

海盜喵王 Ahoy! Kitten

ruleBOOK

Ocean is the home of thousands upon thousands of fish. Free to travel to here and there, the marine creatures enjoy peace and harmony in this underwater world, until a misfortune is looming fast... Pirates! The kitten pirates! Their ships are approaching to bringing us terror and dismay!"By whatever means, be it a catch with one's own net or a steal from others', every chief of the pirates is running the same thought in their minds: to make the most out of the ocean, and to outpace others with clever tricks!



COMPONENTS

 6 fish tokens divided as follows:

- ♦ 18 red 
- ♦ 18 blue 
- ♦ 18 yellow 
- ♦ 6 white 

 1 bag

 2 rulebooks
(1 Chinese & 1 English)

 ocean tiles  

 6 character titles

♦ Eysturoy (Green)

♦ Majestic (Blue)

♦ Fried Fish (Red)

♦ Poseiden (Yellow)

♦ Inventor (Black)

♦ Hook (Purple)



OBJECTIVE

Gain the highest score by gathering fish tokens.

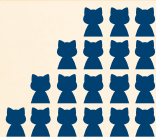
Setup

Dealing character tiles

Each player chooses a character tile and places it in front of themselves (three-cats side up). With fewer than 6 players, the unused character tiles are returned to the box.

Placing ocean tiles

Then, the ocean tiles are placed at the centre of the table in accordance with the chart below:



3 players 2 ocean tiles

4 players 3 ocean tiles

5 players 4 ocean tiles

6 players 5 ocean tiles



**See p.7 for 2-player Variant.*

Distribution of fish tokens

All of the fish tokens are placed in the bag. A player who will have the task of distributing the fish tokens is chosen. If there is anyone who is willing to be the “banker”, that player gets the task. Otherwise, the player who most loves fish dishes will do just fine. That player draws fish tokens randomly from the bag until there are 2 fish tokens on each ocean tile. The game can now begin.

THE FIRST TURN

Count and point

The players count to three together. On three, they simultaneously point at an ocean tile of their choice with their fingers (cats' claws!).

Example:



Single player pointing at an ocean

If there is **only one player pointing at a given ocean**, **that player takes all of the fish tokens there** and places them on his or her character tile.

Multiple players pointing at an ocean

If two (or more) players point at the same ocean, nothing happens and the fish tokens remain where they are.

The turn ends.

In the example above:



The **blue pirate (Ship Majestic)** takes the tokens from the ocean.



Here, no one takes any token as multiple players point at the same ocean!

REFILLING FISH TOKENS ON OCEAN TILES

Distributing the tokens

The player responsible for distribution randomly picks fish tokens from the bag.

 1 token is added to each ocean tile where remains at least 1 token.

 2 tokens are placed on each empty ocean tile.

NOTE: This operation occurs between each turn until all fish tokens in the bag have run out (which triggers the end of the game).

If there are not enough fish tokens left to supply each ocean, the responsible player makes distribution of them upon his or her wish while following the rules above (therefore some oceans may remain empty).

FROM THE SECOND TURN AND BEYOND

Each new turn is played as previously explained, but players now have two new options.

1 FILCHING TOKENS

Instead of pointing at an ocean, a player can point at the character tile of another player.

Single player pointing at a character

If a character tile at which only one player points, that player steals all the fish tokens on it and places them on his or her own character tile.

Multiple players pointing at a character

If two (or more) players point at the same character tile, none of them can take the fish tokens there, making the tokens remain on the tile.

Reminder :

- There is no play order!
- Players' actions are simultaneous.

Example:



Example:



2 PROTECTING TOKENS

Protect and claim

Instead of pointing at an ocean or at another's character tile, the players can protect their fish tokens and claim them immediately. To do that, they have to cover their character tiles with their hands (cats' paws!).

Pointing at a protected tile

Important: If a player points at a character tile protected this way, that is too bad for them!

Example:



The **yellow pirate** (Ship Poseidon) protects the tokens and claims them.



The **blue pirate** (Ship Majestic) gains nothing at all!

The protected fish tokens are removed from the tile and placed next to the player. They have now been claimed and **can no longer be stolen**.

Forced break

Players who claimed their fish tokens must flip their character tiles over to the ship side. Thus, they will be suspended from the following turn. When that turn is over and a new turn is to start, these players can flip their character tiles back to the cat side and resume playing.

Example:



The **yellow pirate** (Ship Poseidon) is on break for this turn.



The **blue pirate** (Ship Majestic) takes tokens.

GAME END

Score tallying

When the last fish token in the bag is drawn, it indicates that the game will come to an end after that turn is finished. Tallying victory points (VPs) is to follow. Each player gathers the fish tokens they have claimed and those placed on their character tiles.



Each set of 3 tokens in three different colors is worth 5 VPs.



The white tokens are each worth 2 VPs.



Every colored token (which is spare from forming a set of 3 in three different colors) is worth 1 VP.

NOTE: The fish tokens remain on the ocean tiles are excluded from the scoring.

The winner

The player who gains the most VPs wins. If there is a tie, the player having most white tokens is the winner. If the tie is still unsolved, playing one more game would be a good idea!



Tips from the game designer:

Players are allowed to talk before or during the counting up to three and come to an agreement on the oceans to point at. However, breaking one's word will not result in any adverse consequence in the game. So, have fun!

2-PLAYER VARIANT

Components	Ocean tiles	Character tiles	Fish tokens			
			Red	Yellow	Blue	White
No. of pieces	3	4	12 of each color			6

Each player is dealt with 2 individual character tiles: the left paw will represent one of them, while the right paw will act for the other. The basic game rules apply, alongside a variation that the character played by a player's paw can steal tokens from another controlled by the other paw, but performing protection on behalf of the other character is disallowed. When the game ends, each player tallies VPs for the fish tokens in the left and right paws separately, and the lower score is the final score of the player.

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Credits

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