

The time is Edo period Japan.

As a Nezumi-Kozo(thief), you have once again succeeded in stealing gold coins from a mansion tonight. You happily rush home across the rooftops. But there, the shadow of the Okappiki(police) appears.

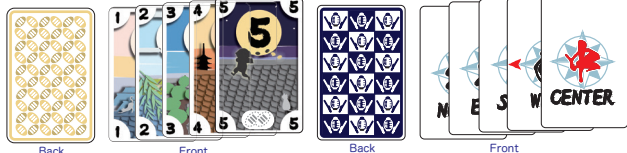
"I-I'm distributing gold coins to poor families," you mutter a desperate excuse, while navigating the police's net, reluctantly distributing the stolen gold coins.

Suddenly, you look up and realize there are other thieves with the same idea. If you don't distribute your gold coins first, the police will catch you! Hurry!

## Components

○Roof cards: 45 (1-4: 40 cards, 5: 5 cards)

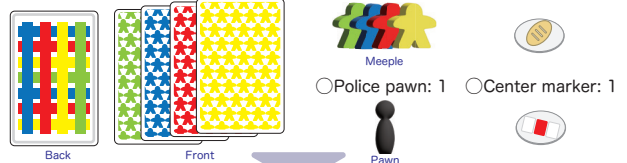
○Direction cards: 5 (N/S/E/W/C)



○Turn order cards: 4 (1-4)

○Thief Meeple: 4

○Gold coin chips: 30



## 1. Game Objective

- Each turn, players simultaneously play one roof card from their hand. The goal is to distribute all your gold coins by moving across roofs by the played card's value.
- The first player to distribute all their gold coins wins, and the game ends.
- At game end, gold coins held by other players count as negative points.

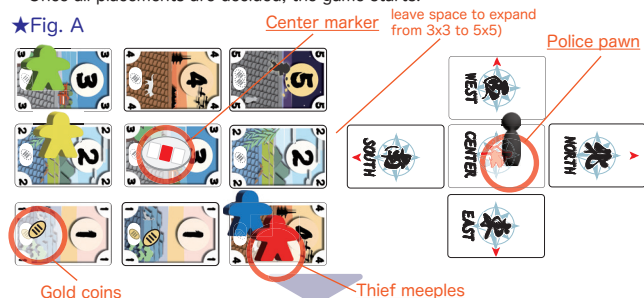
## 2. Game Setup

- Distribute the following roof cards to each player (total 9 cards per player)
  - Cards 1-4 : 2 cards per player (total 8 cards)
  - Card 5 : 1 card per player
- \*For 2 players only, distribute 2 cards each of 1-5, total 10 cards.
- Distribute the following gold coin chips to each player (number varies by player count):
  - 2 Players: 9 coins per player
  - 3 Players: 8 coins per player
  - 4 Players: 7 coins per player
- Choose your color and receive a thief meeple and turn order card (1-4).

## 3. Round Setup (★See Fig. A)

- Shuffle 9 roof cards (same as distributed to players) and place them face up in a 3x3 grid on the field.
- Place the center marker on the central roof card of the 3x3 grid.
- Determine the field's orientation, place 5 direction cards face up in a cross shape with "North" at the top.
- Place the police pawn on the "Center" direction card.
- Place 1 gold coin from the supply onto each "1" roof card placed on the field in advance.
- Players keep their turn order cards face up to remember their color.
- Each player places their thief meeple on any roof card in the 3x3 area (can move after seeing others' placements, multiple players can be on the same roof).
- Once all placements are decided, the game starts.

### ★Fig. A



## 4. Game Flow

- A turn consists of "Thief Turn" → "Police Turn". Repeat this until the game ends.



### Thief Turn

↓ Perform the actions in the gray box below sequentially for all players, then the Thief Turn ends. Next is the Police Turn.

