

1 KINAPA

A game of 2 to 8 players
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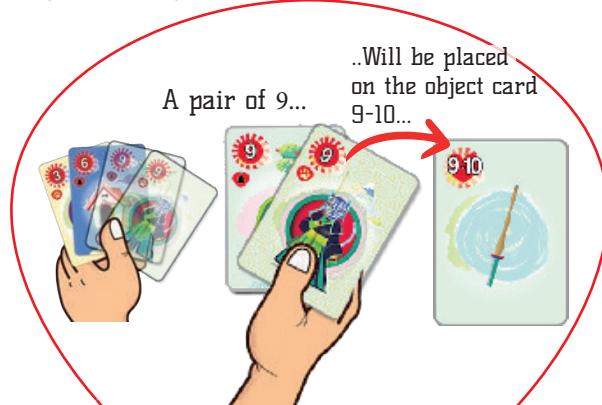
RULES



2 THE GAME

GOAL OF THE GAME:
The aim is to be the first player to put down all of their pairs on the same number as the corresponding object cards before the other players.

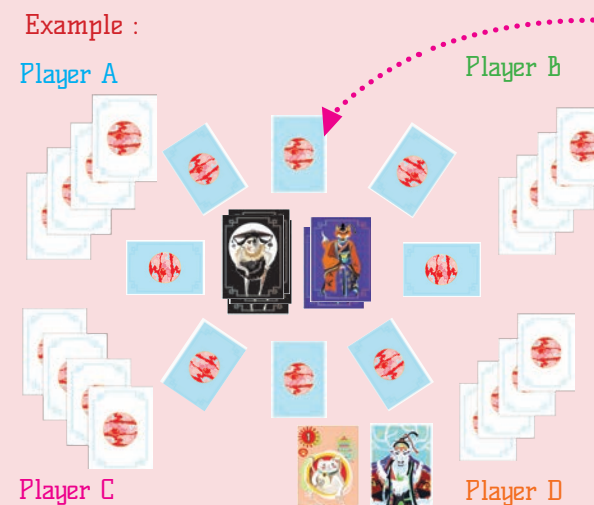
Example:
A pair of 9... or 10 ... Will be placed on the object card numbered 9-10



CONTENTS:
16 animal cards numbered from 1 to 16
16 shelter cards numbered from 1 to 16
16 object cards from 1-2, 3-4... 15-16
1 «Emperor» card represented by a white deer
2 «Minister» cards represented by a fox
8 «Sheep» cards
2 game aid cards

3 SETUP

RULES
for 4-8 players



WHO STARTS?

«The Maneki-Neko (Cat #1) indicates who will be the first Emperor (here it is player D who has it)».

4 PREPARATION OF THE CARDS

1. **SEPARATE** the object cards (blue backs) from the other cards (white backs).



2. To determine which cards to play with, multiply the number of players by 2.
Example: Here, there are 4 players therefore you **PLAY** with cards numbered 1 to 8.

3. **SHUFFLE** and **PLACE** the Minister and Sheep cards in the centre of the table, then the object cards face down in a circle around them.

4. **SHUFFLE** the animal cards and shelter cards together and **DEAL** 4 cards per person.

«The Emperor is the only one who can put down their pairs».

5 START OF THE ROUND

- 1- Emperor's Announcement
- 2- Exchanging cards
- 3- Putting pair(s) down
- 4- Choosing the new Emperor

The Emperor says «KINAPA a ...?» then a number, and counts 3 seconds aloud giving players the time to choose an action.

Example: «KINAPA a 7? 1-2-3»



* Raise your hand

* Do nothing

«I don't have the card» «Maybe I have it, maybe not»
The number of players who have not raised their hands (i.e. those that may or may not have the card 7 in this case) will influence with whom the Emperor will be able to exchange a card.

2 or more players don't raise their hand

The Emperor then designates one of these players from whom they take a card at random and gives them in return the one of their choice.

1 or 0 players don't raise their hand

The Emperor orders the announced card to be given: the player who possesses it must hand it over and the Emperor gives them the card of the Emperor's choice in return.

If the card was in the possession of a player who raised their hand, the Emperor shouts «Liar!» and the player who lied is punished (see the «LYING» section).

IMPORTANT! During an exchange, the Emperor must give back a different card to the one that they have just received.

6 SPECIAL CASE

If the Emperor announces «KINAPA» followed by a number that they already have the pair of and all the other players raise their hands, the Emperor then keeps their cards. There is no exchange this round.

Example :
The Emperor, player A, announces « KINAPA a 2 ? » when they already have the pair in hand.



Player B

Player C

Player D

All the other players raise their hands. The Emperor shows their pair of 2s and does not exchange any cards with players.

However, if at least one player has not raised their hand, the Emperor shows their pair. They have the obligation to take a card at random from the deck of one of the people who has not raised their hand and gives in exchange a card of the Emperor's choice.

Example :
The Emperor, player A, announces « KINAPA a 2 ? » when they already have the pair in hand.



Player B

Player C

Player D

One of the players did not raise their hand. The Emperor shows their pair of 2s, then takes a card at random from Player D's hand and in return gives them a card of the Emperor's choice. They then finish their turn normally.

7 END OF THE TURN

The Emperor, at the end of their turn, turns an object card over on the table in a way that is visible to all.

Example :
The Emperor turns over a card. This is the object 5-6. The Emperor places their pair of 5s on the object of the same number.

In this case, they must reveal a new object card. If they do not have another pair in hand that matches the revealed object card they hide the object card face down in the same place.

Example :
The Emperor turns over a card. This is object 7-8. The Emperor does not have a pair matching the item number. The Emperor turns over the card face down.

