

HAPPY MOCHI

RULEBOOK



CONTENTS

70 cards numbered

0 to 9 in seven colors



1 Value card

+ front, = back



1 rulebook

GOAL OF THE GAME

Have the lowest score at the end of the game.

Get rid of your cards as fast as possible to score the fewest points each round, but remember: you cannot rearrange your hand!

SETUP

- 1 Shuffle the cards and deal 7 to each player. Do not rearrange your hand. It must remain in the order it was dealt!
- 2 Place the Value card in the center of the table, + side visible.
- 3 Below the Value card, place 2 random cards next to each other, face up. This is the Central Duo.
- 4 Make a deck with the remaining cards and place it face down below the Central Duo.



The Central Duo makes a number (here "68"): the left card represents the tens digit, while the right card represents the units digit.



GAMEPLAY OVERVIEW

A game plays over one or more rounds. When a player plays their last card and triggers the end of a round, the other players add up the value of their remaining cards. These are penalty points.

The game ends when one player reaches or exceeds 30 points.

Players take turns clockwise. Whoever has last eaten mochi (or any other Japanese dish) plays first.

On your turn, take one of the two possible actions:

Draw a card

OR

Play a Duo

Draw a card

You may draw:

- 1 One of the cards in the Central Duo.



- 2 The top card of the deck.



Place the drawn card anywhere in your hand!



Play a Duo

Take two adjacent cards from your hand, without changing their order (the one on the left being the tens digit, and the one on the right the units digit), and place them on top of the Central Duo.



When you play a Duo, you must follow these restrictions:

VALUE RESTRICTION

If the Value card is on its + side, the number formed by your Duo must be strictly **greater** than the Central Duo.



If the Value card is on its = side, the number formed by your Duo must be strictly **less** than the Central Duo.

COLOR RESTRICTION

If the cards in the Central Duo are the same color, your Duo of cards must also be the same color (but do not have to match the color of the Central Duo).

Value and Color Restrictions stack!

Example: Here, your Duo of cards must be strictly **less** than 95 **AND** be the same color.



HAPPY MOCHI

If you play a Duo with the same numbers, also called a Happy Mochi, ignore any Value and Color restrictions! Call out "Happy Mochi!" when you play it, so that your opponents notice. Playing a Happy Mochi can help you avoid getting stuck.



CARD EFFECTS

Certain cards automatically trigger effects when you play them.

There are 2 different effects:



Choose any player (including yourself) to draw a card (see "Draw a card").



Flip the Value card over.

NOTES

- A If by drawing a card from the Central Duo, you take the last card from the corresponding stack, replace it with the top card of the deck.
- B If, when drawing a card from the Central Duo, you reveal an Effect icon, nothing happens (effects are only triggered when they are played).
- C If **both** cards in the Duo you play have an effect, trigger **both** in any order.

Special case: If one of the two cards is the effect and you decide to apply it first, you may draw the 2nd card of the Duo you just played and still trigger its effect.



END OF THE ROUND

When a player has no more cards in hand at the end of their turn, the round immediately ends. All other players add up the value of their remaining cards. Write the scores on a sheet of paper.



Example: Sam has 3 cards at the end of the round. She adds up their values: $3 + 7 + 2 = 12$.

Sam	Ben	Jess
12	4	0

END OF THE GAME

When one player reaches or exceeds 30 points, the game ends. The player with the **fewest total points wins!** In case of tie, share the victory.

Sam	Ben	Jess
12	4	0
0	16	5
19	0	23
31	20	28

PREPARING THE NEXT ROUND:

Do not change the Value card.

Shuffle all cards and follow the normal setup rules (see "Setup"). Then begin a new round starting with the player to the left of the winner of the previous round.

TURN EXAMPLE



1

The Value card shows 5 and the Central Duo makes 68. Sam plays 57 and decides to draw a card.



2

Now it's Ben's turn. The cards in the Central Duo (57) are both yellow, which adds a Color Restriction.

He doesn't have a Duo of the same color that makes a number under 57! He must take the "Draw a card" action.

3

Jess has two options to play on top of the yellow 57: either play his purple 46, or play his 11 Happy Mochi. He decides to play the 46, since it reduces the points in his hand. He saves his Happy Mochi for later.



PLAYER AID



TURN OVERVIEW

DRAW

Draw one card from the Central Duo or the top card of the deck.

OR

PLAY A DUO

Play 2 adjacent cards from your hand by following restrictions.



RESTRICTIONS

VALUE

Play a Duo that is greater than or less than the Central Duo, according to the Value card.

- Always applies -

COLOR

Play 2 cards of the same color.

- Applies if the Central Duo is the same color -

If you play a Happy Mochi, ignore both restrictions!

EFFECTS



Choose any player (including yourself) to draw a card.

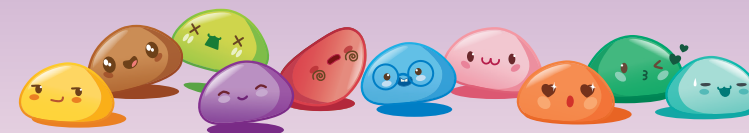


Flip the Value card over.



End of game

When one player reaches or exceeds 30 points, the game ends!



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