

# オツカイフクロウの

Familiar's Trouble

# 苦勞話

3 Players

15-30 Min

## STORY

“Hey...They’re still not all gathered...?  
There’s only 5 hours and 58 minutes until  
dawn...understand?”

The famous witch, Minuit, puts down the tea she was  
drinking and grabs her wand.

“Uhhh....Sorry about that.”

“Retrieve the remaining materials immediately!”

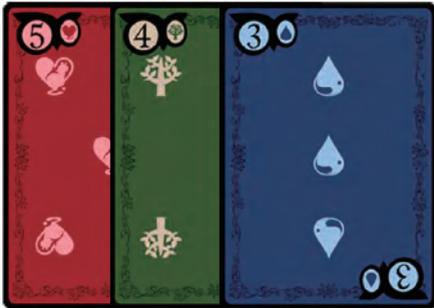
The owl was once known as the “Great Sage of the Forest”,  
but now serves as Minuit’s familiar. Night after night,  
he takes off to collect magical materials.

Tonight, the familiar’s troubles begin again.  
However, he’s called in his fellow owls to help collect  
materials, all in hopes of avoiding another punishment.

# CONTENTS

## • Attribute Cards x 27

One Color: 3 sets valued 3-9



Two Colors: 3 cards



Three Colors: 3 cards



## • Errand Cards x 27

[Level 1: 9 cards • Level 2: 10 cards • Level 3: 8 cards]

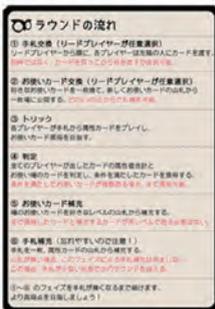


Front



Back

## • Summary Cards x 3



## • Lead Player Card x 1



## • Instructions (this booklet)

## CARD OVERVIEW

### Attribute Cards

These cards have an **attribute value** used towards fulfilling an errand. Along with the single colors, there are special cards with multiple colors.

#### 1. Attribute Value:

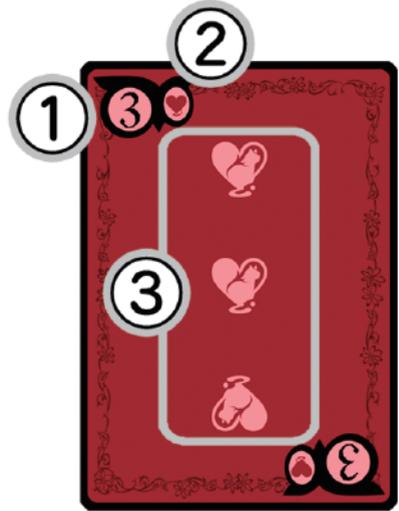
Referred to at the end of a trick. The higher the value, the better the card.

#### 2. Attribute Type:

There are three different types - red (life), blue (water), and green (tree). There are also cards with multiple types.

#### 3. Symbol:

Images that show the attribute values and types.



### Errand Cards

These cards indicate the conditions to complete an errand. They are split into three different levels of difficulty.

#### [Card Front]

#### 1. Required attribute values:

The conditions required to fulfill an errand card.

#### 2. Errand Level:

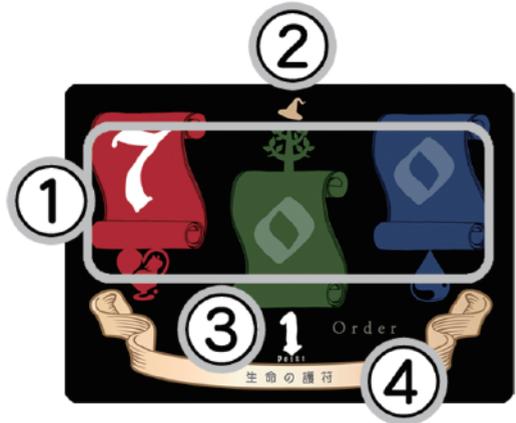
This is equal to the number of hats. The degree of difficulty increases with the errand level.

#### 3. Points:

This is the number of points earned upon fulfilling the errand.

#### 4. Card Name:

The name of the tool created with the collected materials. (These are flavor text that have no meaning in the game)



## [Card Back]

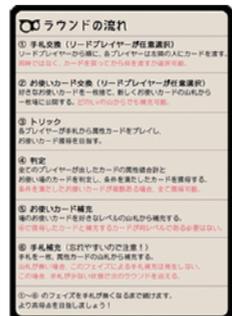
### 1. Errand level:

Shows the errand's difficulty level.



