Cat Sudoku: Summer Festival  (2024.6.9)
Player: 1 to 4
Age: 10+
Time: 20 minutes


## SUMMARY

Summer Festival is an engaging Cat Sudoku card game designed for 1 to 4 players. The main goal is to place numbered and colored cards on a 3x3 grid, ensuring that each number and color is unique within its respective row and column. Additionally, players strive to strategically place cards in their designated area to collect reserve token and accumulate points.

When the game ends, players will score points based on the number of cards played in their score zone minus unplaced reserve cards that are still in their player area. The player who scores the highest points wins the game.

## COMPONENTS

36 cards. Cards are numbered 1 to 9 in FOUR different colors.
1 meeple
10 reserve tokens
1 rulebook


## CARD PLACEMENT RULE

- Cards must be played so that they create a 3x3 grid.
- Cards CANNOT be played in the same row or column as another card that matches its number or color.
- Cards may be played on top of other cards, with the one exception that cards can never be placed on top of the card where the meeple is located. There is no limit to how high the cards can stack.


## SETUP

1. Draw Deck
   a. In a solo or 2-player game, remove all nine purple cards.
   b. Shuffle the deck of cards and place it face down.
   c. Remove two cards from the game and place them back in the game box without looking at them. In a 4-player game, remove three cards instead of two.
   d. Take the top card of the deck and place it face up in the middle of the table and place a meeple on the top. This card will serve as the center of the 3x3 grid.
2. Reserve Cards. All players take cards and place them face up in front of their player area.
   a. In a solo or 2-player game, all players take three reserve cards.

b. in a 3 or 4-player game, all players take two reserve cards.
3. Reserve Token. All players take one reserve token and place it in their player area. Place the remaining tokens to the side within reach of all players.
4. Start Player. The player who most recently played Cat Sudoku is the starting player and takes the first turn. If more than one player has played Cat Sudoku recently, the player who scores the highest points is the start player.


## GAMEPLAY

On a player's turn, they complete two phases in the following order. When someone finishes their turn, play continues to their left.

### Phase 1: Draw and Place
The player draws a card from the top of the deck. The card must then be placed in one of two ways:

*Place in the Grid*
- The card is placed face up in the grid according to the card placement rules (see above).
- Once it is played, pick up the meeple and place it on top of the card that was just played.
- If the card is placed according to its special placement rules, take a reserve token. If there are no more reserve tokens, the player cannot take one.



*Place in the Reserve*
- If the player is unable or chooses not to play the card in the grid, they may place the card face up in their player area as a reserve card.

### Phase 2 (optional): Play Reserve Cards
Spend two reserve tokens to play one of your reserve cards.
- Once it is played, place the meeple on top of the card that was just played.
- If the card is placed according to its special placement rules, take a reserve token.

Players can play more than one reserve card if they have enough reserve tokens to place them. The reserve cards can be played in any order. Reserve cards may be played regardless of what choice the player made in Phase 1.

**FINDING AN ERROR**

If multiple cards of the same color or number are found in the same row or column, the player who found the mistake can take a reserve token. If there are no more reserve tokens, the player can take one from a player who has the most tokens. They may choose from whom to take if there is a tie for most tokens. The game continues without correcting the mistake in the grid.
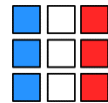
**END GAME**

The game ends immediately when the draw deck is depleted at the end of a player's turn.

**SCORING**

1.  Zones. Score every card in their scoring zone. Each card is worth 1 victory point.

    a.  Solo. The player scores the middle column.
    b.  2-player. The starting player scores the left column, and the other player scores the right column.

    c.  3-player. The starting player scores the left column, the second player scores the middle column, and the third player scores the right column.
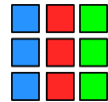
    d.  4-player. Each player scores an outside row or column. (Note: there will be two overlapping spaces for each player.) (Note: add color key to explain which player scores which section)

2.  Reserve Cards. Every card that is still in a player's reserve is worth -3 victory points.
3.  Reserve Tokens. The player who has the most reserve tokens receives 2 victory points. In the case of a tie, all tied players receive 2 victory points. If no player has any reserve tokens at the end of the game, no one scores any additional points.

The player with the most points wins the game. In the case of a tie, the player who has more reserve tokens wins. In case of another tie, players share the win.

**Advanced Scoring Options**

Use the following rules to score zones:

-   A stack with two or three cards.

o   Stacks of exactly zero or one card do not score victory points.

o   Each stack with exactly two cards scores 2 victory points.

o   Each stack with exactly three cards scores 5 victory points.

● A stack with the most cards in the zone. Score 1 victory points for each card in that stack.

## Scoring Titles

2 to 5 points - Keen Kitten
Demonstrates a basic foundation in sudoku strategy, signifying the beginning of your journey in mastering the game.

6 to 9 points - Feline Fanatic
Showcases a growing proficiency and enthusiasm for solving a double-deck sudoku puzzle.

10 to 13 points - Meow Maestro
Attained by consistently achieving above-average scores, indicating players' exceptional skill and dedication to mastering the game.

14 to 17 points - Temple Treasures
Earned by uncovering strategies within the game that lead to particularly efficient or creative puzzle solutions, akin to discovering hidden treasures within Natsu's temple.

18+ points - Sudoku Sensei
The highest achievement, earned by achieving a perfect score on a double sudoku puzzles and demonstrating unparalleled skill and accuracy in solving the game's challenges.

## CREDITS

Naming the Game: Agnes Liu

Playtest: Kelly Le, Cricket Yee, Mike Rizzo, Jane Sheppar, Robert Lionheart, Dino Di Blasio, Sherri Perry, Dan Kobayashi, Nicholas Sun, John Yong, Johnathan Hernandez, Mike Blakesley.