

1. Background Story

Once upon a time, there was a magical jungle called the Meow jungle. The king of the Meow jungle named Peppercorn Cat was living inside the Meow jungle. Inside the magical Meow jungle, the king Peppercorn's favourite food would magically occur underground. As someone who live in the Meow jungle, you and the other two buddies were recruited to find Peppercorn's favourite food, whoever found the most favourite food will win the chance to rub Peppercorn's belly for good fortune.

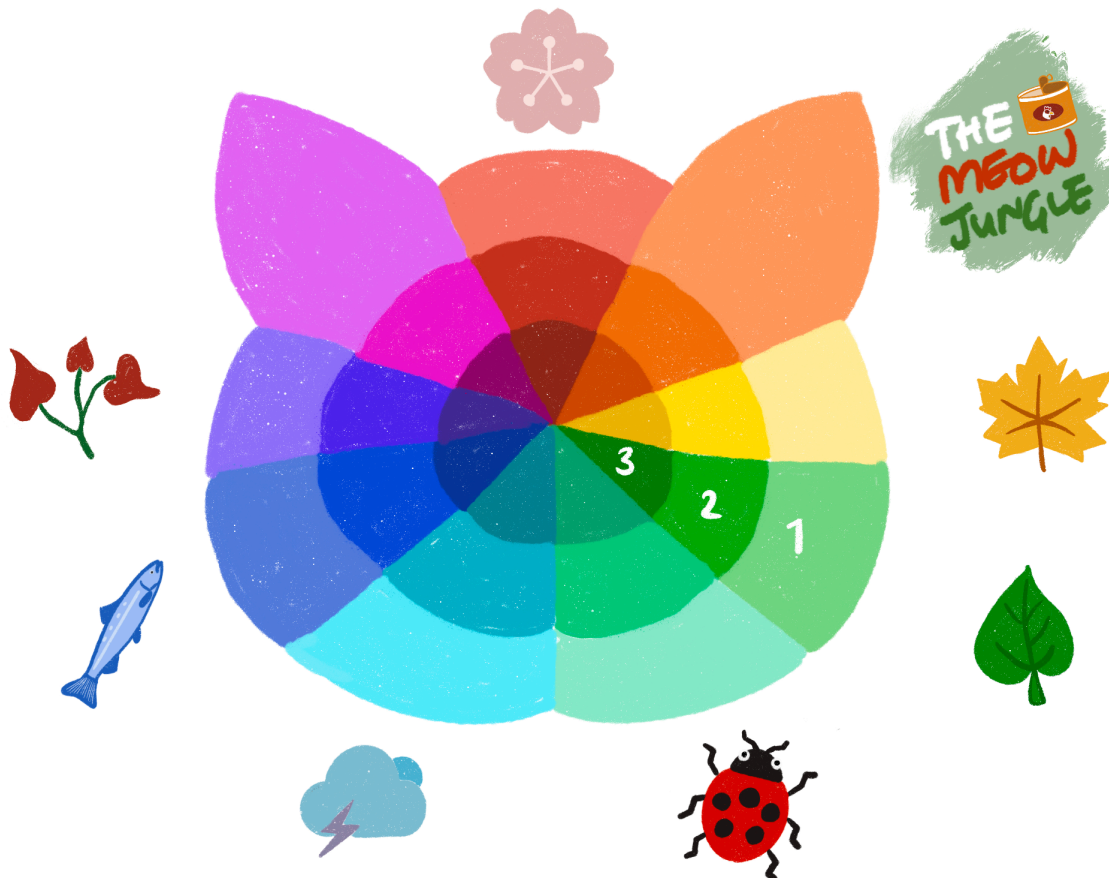
Ready for the chance for good fortune? Use the food detector that Peppercorn gave you and let's "BEEP" for food!

2. Components (For Each Player)

1 * Food detector

1 * Menu

1 * Map with 9 food spots



- 2 * Player representation cards
- 3 * Action cards (Detect, Dig, Collect Digging Strength)
- 9 * “?” Reminder tokens
- 54 * Food Reminder tokens



3. Setting Up the Game

Each player places the board in front of them. Each player receives their food detector, 3 different action cards, 1 menu, 2 player representation cards and reminder tokens. Each player places the action cards and the menu next to the board. Player arranges the player representation tokens based on the sequence in the video chat. By turning on all the food detector devices, the system will randomly choose what's under each food spot. Each food spot will only contain one food.