## Summary Cards:

They provide a quick rules rundown to follow when playing the game. Please refer to these during your first couple of plays.



## HOW TO PLAY

### Game Summary

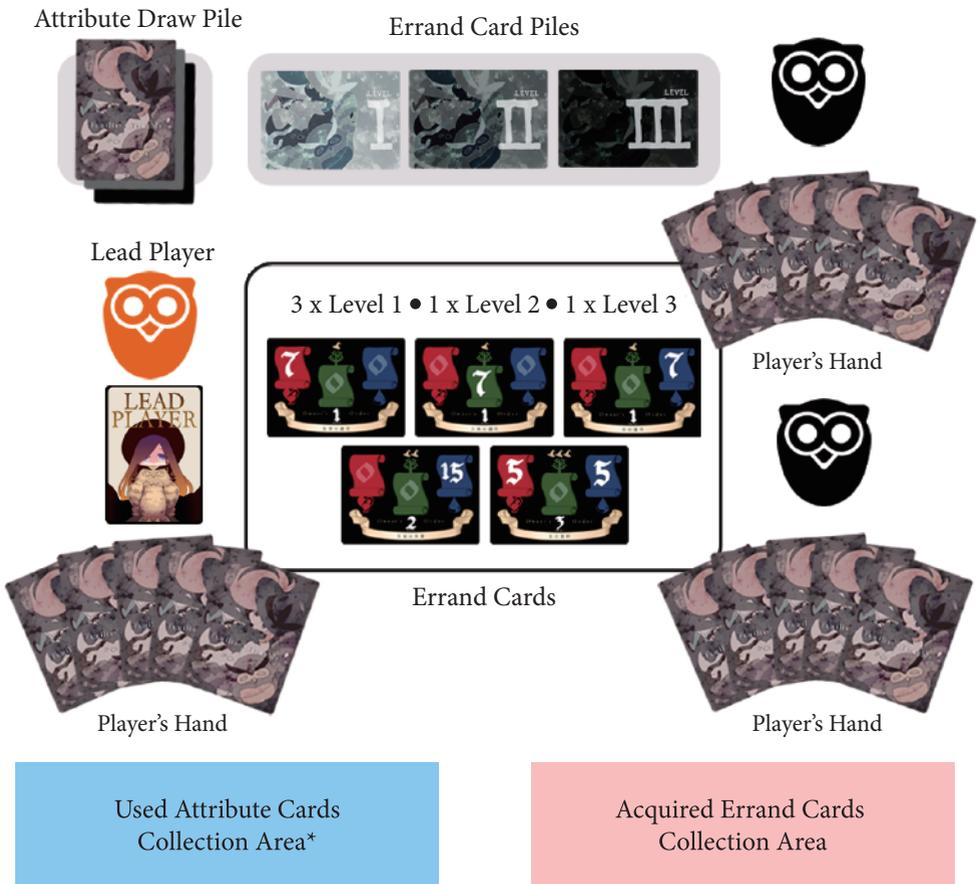
Play attribute cards from your hand to complete available errand cards. The total point value of all completed errands is the final score.

### Hint -

It does not mean that you can play your favorite attribute card at any time. To collect high level errand cards, cooperation among familiars is essential.

# GAME PREPARATION

- Deal 5 attribute cards to each player.
- Lay the opening errand cards face up (as shown below). All remaining errands are separated into three face down piles by level.  
**Card breakdown: 3 level 1, 1 level 2, and 1 level 3**
- Determine the lead player\*. Decide this using any method that all players can agree on.  
 (\* They begin the trick phase, which will be described in detail later)
- Each player is given a game summary card.

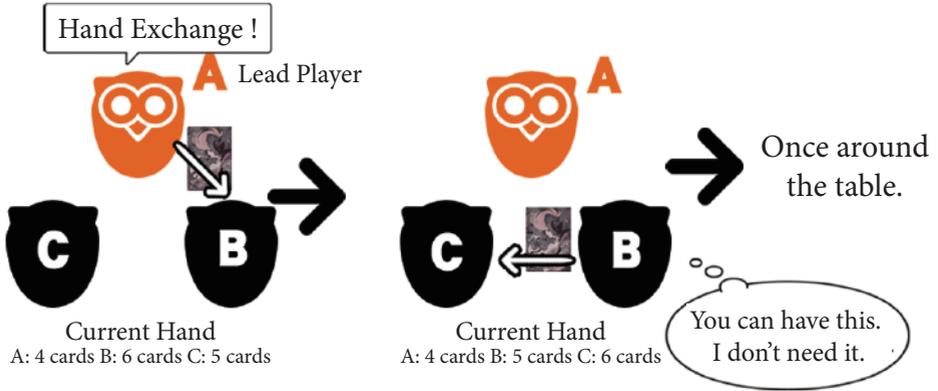


\*Place all played cards face up in this area. All players can check attribute cards that have been played. Keep them separated by attribute types so that you can easily see which cards have been played.

