

Catte

キャッテ

This is Café “Catte”. The coffee brewed by cute cats is absolutely delicious! You'll find yourself ordering more than you intended, but if you rush and order too much at once, you won't be able to fully savor the coffee. Order wisely and enjoy a delicious, elegant time!



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Game Outline

1 Play your cards according to the “Color”!
Play the cat card from your hand that matches the **color** of the card played by the **first player**. There are four possible cards you can play.

Card types you can play

Black White Brown

Set of 2 Cards (1 Black & 1 White)

Cat Cards (Hand Cards)

You may only play a card of a different color when you cannot play a card of the same color.

Black White Brown

2 Determining the winner by color→number order!
The color of a coffee card in the center is the **strongest color** in this trick. If there is no strongest color, the card with the **highest value** in the color played by the first player wins.

1 Coffee card **2** Coffee Cards (Field Cards)

BRN13 BK BK2

BRN16

Black White Brown

4 The highest score wins!
After the round ends, we will calculate the scores.

1 Total value of acquired coffee cards
* Those exactly at the maximum value: **Double points**
* Those exceeding the maximum value: **0 points**

2 Points equal to the square of the number of unused coffee cards in your own area
Ex: If 3 cards remain: $3 \times 3 = 9$ points
If 1 card remain: $1 \times 1 = 1$ point

3 Scoring for one round -1+2
The player with the highest total score after completing the required number of rounds wins.

3 Terminate immediately once the conditions are met!
The player who wins the trick takes the “Coffee Card” in the center. The **total of the numbers** on the Coffee Cards taken becomes the score. However, if the **upper limit is exceeded**, the round ends immediately. Players who exceed the limit will not receive points from the coffee cards.

Upper Limit 3player game: 20 4player game: 15

The player who wins the trick plays a new coffee card from their field to start the next trick.

If a player has **no coffee cards to play** or **no cards left in their hand (cat cards)** at this time, the round ends.

Preparation

-When playing with 4 people-

★ The person who most recently brewed coffee becomes the starting player for Round 1. If no such person exists, determine the starting player by any suitable method.

- 1** Shuffle **A** the cat cards well and deal them face down to each player.
- 3 players: 13 cards per player (2 cards left over)
4 players: 10 cards per player (1 card left over)

Only you can see the cards you are dealt. You may rearrange them as you wish.

- 2** Place any remaining **A** the cat cards face down and set them aside at the edge.

- 3** Shuffle **B** the coffee cards well and deal them face down to each player.

3 players: 4 cards per player (1 card left over)
4 players: 3 cards per player (1 card left over)

Place the dealt cards face up in any order in a single row in front of you.

- 4** Place the remaining **B** a coffee card face up in the center.

Contents

A Cat Cards (Play Cards)...41 cards [63×88mm]

Back Black 15 cards No.1~15 White 15 cards No.1~15 Brown 11 cards No.10~20

B Coffee Cards (Trump & Scoring Cards)...13 cards [63×88mm]

Back Black 5 cards No.1/3/5/7/9 White 5 cards No.2/4/6/8/10 Brown 3 cards No.5/10/15

C Summary Cards (Japanese/English)...4 cards [63×88mm]

D Instruction manual (Japanese/English)...1 sheet

Latty

Taking orders, meow~
Our recommendation is our special latte packed with fresh milk, meow~

Mill

Coffee's temperature matters too, meow...
I don't like it too hot, but I'll pour it carefully, meow...

Cino

Hurry up and bring it over before it gets cold, meow!
But for those with cat-tongues (sensitive tongues), bring it slowly, meow!

How to Play

- 1** Players take turns clockwise starting from the starting player. Choose any the cat card from your hand and play it face up.
- 2** Players 2 through 4 must play the cat card from their hand that matches the “color” of the card played by the starting player (Player 1). Only when you cannot play a card of the same color as the first player may you choose any card to play.

You can play cards in 4 different ways! See [How to Play Cards].



How to Play Cards

1 Play any cat card from your hand.

2 3 4 Play a card that matches the “color” of the first card.

If you cannot play a card of the same “color,” choose any card you like and play it.

We cannot serve it as a set.

