

## GAME RULES

# K-POP Kittens


It's comeback season! Kitten pop idols are preparing to return to the stage, and for this occasion, they need to record as many new tracks as possible! Become the producer of a feline music label. Create this year's hit: combine Music cards and assign them to your favorite Artists. Fulfil your Artists conditions and score points to make your album top the charts!

## CONTENTS

- 80 double-sided cards
- 4 Reference cards
- Rulebook



## SETUP

**1.** Find in the deck and deal to each player one card with a **Treble Clef** symbol . Each player places this card face-up in front of them horizontally, with the Treble Clef symbol on the left.

**2.** Find and set aside 4 Reference cards, then shuffle the remaining cards and divide them into two roughly equal decks. Place them in the center of the table: one deck with Artists facing-up, the other (below the first) with Music cards facing-up. These are the **Artist Deck** and **Music Deck** respectively.

**3.** Take 3 cards from the top of the Artist Deck and lay them out in a row next to the deck. Then take 3 cards from the Music Deck and place each one below each Artist card. These three card pairs, together with the top cards of both decks, form the **Market** from which players will take cards.

**4.** Among the Reference cards you set aside previously find the card marked with the number 1. Shuffle it together with the other Reference cards so the total number of cards matches the number of players. Deal one Reference card to each player face down. The player who receives the card marked "1" becomes the first player. Return any leftover Reference cards to the box — they are not used.

Now you are ready to start the game.

*Example setup for a four-player game*



## GOAL OF THE GAME

Score the most points so that your album tops the charts!

## HOW CARDS WORK

Cards in the game are double-sided. Depending on which side is face up, a card may be either a Music card or an Artist card.




This is a **Music card**. It shows two musical notes.

*Not every performer can sing any part; you need to assign them thoughtfully!*

Notes come in three kinds and three colors:



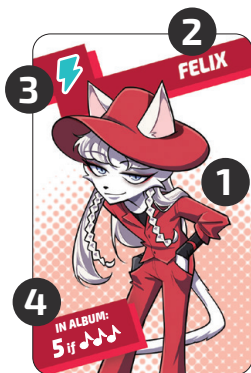
The Treble Clef  is a special note that can only be of one color.

This is an **Artist card**.  
It shows:

1. The image of the artist. *They look familiar somehow...*

2. The artist's name. *Perhaps you have heard that name before...*

3. The Artist's Conditions. This shows the type or color of note on which this card may be placed. Some artists have no conditions



at all and can be placed on any note. *Some specialize in specific musical parts, others can perform anywhere.*

**4.** The Artist's Effect. Here it says in which way and how many points this card gives (see pages 9–12 for details). *The better the match between the artist and the note, the better the performance and the more popular the track becomes!*

**Tip:** All Treble Clefs are always on the reverse side of Male Artist cards (Felix, Furmin, G-Cat).

## GAMEPLAY



Players take turns, starting with the first player and continuing clockwise.

On your turn take one pair of cards from the Market — an Artist card and the Music card directly below it (you may also take cards from the top of each deck). Immediately play both cards in front of you following these rules:


**Music cards** must be placed in a row — this row is called a **Track**. You can have any number of Tracks. All Tracks together in front of you form your **Album**.

You can put the Music card at the right end of an existing Track or start a new Track with it.

Every Track must start with a card with a Treble Clef.

Cards with  can also be placed in existing Tracks, but if you do not cover these  with

Artist cards, they will subtract points from your result at the end of the game.

**Note:** You cannot start a Track with a Music card with no  on the left side.

*Here is what a Track of three Music cards looks like:*



Place an **Artist card** on top of a Music card, covering one of the notes shown. When you take a pair of cards from the Market, you may flip the Artist card to the Music side and play it as a Music card instead.

Some Artist cards can only be placed on certain notes, colors, or shapes, as indicated in the upper-left corner of their card.




*Example of a note that meets the Artist's Condition (in this case, by color)*

Artist cards you play form combinations with open notes and other artists in your album. These combinations will give you points according to the Artist's Effects.

Note that some Artists give points for combinations within the same Track, others for the entire Album.

## Note:

- You cannot place Artist cards on the first card in a Track. 
- You may place both cards taken this turn into the same Track or different Tracks.

