



Kodiak - The card game

For 2 - 6 players. Ages 7 & up.

Kodiak is a game of speed, memory, strategy & luck.

About the creation of the game

My name is Kodiak, you may already know me from TikTok. Welcome to my first card game!

In this game you take the role of the adventure cat "Kodiak" and a mouse. Watch your cards become your paws and feel the trembling of the mice who are afraid they can't scurry away fast enough.

Aim of the game

Kodiak's goal is to catch 3 mice. The goal of the mice is to scurry away.

So everyone is trying to get rid of their cards as fast as they can!

Set up the game

- I. Shuffle all 72 cards.
- II. The youngest player starts as Kodiak. The remaining players start as mice. Kodiak now deals 3 table cards face down to each player. The remaining cards are placed in the center as the main pile.
- III. The table cards are placed according to your role.
- IV. Kodiak starts with the first move.
- V. Kodiak's position is passed clockwise at the end of each round.
- VI. The game is not over until everyone has played the role of Kodiak the same number of times.



Gameplay

Before the round begins, each player gets to look at his top card and memorize it; then it is put back face down.

At the beginning of the hunt, Kodiak takes a new card from the main pile, looks at it, memorizes it, and **must always** exchange it face down for one of his table cards. He now places the replaced card face up on the discard pile.

As soon as the exchanged card lands on the discard pile, the big hunt begins!

After Kodiak's turn, the mouse to his left takes his turn and draws a new card from the draw pile, which he looks at, memorizes, and must exchange face down with one of his table cards. The hunt is reopened as soon as the exchanged card lands on the discard pile.

This continues clockwise until one of the players has no cards left in front of him.

Once the **hunt** begins, it depends on what role you're in:



Kodiak

You try to grab 3 mice (3 mouse cards) before they escape, giving you a maximum score of -15 points per round.

Kodiak 's Pounce

You, as Kodiak, can catch mice at any moment of the game using different strategies:

- I. If you know/guess where a mouse table card is that is identical to one of the cards in your paws, place yours on top of the mouse's.
- II. If you are patient, a mouse may indeed try to scurry away by discarding one (or more) identical cards from its table cards. However, you can grab the mouse at the last moment by throwing an identical card from your table cards onto the mouse's discarded cards. This makes the mouse's escape attempt unsuccessful and it must draw the number of cards it has caught face down from the main deck and add them to its table cards.
- III. If you act wisely, you can use the power of a hairball in your table cards and use it as a wild attack against any mouse card at any time. Both cards then go to the discard pile and the mouse draws a new card face down. However, if you are surprised by your own regurgitated hairball by discarding it during the exchange (+5 points) or still have it in your table cards at the end of the round (+10 points), it has the same consequences for you as it does for the mice!

After each successful catch, both cards are placed on the discard pile and the mouse draws a new card face down. Kodiak now has one card less.

Mouse

You try to disappear as fast as possible to end the round with no cards and 0 points, without being attacked by Kodiak.

Scurry off the mouse

You, as the mouse, can escape at any point in the game by discarding identical cards:

If Kodiak or any mouse (including you as the fleeing mouse) has discarded a card that is identical to one of your table cards and you discard it first to the discard pile. You now have one less table card. So if you, as a mouse, have two identical table cards, that almost guarantees a successful escape. But be on your guard against Kodiak's late attack!

Of course, you may discard all cards known to you in your table cards that are identical to the top card on the discard pile (as long as no other mouse has already thrown in an identical card).

Only one mouse can escape at a time: Once you have thrown in the first identical card, no other mouse may discard its identical card.

Also, if the mouse is slower than another mouse in discarding an identical card to the discard pile, it must put its card back in the same place. Watch. Now probably everyone knows this card...

Identical cards are based on their runes, not on their score!



Action cards

Actions must always be performed when an action card is placed from the table cards to the discard pile.



View own card
Value \triangleq 10 points

Look at one of your own playing cards and then put it back face down in its previous place.



View foreign card
Value \triangleq 10 points

You may look at any card of a mouse. This card is then turned over for all to see and remains face up until it is caught, discarded, or traded away. Kodiak's cards may NOT be looked at with this card.



Swap card
Value \triangleq 10 points

Swap any 2 table cards from 2 players of your choice. If a mouse wants to swap one of Kodiak's cards, Kodiak gets to decide which of his cards can be swapped. Remember that mice are NEVER allowed to touch Kodiak's cards!



Red king
Value \triangleq -2 points

Perform 2 of the 3 possible actions in the combination of your choice (Look at other card, Look at own card, Swap). "Look at other card" cannot be used with Kodiak! Kodiak decides which of his cards to swap when a mouse wants to swap a card from him.



Blue king
Value \triangleq 13 points

Choose any table card of any other player (cat or mouse), which is now turned over and remains visible to all until it is caught, discarded or swapped away. This also works with Kodiak - but beware of touching his cards in the heat of the moment!



Energy card
Value \triangleq 10 points



The hairball
Value \triangleq 5 points resp.
Value \triangleq 10 points

Free attack for Kodiak (Joker). However, if Kodiak is surprised by his hairball itself, he will meet the same fate as the mice...



Numbers cards
Value \triangleq Value of the numbers on the respective card

These cards have no action in this game.



Special rules

There are a few special rules to make the game more exciting.

Kodiak can not

... have one of his cards revealed by a "Look at Stranger Card" or "Red/Blue King" action. This only works with mice.

... catch his own discarded card (discard an identical table card), as mice can do.

Mice can not

... apply "Look at foreign card" or "Red/Blue king" action on Kodiak.

... touch Kodiak's cards as part of an action. Never dare! If you do, you must turn over one of your table cards and leave it face up until it is exchanged by you, traded away, or caught by Kodiak.

End of round

The round ends immediately after a player (whether cat or mouse) discards his last table card. This means a mouse must escape 3 times, or Kodiak must have made 3 successful catches.

Kodiak's position is passed to his left neighbour at the end of each round.

Points

Cat and Mouse both want to have the fewest points in their table cards at the end of the round. The total score of the round is the total card value, Kodiak's catches and hairballs:

Round points from Kodiak

- I. Add up the card values of your remaining table cards
- II. Subtract your successful catches (-5 per successful catch)
- III. Hairballs inside the table cards count +10 points each
- IV. Hairballs outside the table cards count +5 points each

Round points of mice

- I. Add up the card values of your remaining table cards
- II. Hairballs inside the table cards count +10 points each
- III. Hairballs outside the table cards count +5 points each

End of game

The game ends when each player has had one chance to be Kodiak. You can choose your own round limit. The last rounds will be the most exciting!

Whoever has the fewest points wins.

Further information

You can find more information and funny explanatory videos on [YouTube](#), [Instagram](#) & [TikTok](#).

For feedback or questions about the rules of the game, please use our [forum](#). Here we try to create an open dialogue with you in order to constantly improve ourselves.

Please take a look!