A set is considered to have a “numerical value” equal to the sum of the two cards’ numbers and a color of “brown.”

A set can only be played with “one black card and one white card.” It cannot be played with any other combination.

Even if you hold a “brown (single)” card, you can still play a set.

Set of 2 1 black & 1 white

- 3** Once all players have played their cards, the winner of the trick is determined.

Winner Determination

Cards played with this trick are judged in the order of “Color” → “Number”.

The same “Color” as the coffee card in the center

The player with the highest-value cat card of the same color as the “Coffee Card” in the center wins.

The same “Color” as the cat card played by the first player

The player with the highest-value cat card of the same color as the first player’s “Cat card” wins.

※If multiple players have the same number, the player who played later wins.

- 4** The winner of the trick takes the central coffee card and places it face up in front of them. Please be careful not to add it to your unused coffee card queue. After that, collect the cat cards used in this trick, place them face down, and set them aside.
- 5** The player who takes the coffee card leads the next trick. The first player selects **one unused coffee card from their own column and places it in the center**. Then, choose any cat cards from the hand and play them to start the trick.
- 6** Repeat steps **1** through **5**, and a round ends when any of **Conditions for Ending** are met. After **Calculating the Scores**, and **Preparation** for the next round. The next round begins with the player to the left of the previous round's starting player.
- 7** The game ends after a number of rounds equal to the number of players. The player with the highest total score wins. If there is a tie, share the victory.

Supplement: About Coffee Card

The “Coffee Card” placed in the center represents the ‘points’ the winner of that trick earns and indicates the suit of the strongest “trump card” in that trick.

How to Play Coffee Cards

- ※In the first trick, since the leftover coffee cards are already in the center, the first player starts without playing a coffee card.
- 1** From the second trick, the first player chooses any one coffee card from the own column and plays it in the center.
- 2** The first player plays any cat card from the hand.

例

1 Coffe Card **2** Win

BRN13 BK BK1

BRN17

※WH15+BK2

Unused Coffee Card

2 Acquired Coffee Card 7points

The coffee card for this trick is “Black”. Player 1 played one “Brown 13”. Player 2 is holding neither “Brown” nor “White”, played one “Black 1”. Player 3 held “Brown”, but played it as “Brown 17” by pairing it with “White” and “Black”. Since the coffee card is “Black”, Player 2 wins this trick.

The player 2 who win this trick gains a coffee card “Black 7”. Place the acquired coffee card face up in front of you. Be careful not to place it in your unused coffee card column.

The Player 2 played the “Brown 5” coffee card from an unused column. Then, the player plays any cat card from their hand. The player 2 had neither “Brown” nor “White” in the hand and played the “Black 6” to start the trick.

Black White Brown

5 10 15

POINT

The first player does not need to match the color of the cat card played from their hand with the coffee card placed in the center.

Conditions for Ending a Round

The round ends when any of the following occurs:

- i When the **total value** of acquired coffee cards **exceeds the round limit**.
- ii When the first player can **no longer play a coffee card**.
※Even if a player runs out of coffee cards in their column, the round continues unless they become the first player and play a coffee card.
- iii When a player **plays their last card (cat card)**.
※The trick in which the last card is played will be completed after determining the winner.

Maximum value on the coffee card
For 3 players: 20
For 4 players: 15

The round ends the instant the upper limit is exceeded. “Exactly at the upper limit” does not count as exceeding it. If you end the round at exactly the upper limit, your score doubles!

Calculating the Scores

When a round ends due to any of the conditions, scoring is calculated. Calculate the following **1** and **2**, and the total score **3** is the points for this round.

- 1 Total value of acquired coffee cards**
* Exceeded the upper limit (20 for 3 players, 15 for 4 players): **0 points**
* Exactly at the upper limit: **“Total value × 2” points**
- 2 Number of unused coffee cards in your column × number of cards (squared)**
* Players exceeding the maximum value can still earn this score.
- 3** 40 + 9 = **49points**

Record the total score on a memo or chip, then start the next round.

2 8 9 3

Since there are 3 cards remaining 3 cards × 3 cards = 9 points

1 15 5

15 + 5 = 20 points
For 3 players, since it's exactly the maximum 20 points × 2 = 40 points