



BananaMoonStudio Sapporo

Capture animal cards between two matching cards!
BUT
don't leave any animal alone!!



Battle it out with the animal cards on the gingham sheet.
Capture a card between two matching cards and they're all yours!
But, should the dog (Coco) block you or if taking the cards leaves another card on its lonesome, you miss out.
Take the most cards to win!

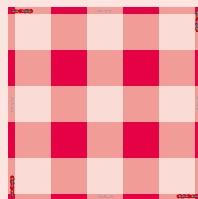
Players: 2-4
 Time: 5-10min.
 Ages: 6+

Contents

•Dobutsu no oshiri cards (Animal's butt cards): 32 (8 suits x 4)



•Wooden Dog token (Coco): 1



•Instruction sheets

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.



Gingham Coco Creative Team

Game Design: Banana Moon Studio Sapporo
Creative Director: Hiroshi Maeda Graphic Designer: Haruna Ishijima
Planning Director: Kumiko Maeda Planning Staff: Kinuka Yoshida
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Preparation

Step 0

- Place the dog token (Coco) in the center of the Gingham sheet.
- Shuffle the cards well and place the deck face down. (pile)

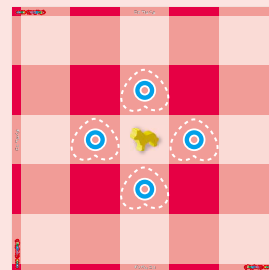


Game Play

Start with the player who loves dogs the most and play in a clockwise direction.

Step 1

The first player takes one card from the deck and places it face up next to Coco. (card cannot be placed diagonal to Coco)



Step 2

Subsequent players place the next card next to Coco or next to another card. (cards cannot be placed diagonal to Coco or cards)

Step 3

If a player captures a card between two matching cards that player takes those cards and any cards in between the cards.

Player takes these cards



You cannot capture cards when:

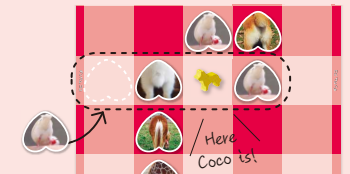
Taking the cards will leave Coco or any card on its own

Horse will be left on its own so cards cannot be taken.



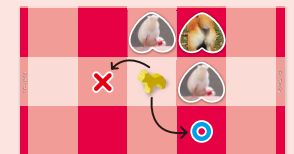
Coco is in between the cards

Coco is between Rabbit and Java Sparrow so cards cannot be taken.



Step 4

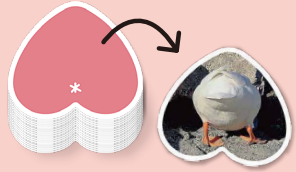
The player who takes the cards can then move Coco to anywhere on the sheet; however, Coco or any card may not be left on its own.



Game conclusion

- Once all cards in the deck are drawn, the game is concluded.
- Dog: 2 points, All other cards: 1 point
- Tally up all cards and the player with the highest score wins!

Can get cards?



When you draw a duck, where do you get the cards you place between the ducks?



Here you can get the cards!

Here you cannot get any cards. Java Sparrow will be alone.

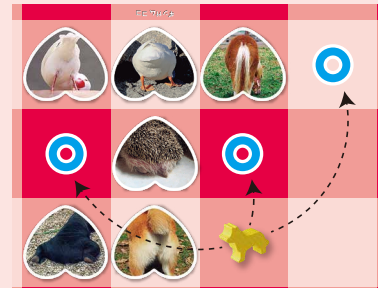
Here you cannot get any cards. Coco will be between the cards.

Here you cannot get any cards. Coco will be alone.

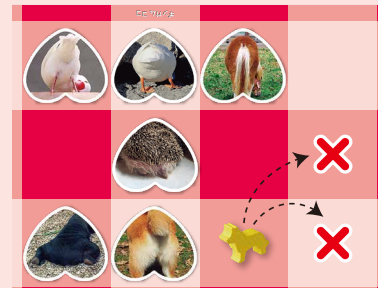
Can place Coco?



When you move Coco, where can you place it?



Here you can place Coco! Neither the animals nor Coco will be alone.



Here you cannot place Coco. Coco will be alone.



Here you cannot place Coco. Duck will be alone.