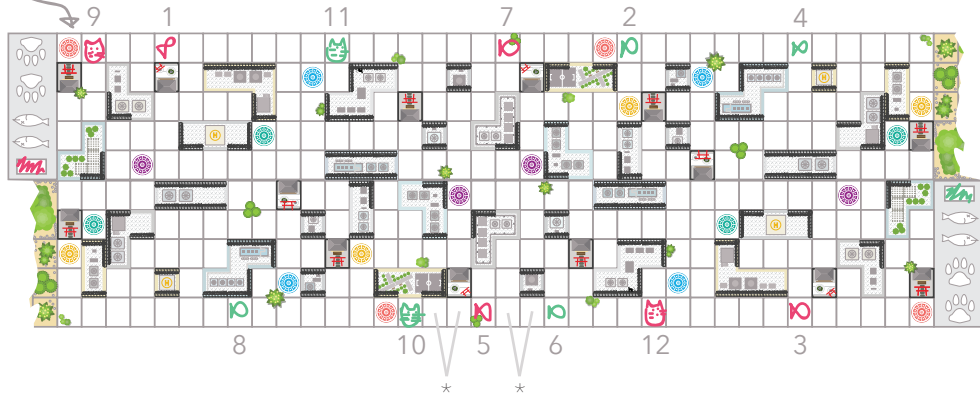


Each player should now fill in the box in the grey strip facing them, with their pen or marker color as shown above.

DRAW SOME FISH: Each player draws one fish at a time until both players have drawn four fish each. Two fish must be in the row closest to them. The other two fish must be in the opposite row closest to their opponent.

DRAW YOUR CATS: Continue in the same way, drawing two cats each, one at a time on each side of the map.

*Note: there must be at minimum 2 spaces in between any fish or cat drawings. Storm drains may not be drawn over.



OBJECTIVE: Move both of your cats to the opposite side from where they begin, collect one fish for each of them, and then return to any space on their horizontal starting row to eat the fish.

ON YOUR TURN: Alternating back and forth, each player performs one of two actions on their turn: Move a single space or make a special move.

MOVEMENT & MOVEMENT RULES: To move, pick one of your two cats and draw a line into a single, adjacent space. Cats cannot move diagonally. Only one of your cats can move per turn.



NORMAL MOVEMENT: Draw a line extending from the furthest point of your cat's line into an adjacent space that does not contain an opponent's cat line.



JINJA SHRINES & BUILDING WALLS: You may not enter a space with a jinja shrine or cross through the black barrier on a building.



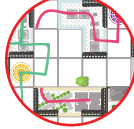
ENTER A BUILDING: If the end of your line is adjacent to a building's opening, you can enter the building. Fill the entire inside area as shown.



EXIT A BUILDING: If you occupy a building, you can exit that building through any unblocked exit into an empty, adjacent space.



SUPER CAT JUMP: If you are adjacent to a space with your own movement color line, from either of your cats, you can make a super cat jump! You must be able to trace a straight line over the spaces without crossing an illegal barrier and you must have a blank space to land on the opposite side. A super cat jump may move across multiple spaces.



OPPONENT CATS: You may not cross over or jump your opponent's cat lines, unless using the super amazing cat jump special move.

SPECIAL MOVES: Each game you have exactly two special moves to use. These can be used in one of two ways, in any combination you choose.



SUPER AMAZING CAT JUMP: If you use a special move, you can jump over an opponent's cat line as if it were your own! It is also possible to jump over your own line and your opponent's at the same time if they follow the normal super cat jump rules.



SUPER SEWER POPPER: If you use a special move, you can choose to enter into an adjacent sewer, and exit out of the matching color sewer along the same horizontal row. Surprise!



CROSS IT OFF: If you use a special move, be sure to cross it off from your player strip!



BLOCKING A SEWER: It is possible to move over the top of a sewer without using it as a special move, in which case, no player may go in or out of that sewer for the rest of the game.

GETTING FISH: When you manage to get to the other side of the map, grab a fish, and then get back to your starting side with as much agility as possible!



PICKING UP A FISH: Once you are on the other side, you may move into a fish space of any color. Pick it up by circling it, and then cross off a fish from your player strip.

*Note that it is not possible to pick up more than one fish with a single cat, and furthermore, it is not possible to enter a space with a fish after you have already picked one up.

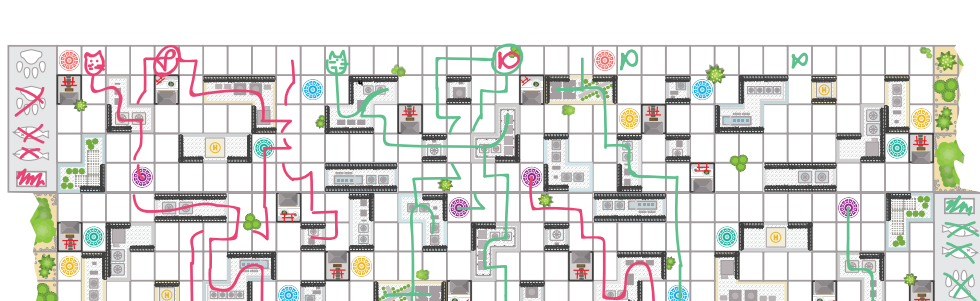
*Players may never enter a fish space on the same side that their cat started on.



GETTING HOME WITH A FISH: If you manage to pick up a fish and return to any space on the horizontal starting row of that cat, you have made a fish delivery! Yum!

GAME END: The first player to manage to pick up a fish with both of their cats, and return back to their starting side with both cats, will be the winner!

EXAMPLE GAME: Below is an example of a finished standard two player game.



ALTERNATIVE GAME END: If a player gets trapped from returning home by the other player's cat line, and they no longer have any special moves, that player will automatically lose the game and it will end immediately. Use your Super Amazing Cat Jumps wisely!



WWW.JORDANDRAPER.COM