# GAME FLOW

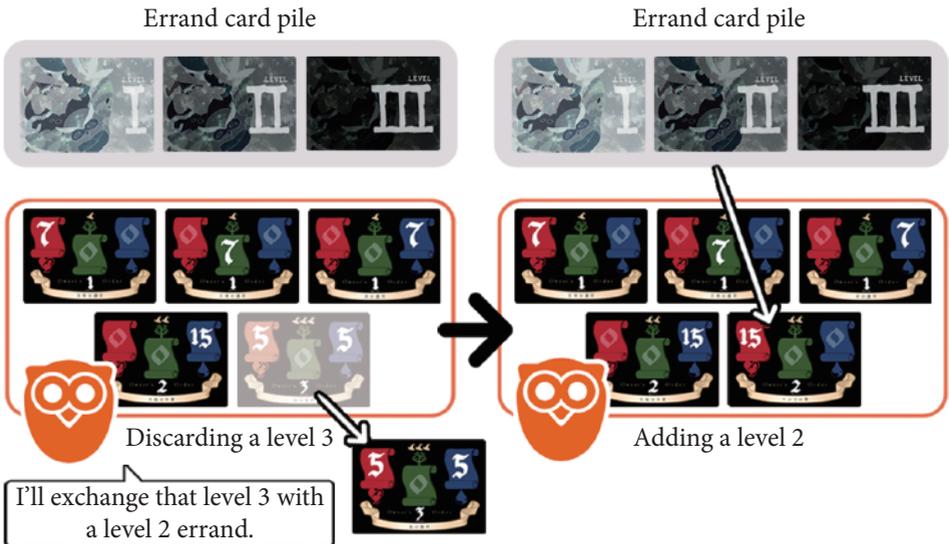
## 1. Hand exchange (Optional phase - Decided by lead player)

Starting with the Lead player and continuing in clockwise order, each player passes a card to the player on their left. This step is not performed simultaneously. After receiving a card, players may choose to pass on any card in their hand, including the one they just received.



## 2. Errand exchange (Optional phase - Decided by lead player)

Discard one face up errand card and replace it with another from any level of the errand card piles. The discarded errand is then put at the bottom of the appropriate level pile.



### 3. Trick **\*The most important part of this game!**

The general rules and terminology of trick-taking apply, so please make sure all players understand the basics. If anyone is unfamiliar with trick taking games, please read the quick overview on pages 14-15.

1. The Lead player chooses and then plays an attribute card from their hand. This is referred to as the “lead card”.

2. In clockwise order, everyone else plays a card that matches the attribute of the “lead card”.

#### [Example 1]

Lead Card : Red 6 (Leading with the red attribute.)

Your Hand: Red 3, Red 5, Blue 3, Blue 7, Green 6

Red 3 is chosen from the two available red cards.

3. Whoever played the highest value card matching the attribute set by the “lead card” wins the trick and becomes the new lead player.

**\*Variant Rule:** In this case, only refer to the highest value, disregarding the attribute. Whoever played the highest value becomes the new lead player. This rule is recommended for beginners, but experienced players may choose to adopt it too!

4. Pass the “lead card” to the new lead player.

Note: Do not reveal your hand to the other players. Instead, try to deduce the contents of the other player’s hands and be sure to keep an eye on the currently available errand cards.

## [Playing a 2-color card]

When used to lead a trick, players may follow with a card matching either of the attributes.

### [Example 1]

Lead card: Red / Blue 2

Your hand: Red 3, Blue 3, Blue 5, Green 6, Green 9

Cards with either the red or blue attribute can be played (Red 3, Blue 3, Blue 5)

### [Example 2]

Lead card: Red / Blue 2

Your hand: Blue 3, Green 3, Green 4, Green 6, Green 9

Only the Blue 3 may be played.

When used during a trick, the card can be played for either attribute. If the 2-color card is the only match to the current trick, it must be played.

