

MoMo ToreTore

★MoMo-ToreTore: What Kind of Game Is It?

We've come from a far-away planet. Apparently, we're called aliens on this planet. We love moo moo. It's the creature called "cow" in your language. We've come by our UFO to catch moo moo as an extracurricular lesson in our primary school. We're still considered inexperienced, so our competition to catch moo moo will be done in groups. We must do as we're told, because our teacher scolds us if we don't listen to what he says, though we think that we're quite mature. If your group catches moo moo on your own, you can have the moo moo all to yourselves. If you catch moo moo with other groups, you must share the moo moo. Let's go for it to become the school's No.1 moo moo hunter! **The numbers on the Moo Moo cards indicate score acquisition. The player who has the highest score in total wins the game. Come join us in the gaming over "Moo, moo, take some more!"**

★Overview

Players: 3-5 Age: Approx. +8
Can be played by persons who can add and subtract numbers up to 10.
The help of an adult may be required to calculate the score at the end.

★Character Introduction

Me:
About 10 year old
in human years on earth.
Mischievous and restless.
Likes video games and tripe stew.



Friends: Primary school classmates



Teacher: Serious and strict muscle-brain.
Has an unrequited love for Ms. Matilda at the school infirmary.



Moo Moo:
Cries moo moo.
A delicious creature.



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[Components]

① 60 Moo Moo cards (with instructions on the back)
The number (3, 4, or 5) at the bottom half of each card indicates the power required to catch the moo moo. Form such a number by adding/subtracting numbers on ToreTore cards.
The back of the card shows the teacher, who shows by the number of stars how many ToreTore cards to use.



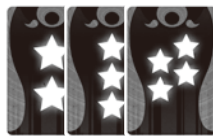
26 Spotted Moo Moo cards
(Incl. 4 cards with kids)



19 Red Moo Moo cards
(Incl. 3 cards with kids)



15 Black Moo Moo cards
(Incl. 2 cards with kids)



Instruction on the back

The number on a normal Moo Moo card is counted as is.

The number on a Moo Moo card with kids is counted with 1 bonus point.

②70 ToreTore cards (catch cards)

"1", "2", "3", "0": Add the numbers on the cards.
"±1", "±2", "±3": Add or subtract the numbers on the cards.
(You may choose whether to add or subtract the numbers.)



ToreTore cards "1", "2", "3": 19 cards each "0" ToreTore card: 4 cards



"±1", "±2", and "±3" ToreTore cards: 3 cards each

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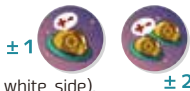
③ 1 Leader chip (with the front and back)

This chip is passed around to indicate the present leader.
Flip it face down when entering the 2nd round.



④ 10 Helpful UFO chips (2 sets of 5 chips with the front and back)

You may use these chips when playing ToreTore card(s) face down.
You may add or subtract the number on the chip to/from the total of the card(s) you play.
You may choose to use 2 chips at once to add or subtract "3".
After using a chip, flip it face down (to the black and white side).
Unused chips can be added to the score at the end of the game.



⑤ 7 Ranch markers

Each Ranch marker indicates the number required to form by the ToreTore card(s) (or with UFO chip(s)) to catch a Moo Moo card.



Spotted moo moo: 3markers Red moo moo: 2markers Black moo moo: 2markers

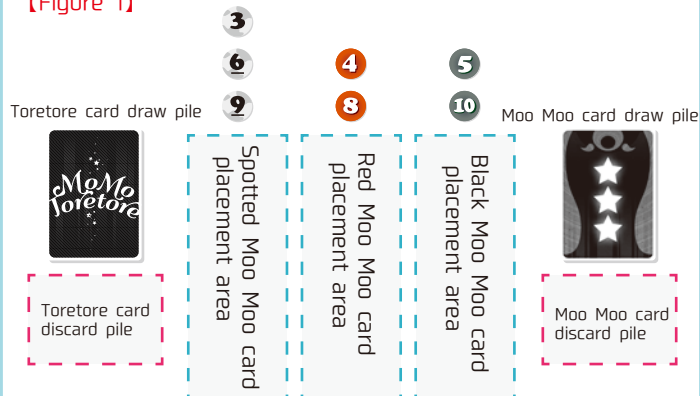
[Set Up]

(See the figure on the right page.)

- Hand out one "1", one "2", and one "3" card to each player. Shuffle the remaining cards and then hand out two more ToreTore cards to each player. These 5 cards are each player's hand. Place the remaining ToreTore cards face down on the table as the draw pile.
- Hand out two Helpful UFO chips (one "±1" and one "±2") to each player. Each player places his/her UFO chip(s) in front of him/her with its colored side face up.
- Shuffle all Moo Moo cards and place them as the draw pile. Place the cards on the table face down (with the Instruction side facing up).
- Place Ranch markers on the table in groups according to the Moo Moo coat pattern.
- Play rock-paper-scissors and the winner receives the Leader chip. The leader player places the Leader chip in front of him/her, making sure that it's visible to all the players. Place the Leader chip with the side showing one UFO star face up. Once all the players have taken turns to be the leader, flip the chip to place it with the side showing two stars face up.

[Example of placing cards and chips]

[Figure 1]



Each player's hand and chips



+2

Leader chip
(for the leader player)



Helpful UFO chips
One "±1" and one "±2"

5 cards comprised of a set of "1", "2", and "3", and two more cards handed out randomly

Now, the game setup is complete.
The gameplay and other rules are described on the next page.
Come join us in the gaming over "Moo moo, take some more!"

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