If the Emperor puts down their second pair, they win the game!
Note: you cannot place a pair on an object that already has a pair on it.
If at least one player has raised their hand, the Emperor chooses the next player to receive the Emperor's card from among them unless they hold a SHEEP CARD (see below).
If no player has raised their hand, the Emperor remains the same for the next round.

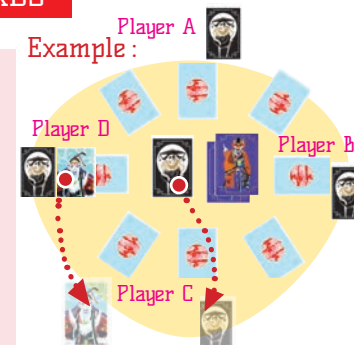
8 SHEEP CARDS

Sheep cards ensure that everyone has the chance to have the Emperor card. When a player becomes the Emperor, they also receive, if they do not already have one, a Sheep card that they places on the table in front of them.

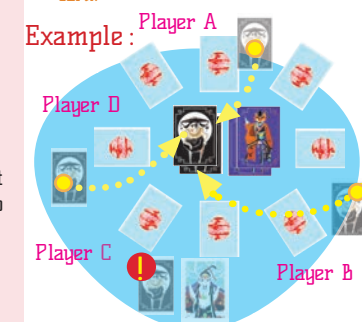
When the current Emperor finishes their turn and chooses their successor from among the players who have raised their hand, they must first choose among those who do not have a Sheep card.

If a player has lied by raising their hand, has been punished and does not have a Sheep card, that player will be prioritised to become the next Emperor.

When all players have a Sheep card, they are put back in the centre of the table except the last Sheep distributed, and from there we start the process again.



At the end of player D's turn, the player who has priority to become the new Emperor receives the Emperor's card as well as a Sheep card.



As all other players also have a sheep card, they put them back in the centre of the table..

9 LYING

The player who lied by raising their hand receives the 2 Minister (Fox) cards as they will be penalised for two turns. As long as they have Fox cards, their other cards remain revealed, and they can no longer raise their hand. They give the Emperor the requested card and receive in exchange a card that can remain hidden.

If they do not have a Sheep card, they will have priority to receive the Emperor's card at the end of the round.

Starting in the next turn when the Emperor's card switches from one player to another, the punished player removes a Fox card and places it in the centre of the table.

Example : The Emperor, **Player A**, asks « KINAPA a 7 ? »

Player B  **Player C**  **Player D** 

Only one player - D - did not raise their hand. The Emperor therefore demands the card from player D because logically, if they did not raise their hand, then they should be holding a 7 (Remember that it's KINAPA - Who Doesn't Have), unless of course they are lying. Player D claims that actually they do not have the requested card. The Emperor then shouts « liar! » and the player who actually holds it must announce themselves, in this case Player B who is obliged to give their card 7 to the Emperor, being then punished for their lie.

Player B's cards are placed like this on the table in front of them:



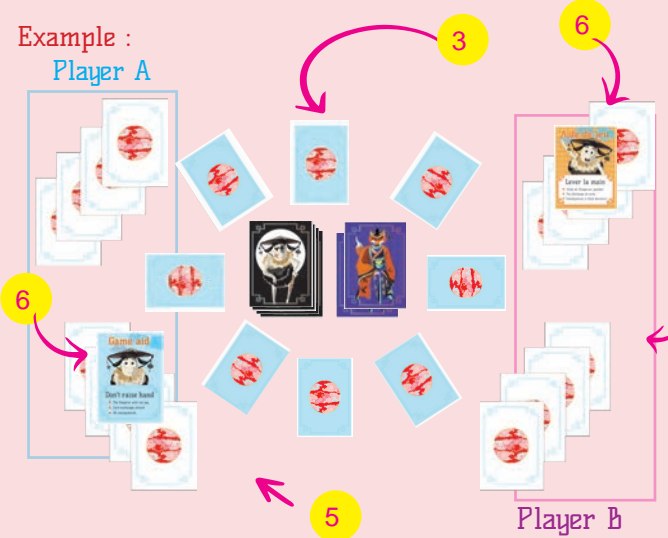
The cards that Player B had in hand. The card exchanged just now with the Emperor. The 2 «Fox» cards.

The Emperor normally finishes their turn by turning over one item card and choosing the next Emperor - as player B does not have a Sheep card, they have priority to be the next Emperor.

10 SETUP

RULES For 2 Players

Example :
Player A



The player with the Maneki-Neko # 1 Cat card becomes the Emperor, receives a Sheep card and starts the game.

If the Maneki-Neko is not in the players' hand, both players perform a Switch.

11

GOAL OF THE GAME

The winner is the one who gets rid of their hands of cards first.

1. **TAKE** cards numbered 1 to 8 and 1-2 to 7-8.

2. **SEPARATE** double-numbered object cards from other cards (1-2, 3-4 etc.).

3. **SHUFFLE** and place the cards face down in the centre of the table.

4. **SHUFFLE** animal cards and shelter cards together.

5. **DISTRIBUTE** 2 decks of 4 cards to each player.

6. **PLACE** a game aid card on one of the decks of cards (called the **BOT**) adjacent to each player without looking at that deck and pick the other one up.

12 THE SWITCH

The Switch means that the player will put their cards in hand on the table to take their second deck.

The player lays down their cards.

They remove the game aid card from the deck.



They look at their cards.

Example :

1 2 3 4

5 6 7 8

9 10 11 12

13 14 15 16

17 18 19 20

21 22 23 24

25 26 27 28

29 30 31 32

33 34 35 36

37 38 39 40

41 42 43 44

45 46 47 48

49 50 51 52

53 54 55 56

57 58 59 60

61 62 63 64

65 66 67 68

69 70 71 72

73 74 75 76

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