

# どうぶつの おしり CARD

Vol.  
1

Instructions  
\*

"Dobutsu no Oshiri Cards" is a card game with cute animals' butts. You can enjoy various games like playing cards.

BananaMoonStudio, Sapporo

**Warning:**  
Cards and tokens are not to be thrown at people or objects. Eye and other physical injuries can occur. Use only as instructed and for intended purpose. Please use in a safe manner.

**WARNING:**  
**CHOKING HAZARD – Small Parts**  
Not for children under 3 years.



## Dobutsu no Oshiri Cards Creative Team

Game Design: Banana Moon Studio Sapporo  
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All goods are inspected at point of packaging. If any components are damaged or stained, please contact the distributor immediately and replacement components will be issued.

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## Contents

- Cards: 42 (Animal's butt 4 cards x 10 suits, Comon-chan x 2)
- Instruction Sheets: 2

## Suits and Quantity of Cards



Brown Rabbit  
4



Hedgehog  
4



Java Sparrow  
4



White Rabbit  
4



Dog  
4



Duck  
4



Horse  
4



Bear  
4



Giraffe  
4



Hyena  
4



Comon-chan  
2

## Game 1

## Animals'

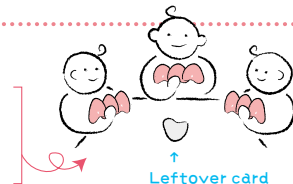
## Oshiri Narabe

A card placement game like 'Sevens'

Players: 3-5  
Time: 5-10 min.  
Ages: 4+

### Set Up

- Remove all Comon-chan cards. Deal out the remaining cards to each player face down, so that each player has the same number of cards.
- In a 3-player game, place the leftover card face up (this card will be in the first row).



Players	Starting hand	Leftover card
3	13 cards	1
4	10 cards	0
5	8 cards	0

### Play

- Starting with the first player, cards are placed in the first row one by one. Each row is lined up with a card of each of the ten different suits.
- If a player has no cards to place, turn is passed.
- After the cards of ten different suits are lined up, the second row is lined up with the same cards as the first row.
- The first player in the row can place a card anywhere they wishes, but the second player can only place next to the cards in the row.
- If a player has no cards to place, turn is passed.
- When all cards in a row are placed, the next row is placed.



Cards of 10 suits are lined up one by one.  
\*If you have no card to be placed, "pass".

○ A card of the same suit as above can be placed next to a card already in line.

\*If you have no card to be placed, "pass".

### Game Over

- The game ends when all players have used up their cards. The first player to use up all the cards in their hand wins.

## Game 2

Players: 3-6  
Time: 5-10 min.  
Ages: 4+

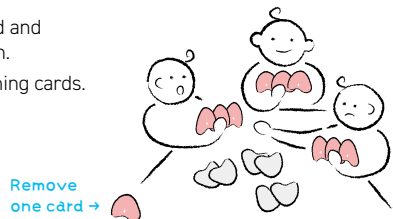
### Animals'

## Amatta Oshiri

Just like  
'Old Maid'

#### Set Up

- Remove just one card and put it aside face down.
- Deal all of the remaining cards.



#### Play

- 1 • Each player sorts their cards and discard any pairs.
- 2 • The first player is decided by way of rock, scissors, paper. In turn, each player takes a card from the player to his or her right. Play proceeds clockwise.
- 3 • If a player takes a card that makes a pair, the pair is discarded.

#### Game Over

- When only a card remains in play, the player holding that card is the loser.

## Game 3

Players: 2-6  
Time: 5-10 min.  
Ages: 4+

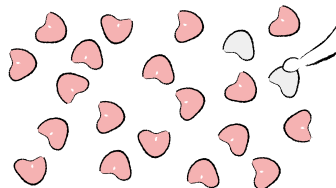
### Animals'

## Oshiri to Oshiri

Just like  
'Concentration (Spaghetti)'

#### Set Up

- Lay all cards out face down randomly.



#### Play

- 1 • The first player chooses two cards and turns them over.
- 2 • If the two cards are a matching pair then the player takes them.
  - The player who just picked the matching cards goes again.
- 3 • If the cards are not a match they are turned back over and it is now the next player's turn.

#### Game Over

- When all the cards have been played the player with the most matching pair (Comon-chan cards are counted double) is the winner.

## Game 4

Players: 3-6  
Time: 5-10 min.  
Ages: 4+

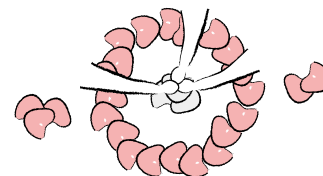
### Animals'

## Shippo Petan

Just like  
'Buta no Shippo (Pig's Tail)'

#### Set Up

- Make a large circle with all cards face down.



#### Play

- 1 • The first player takes a card from the circle, flips it over and places it face up inside the circle. The next player repeats this action.
- 2 • When a card of the same suit is placed on the previous card, players must quickly slap their hands down on the top card.
  - When a Comon-chan card appears, must slap every time.
- 3 • The last player to do so or a player who wrongly slaps the cards must take the pile of cards in the center as a penalty.
  - Any players who hold penalty cards must play a card from this pile (instead of cards from the circle) on their turn.

#### Game Over

- When all cards from the circle have been played the player holding the fewest cards is the winner.