Artist cards can be laid out like this:



A Track is considered **completed** once it has at least 3 Music cards and at least one Artist card. Players may continue to add cards to completed Tracks.

After playing cards, replenish the Market from the decks and pass the turn to the player on your left.

## END OF THE GAME AND SCORING


The game ends when either:

- At the end of a player's turn, that player has **completed their Album** — meaning they have at least 3 completed Tracks laid out.
- One of the decks (Artists or Music) is empty.

Continue playing up until the first player's turn. Then proceed to scoring.

**Tip:** The player with the Reference card “1” flips it over as soon as the end condition is met. Players continue taking turns until the turn returns to the player with the flipped Reference card.

Before scoring, players check that Artist cards are placed correctly. Any Artist card laid on a note that does not match its conditions is flipped to the Music side and placed at the end of the Track.

1. Score 5 points for each completed Track in your Album.
2. Add points gained from Artist cards (details on pages 9–12).
3. Subtract 1 point for each open  located not at the start of a Track.

The player with the highest total points wins! Their album takes first place on the charts and they receive the Meow-Meow award!

In case of tie, the winner is the player seated furthest from the first player going clockwise.

## EXAMPLE TURN

*Helen, Jake, Andrew and Mary are playing. It is Andrew's turn.*

*He chooses the second Artist card from the right (Meowsa) and its paired Music card from the Market.*

*He notices Meowsa can only be placed on an orange note. He places Meowsa in his second Track on such a note, covering a note that would have deducted points.*

*Then he places the Music card in the same Track, completing the Track and fulfilling the end-game condition.*

Since Andrew is the first player, he flips his Reference card over, replenishes the Market, and passes the turn to Jake on his left.

Jake, Mary and Helen will each take one more turn before scoring begins.

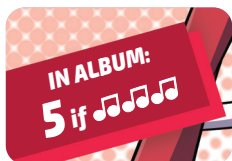




# ARTIST CARD EXPLANATIONS

## Important Notes on Scoring Conditions

- Cards awarding points for conditions “in Album” apply to all cards you have played.
- Cards awarding points for conditions “in Track” apply only to the cards in that Track.



**“If” Condition** cards give points once if you meet the specified condition. For example, a card could say you get 5 points if your Album has at least

3 open 🎵. You get 5 points only once, even if you have 6 or more such symbols.



**“Per Item” Conditions** (including a /) give you points for each item meeting the condition. For example, you get 3 points per Kitty card

in your Album. If you have 2 Kitty cards, that is 6 points; 3 cards earn 9 points, etc.

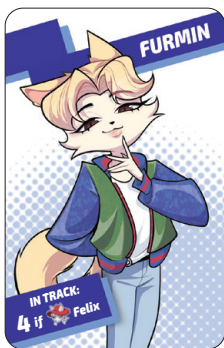
Each of the six artists has unique conditions:



### Furmin

Furmin with this effect gives points for each specific artist in the album.

In this case: 2 points for each Furmin (including this card itself).



Furmin with this effect gives points if there is at least one specific artist in the track. In this case: 4 points if there is at least one Felix in the track.



### Meowsa

To determine how many points a Meowsa card gives, subtract from 6 the number of uncovered notes of the type shown on the card that are in its track. In this case, if you have 2 uncovered notes in your track, you will get  $6 - 2 = 4$  points.



### G-Cat

G-Cat gives points if you have the most uncovered notes of the specified shape or color in your album. In this case, you get 7 points if you have more uncovered turquoise notes in your album than every other player (in case of a tie,

you still get 7 points).



### Kitty

Kitty gives one point for each uncovered note of the specified shape or color in the album. In this case, you get one point for each uncovered 🎵 in your album. If your album has 6 🎵, you get 6 points.



### Felix

Felix gives points for combinations of notes of a specific shape or color in the album or track. In this case, you get 5 points if the track containing Felix's card has at least 2 uncovered 🎵. If you have several such combinations, you do not get more points.



### Clawlisa

Clawlisa gives points for notes of a specific color and shape in the track or album. In this case, you get 3 points for each uncovered turquoise 🎵 in your album. For example, if your album has 2 such notes, you get 6 points.

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