### [Example 1]

Lead Card: Red

Your hand: Red / Blue 2, Blue 3, Blue 6, Green 3, and Green 4

As the only card with the Red attribute, Red / Blue 2 must be played.

It can be selected from among other cards with same attribute if it matches the “lead card”.

### [Example 2]

Lead Card: Blue

Your Hand: Red / Blue2, Blue 3, Blue 6, Green 3, Green 4

All of the blue cards are playable - Red / Blue 2, Blue 3, Blue 6

## [Playing a 3-Color Card]

When used to lead a trick, players may follow with a card of any attribute.

[Example]

Lead: 3 color card

Your hand: Red 3, Red / Blue 2, Blue 5, Green 8, 3 color card

Any of these cards may be played.

When used during a trick, the 3 color card is always an option.

[Example 1]

Lead: Red

Your hand: 3 color card, Blue 3, Blue 6, Green 3, Green 4

Since you have no red in your hand, you can opt to play your choice of card or play the 3 color card.

[Example 2]

Lead: Red

Your hand: 3 color card, Red 3, Blue 6, Green 3, Green 4

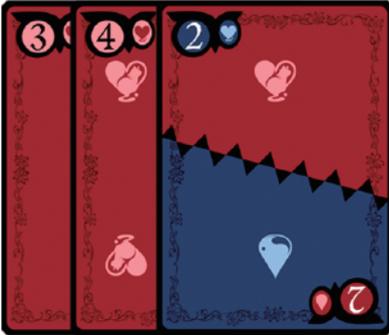
Since you have a Red, you can play either the Red 3 or 3 color card.

A quick readme providing further detail on this section (and including additional images) is available on the web. Please check it out!

**<http://fukuroudou.info/home/rule/otukaifukurou-en>**

## 4. Verdict

Compare the attribute totals from the attribute cards players played during “3. Trick”, with the required attribute values of the available errand cards. Players will acquire any errand cards that the attribute total can cover. These completed errand cards are placed in the card collection area, and the attribute cards played during the trick are discarded.



Total Value: 9 2



Required Attribute : 9 2  
Values

Condition clear → win!

All of the attributes from multicolored cards are added.

2 Color card



+2  
 +2

3 Color card



+1  
 +1  
 +1

Examples (cards played and total value of each attribute)

			Totals:
[Example 1] A: Red 7	B: Red 4	C: Red 6	Red 17 Blue 0 Green 0
[Example 2] A: Red 7	B: Red/Blue	C: Red 3	Red 12 Blue 2 Green 0
[Example 3] A: 3 Color 1	B: Blue 3	C: Green 4	Red 1 Blue 4 Green 5
[Example 4] A: Blue/Green 2	B: Blue 3	C: 3 Color 1	Red 1 Blue 6 Green 3

## 5. Errand card replenishment (Performed by the lead player)

Draw enough replacement cards from the errand level piles to bring the number of available errands back up to 5. The replacements can be taken from any level.

[Example] Acquired a level 2 - Replaced with a level 2 or level 3

## 6. Hand replenishment

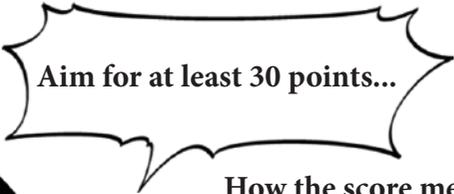
Each player takes one card from the attribute draw pile into their hand. If there are no attribute cards to draw, then simply skip this step. (In this case, they have less cards in next turn)

## ■ END OF ROUND

Simply go back and repeat steps 1 through 6.

## ■ END OF GAME

The game comes to an end after all players have used their last card. Finish the round, total the number of points received from all of the completed errand cards, and check it against the score chart below.



Aim for at least 30 points...

### How the score measures up: \*

0-19 points: Oi...only this?

20-29 points: So-so.

30-39 points: A vast improvement!

40-49 points: Amazing!

50+ points: You familiars are the best!

\* In the Japanese edition, target scores were much lower, and it seemed too easy for experienced players. So, I rearranged them!

## ■ SUGGESTED RULES FOR BEGINNERS

To get used to the game, try incorporating some of the following rules. As you become more accustomed, raise the difficulty little by little.

1. Skip the hand exchange phase. (Recommended)
2. Skip the errand card exchange phase.
3. Alter the number and level of the available errand cards.  
[Example 1] Level 1: 3 cards Level 2: 2 cards Level 3: None  
[Example 2] Level 1: 4 cards Level 2: 2 cards Level 3: None

4. Indirectly hint at the attribute cards you would like to see played.

## ■ FAQ

Q1: If more than one card ties for the highest value, who becomes the new “lead player”?