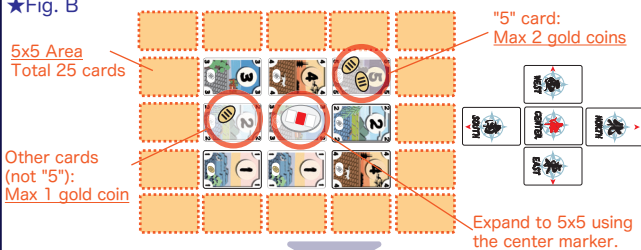
#### Thief Actions

- Determine Play Order**
  - Players simultaneously play one roof card from their hand with the call.
  - Play proceeds from the player with the **highest roof card value**.
  - If multiple players play the same number, shuffle and reveal their turn order cards to decide play order.
- Thief Movement (★See Fig. B)**
  - Move across roofs vertically or horizontally by the played roof card's value (diagonal is NG).
  - Passing over the same roof multiple times is OK.
  - If no gold coins on a passed or moved-to roof, you can place one of your gold coins. For "5" roof cards only, you can place 2 gold coins.
  - Players who played the same card value as another player can move but **cannot place any gold coins this turn**.
  - Also, the police move with each thief's roof movement (as per "Police Actions" below, **police move simultaneously with thieves**, so other players should help move the police).
- Roof Card Placement**
  - After moving by the card's value, place the played roof card anywhere within the 5x5 area, adjacent to an existing card. (Use the center marker as a guide)
  - Until 5x5 is full, you cannot place it on other roof cards.
  - Once the 5x5 (25 cards) area is full, swap your roof card with an existing roof card adjacent (front, back, left, right) to any other players.
  - Take the existing roof card into your hand. If there were gold coins on that roof, take those too.
  - Only for "1" roof cards, you can place 1 of your gold coins on top when placing it.

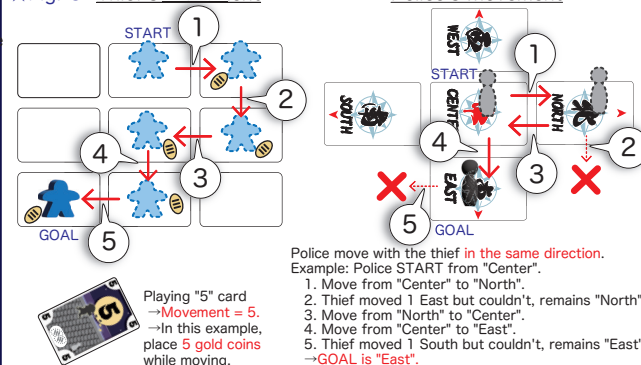
#### Police Actions

- [Thief: Determining Play Order]**  
The police do nothing and just watch the thief...
- [Thief: Moving] Police also move (★See Fig. C)**
  - When a thief moves, the police move in the same direction as the thief.
  - If the police cannot move in the same direction, they remain in place (e.g., if police are "North" and thief moves 1 step East, West, or North)
  - For each thief, the police move with them every time a thief moves.
- [Thief: Placing Roof Cards]**  
The police do nothing and just watch the thief...

### ★Fig. B



### ★Fig. C Thief's Movement



Police move with the thief in the same direction.

Example: Police START from "Center".

- Move from "Center" to "North".
- Thief moved 1 East but couldn't, remains "North".
- Move from "North" to "East".
- Move from "Center" to "East".
- Thief moved 1 South but couldn't, remains "East".

to Back

**Police Turn** The police turn ends with the actions in the gray box below. Next, proceed to © section.

- The police search for thieves from the direction of the last stopped direction card(N,S,E,W,C)
- ▽ If stopped at "North, South, East, West" (★See Fig. D)
  - The police check for thieves row by row from the specified direction (max 5 rows. Ex: from North, check row by row North to South).
  - **Roof card numbers represent height.** If there's a roof card with a higher number than the one the thief is on, it blocks the police's view, allowing the thief to hide.
  - If there's a hiding roof card between the police and the thief, the thief is safe. If not, the thief is out.
  - If multiple thieves are found in the same row, **the thief closest to the police is out.**
  - If multiple thieves are on the same roof card, **the thief who moved onto that roof card last is out.**
  - An out thief takes **all gold coins on that row's roofs.**
- ▽ If stopped at "Center" (★See Fig. E,F)
  - The basic rules are the same as above, but the check is from the center card.
  - The police check from the height of the central card. If there is no roof card higher than the one the thief is on between the police and the thief, the thief is out.
  - Check in each direction: "North", "South", "East", "West" from the center.
  - If a thief is on the central card, they take all gold coins from **both the "vertical" and "horizontal" lines.**

★Fig. D

Ex: Police check from "North".

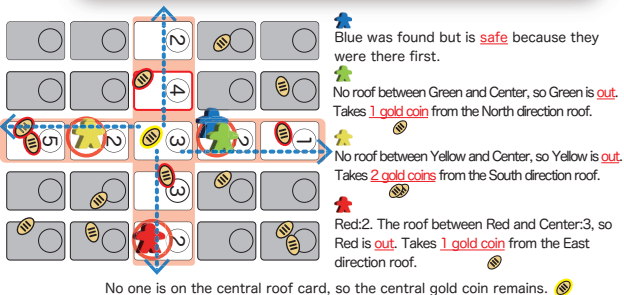
Play order is as follows:



★Fig. E

Ex: Police check from "Center".

