

# The Mackerel

This is a bluff game.



## Contents

This game includes the following items.  
If there are any missing items or defective items, please contact the address below.  
[mokotacat@icom.home.ne.jp](mailto:mokotacat@icom.home.ne.jp)

- Massaba (マサバ) 5 cards
- Norwegian Mackerel (ノルウェーサバ) (1) 5 cards
- Norwegian Mackerel (ノルウェーサバ) (2) 5 cards
- Gomasaba (ゴマサバ) (1) 5 cards
- Gomasaba (ゴマサバ) (2) 5 cards
- Scoring cards 5 cards
- Sabbatra cat 5 cards
- Scoring summary cards 5
- 1 rule



## Preparation

Each player receives one score card (5 cards in total) and score card / cat card.

For the first round of the game, the round player picks up an arbitrary mackerel card, show it to everyone, flip it inside out and lay it sideways on hand.  
Do not use this card in the first round, return it to hand at the end of the round.



## Game sequence

The game will take one of the following ① ~ ⑤ as one round and repeat the round until someone wins the game.

- ① A round player chooses one mackerel card out and put it out and declares the name of mackerel (it does not matter if you do not select the mackerel you need and you do not need to say the score).
- ② Other players pick out one of the mackerel cards and put them out on the back.
- ③ All cards are tabulated at once to calculate the score.

### ★Scoring the score

Depending on the content of the Saba card put into play, the score each player gains for this round is determined. Below, we decide ①~③.



① If there is no player who issued the same card (type and score) as the round player's Saba card, the round player gets a point written on the card he / she issued.

② Players who have issued the same card (type and score) as the round player's Saba card will receive the points written on the card they issued.

③ If the name of the mackerel card declared by the round player agrees with the name of the mackerel issued by the round player and the player of the same kind of cards got a card, it gets 1 point (written on the card issued ignore points).

*Example 1: If a round player declares "Gomasaba" and puts out a "Gomasaba" card, the player who issued "Gomasaba 1" or "Gomasaba 2" gains 1 point.*

*Example 2: The round player declared "Gomasaba". But the card that I made was "Masaba". In this case, no one gains score for ③.*

*Example 3: If a round player declares "Gomasaba" and "Gomasaba 1" is issued and all other players have issued "Gomasaba 2", all players will acquire 1 point each.*

※1 player does not duplicate the score of ② and ③. In addition, ① and ③ may occur at the same time.

The player who scores moves the card according to the hole of the cat card so that the score of the score card is the same as the current score.

- ④ All players add cards that are used in the previous round and placed side by side to their hands. Flip the mackerel used in this round, put it sideways and put it on hand.
- ⑤ The player next to the left of the current round player becomes a new round player and continues playing.



## End of the game

The game ends when someone wins 10 points.

A person with a higher score wins if two or more people at the same time exceed 10 points at the same time. If equal, all tie points will be the winners.

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