A1: The first person to have played a card with that value becomes the next “lead player”.

Example (Played in the order of ABC):

A: 3 Color 1 B: Blue 4 C: Green 4 ➡ B becomes the next “lead player”.

Q2: May the contents of the discard pile be seen during the game?

A2: Yes, it’s contents may be checked at any time. In fact, if the attributes are kept separate, it becomes easier to keep the discards organized. (They will be placed in “Used Attribute Cards Area”)

Q3: May players discuss which errand card to collect while playing?

A3: As a general rule, no. However, players may be flexible on this.

Q4: When exchanging an errand card, may players discuss which card to discard from the display or which level to use as a replacement?

A4: As with Q3, the general rule is no. However, players may make general comments such as “Maybe we had better change out this card because it’s too difficult.” Nothing related to their hand of cards may be discussed.

Q5: What happens if a pile of errand cards is exhausted?

A5: Player's simply won't be able to replenish the available errands with ones from that level. Instead, they'll use cards from the remaining levels.

## ■ **GAME TIPS**

If you don't want any suggestions on strategy, please skip this section.

- As lead player, take the hand of the other players into consideration when selecting errand cards. This tends to make the game more interesting.
- There are many materials at your disposal to determine the situation.
  - The relationship between the lead card of a round and card played during a previous round.
  - What card was passed to the player on your left during the exchange phase.
  - Attribute cards used in the previous round.
- A level 3 errand may be valueable, but they sometimes might prove a bit too difficult.
- If you aim for a high score, you may want to get level 2 or 3 errand cards. Check your hand and aim to get the highest score!  
(For example, get 2 or more level 2 cards!)
- Errand cards that have 2 colors are more valuable than that with only 1 color. So, if you only have 2 types of attribute cards...

## *Trick-taking rules overview*

This section covers the basics of most trick-taking games.

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So, what is trick-taking? Read on to find out.

Before continuing, keep in mind that “suit” refers to the symbols of a card deck (typically spades, hearts, diamonds, and clubs). “Familiar’s Trouble” has three suits known as “attributes” (red - life, blue - water, and green - tree).

### **■ SET UP**

Each player is dealt an equal number of cards.

### **■ TRICK**

In turn order, each player picks one card to play from their hand. A single round with a turn from each player is referred to as a “trick”.

### **■ FOLLOWING THE LEAD**

The first card played in a trick is referred to as the “lead”, while the first player is referred to as the “lead player”.

Every card played after the “lead” is referred to as “following”. In this case, the card played must be of the same suit as the “lead”. This is known as “following suit”.

Players following the lead end up in one of two groups:

1. Players that have at least one card matching the lead suit - They are then required to play one of the cards from their hand that matches the lead suit.

[Example 1]

Player A starts the trick with a Heart.

Player B’s hand - 5 of Hearts, 10 of Hearts, 10 of Spades, 11 or Clubs

Player B may choose to play either the 5 of Hearts or the 10 of Hearts.

[Example 2]

Player A leads the trick with a Heart.

Player B's hand: 3 of Hearts, 10 of Spades, 11 of Clubs

Player B may only play the Heart 3.

2. Players that fail to have any cards matching the lead suit - They may play any card of their choice.

[Example 3]

Player A leads the trick with a Heart.

Player B's hand: 3 of Spades, 10 of Spades, 11 of Clubs

Player B may play any card since none of their cards is a Heart.

## **WINNING AND LOSING A TRICK**

Once all players have had a turn and played a card, it's time to determine the winner of the trick. The two conditions below are used with standard rules to determine the winner.

1. Only cards matching the lead suit can win.
2. Highest value

[Example]

Lead: 3 of Hearts

Follow: 5 of Hearts, 7 of Hearts, 12 of Spades

Winner: 7 of Hearts

The winner of a trick becomes the lead player for the next. This continues until players have played all the cards in their hand.

Note:

In "Familiar's Trouble", the winner of a trick is not important due to the cooperative push to complete errand cards.

## Finally

I have only one wish for veteran players. Please don't tell the new players what to do (you should help them without giving orders)

I've always felt that understanding a game's systems and how to play well is a big part of the fun.

I just would like to see everyone experience the pleasure of cooperative games.

Good Luck, Have Fun !!



■奥付■

梟老堂

FUKUROU - DOU

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Special thanks : なごみん・ふらんき~・イカロス・ススノブ・たむち

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