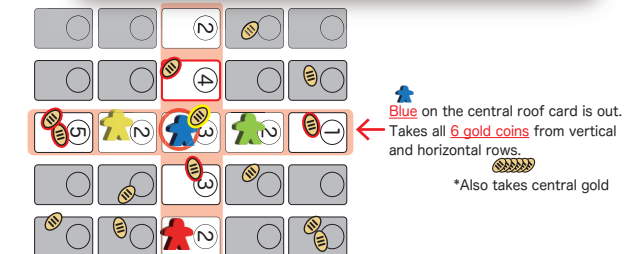
Play order is as follows:



★Fig. F

Ex: Police check from "Center".

Play order is as follows:



Central cards are easier to hide from E/W/N/S, but when the police check from "Center", there's a risk of acquiring many gold coins, as in this example, so be careful.

## © Continues from Police Turn

- One turn consists of "Thief Turn" → "Police Turn". Repeat turns until a winner is determined.

## 5. Game End

- The game ends at the conclusion of the turn where a player (winner) distributes all their gold coins (if you are found by the police and acquire gold coins in the turn you finish distributing them, the game does not end and continues).

## 6. Score Calculation

- Count the number of gold coins remaining in hand at game end as negative points.
- The winning player counts their negative points as 0.

## 7. Determining Victory

- The player **with the lowest total negative points** at the end wins. Rank players in ascending order of negative points.
- Repeat the game a set number of times and compete for victory by total score.

## Q&A

Q. After the roof cards expand to 5x5, all cards adjacent to other thief meeples have gold coins on them. What should I do?

- A. In that case, you must swap the roof card and, unfortunately, also take any gold coins on that roof.

Q. When placing a "1" roof card, can I place one gold coin on it?

- A. Yes, "1" cards have the benefit of allowing you to place a gold coin.

Although "1" cards are played last and can control the police, they only allow movement of one step, making them difficult to use.

Even when a "1" card is played by multiple players, preventing a gold coin placement during that moving phase, one gold coin can still be placed together when placing the "1" roof card

Please note that at the start of the game, one gold coin is placed from the supply onto each "1" roof card placed on the field in advance.

Q. The "5" roof card allows for great movement, and since each player only has one, it's very effective as overlap is unlikely, right?

- A. That's correct. However, timing its play is crucial. Also, be careful when swapping it from the field, as it might have 2 gold coins. Additionally, since play order is by highest number, be extra wary of the police.

Q. If I'm on a "5" card, will the police always find me?

- A. Yes, that's correct. You cannot hide unless there is a "higher roof" between the thief and the police. Since "5" is the highest, you cannot hide.

Q. Someone passed over the same roof multiple times in one turn. Is that allowed?

- A. Passing over the same roof multiple times is allowed. Use this movement wisely to avoid being found by the police and escape.

## 1-Player Rules

- Use 5 roof cards from 1 to 5 as your hand. Shuffle the remaining 40 cards and place 25 of them face up in a 5x5 grid on the field.
- Prepare 25 gold coins, place your thief on any roof card, and start.
- Each turn, play one card from hand, move across roofs by its value, and place gold coins.
- Exchange the played card with any roof card on the field.
- When placing a "1" card, you can place 1 gold coin on it.
- In 1-player mode, the goal is to place gold coins on all 25 roofs, so you don't need to place 2 gold coins on "5" cards.
- The police move according to the rules and check for thieves every turn.
- At the start, declare how many turns you will take to place gold coins on all 25 roofs. If achieved, the thief wins (Challenge guideline: **within 10 turns**).
- Post your play results, including the number of turns taken, on SNS with **"#Cobaan"**!

## Game Theme Background

In Japan, during the Edo period, there was a great thief called Nezumi-Kozo, an outlaw hero who stole only from daimyo mansions and distributed his spoils to the poor.

However, one theory suggests these heroic tales were later fictionalized in Kabuki plays, and Nezumi-Kozo was simply a great thief.

This game incorporates this background, featuring the plight of a thief reluctantly distributing stolen gold coins while fleeing from the police. Please enjoy while imagining that era.



ver.1.0

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Special Thanks : Chihare, ive



← Watch explanation video from this QR code.

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## Caution(Please Read)

Risk of choking. Do not give to children under 3 years old.

Do not leave in high temperature or high humidity locations; may cause degradation.

Do not place near fire; may cause deformation or fire.