4. Object of the Game

The object of the game is to score the highest number of total food points, points can be earned by finding food on the map and trying to get the best combination according to the menu. Points are deducted when a player digs out a “cucumber” and throw to another player, the player who gets the thrown “cucumber” loses points. Points can be negative.

5. How to Play

5.1 Actions

The map contains 9 food spots, there are 3 depths (levels) of each food spots. Food will be randomly generated at one of the levels of each food spots.

The player who most recently pets a cat will start the game and play then proceeds by following the video chat sequence clockwise. In each round on each player's turn, a player must perform one (and only one) of the following three actions:

- Detect a Spot
- Earn Digging Strength
- Dig a Spot

5.1.1 Detect a Spot

Players tap the food detector on the Detect action card and then taps on one spot to detect for food, the LED matrix on the food detector will display how deep the food is buried. There are 3 depth levels, 1, 2 and 3. Then the system will roll a digital six-sided to give players a 1/6 chance (rolling 1 will give player the clue) to know which food is under the spot. If success, the colour matrix on top of the food detector will display the name of the food (refer to 5.3 food menu). Players can then put the food reminder tokens or “?” Reminder tokens on the map to remind themselves where the location of the food.

Chances of knowing the exact food under the spot will be increased when players dig out a food that is under the same category (chicken, seafood or beef). Having one food under the same category will increase the chance to 2/6 (rolling 1 or 2). Having two foods under the same category will increase the chance to 3/6 (rolling 1, 2 or 3). 3/6 is the maximum probability.

5.1.2 Earn Digging Strength

Players need to earn digging strength to perform a Dig action, players can earn one digging strength each time. Players can earn up to 3 digging strengths. When performing a Dig action, the depth level of the buried food is the required digging strengths. For example, a buried food at level 1 requires 1 digging strength. The food detector will constantly display digging strengths when there are no special events.

5.1.3 Dig a Spot

The player taps the food detector on the Dig action card and then taps on one food spot to dig the food spot. The player can dig out:

- Chicken Flavour Dry Food
- Canned Chicken
- Freeze-dried Chicken
- Chicken Flavour Creamy Treat
- Canned Beef
- Beef Flavour Dry Food
- Seafood Flavour Dry Food
- Canned Seafood
- Cucumber

The depth of the food will cost the same amount of digging strengths. If the player does not have the exact number of digging strengths, the player will waste all the digging strengths and fail to dig out the food. For instance:

Scenarios	Depth of Food	Digging Strengths	Successfulness of Digging	Remining Digging Strengths
Not enough digging strength	2	1	Unsuccessful	0
Just enough digging strength	1	1	Successful	0
More than enough digging strength	2	3	Unsuccessful	0

If digging is success, the colour matrix on top of the food detector will display the name of the food (refer to 5.3 food menu). The player can then take a food reminder token to know what they own. The player will own the food unless it is a cucumber (refer to 5.2 for special rules about cucumber). After a player successfully digs out a food, the system will automatically put

a random food back to the same food spot but on a different level. A player can dig up to 15 times.

5.2 Cucumber

When a player digs out a cucumber, the player can immediately throw it to another player by taping their food detector on the token that represents the other player. The player who receives the cucumber will deduct 2 food points.

5.3 Food Menu

The food menu shows how much Peppercorn likes a food. Higher points mean Peppercorn likes it more. Food will value less as individuals; they value more as a combo.



Menu

	+ 3 points		+ 5 points		+ 3 points
	+ 2 points		+ 2 points		+ 3 points
	+ 2 points		+ 2 points		- 2 points

	+		+		+		=	20	points
	+		+		+		=	12	points
			+		+		=	7	points

Any ONE of	   	+		=	6	points
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6. End of the Game

When a player uses up all 15 digging chances, the game ends after other players have one final round. The player with the highest points wins the game. The system will automatically calculate the score according to the food points (the algorithms will always look for more valuable combinations) on the menu and display green light on the winner's food detector. If there is a tie in points, the game will compare the following data until a winner is selected:

- The player who uses fewer digging strength wins.
- The player who performs less Detect action wins.

If a winner is still not selected, the players tied for the game.

7. Food Inventory

54 in total, these numbers match with the number of food reminder tokens.

- 3 * Chicken Flavour Dry Food
- 5 * Canned Chicken
- 6 * Freeze-dried Chicken
- 6 * Chicken Flavour Creamy Treat
- 6 * Canned Beef
- 7 * Beef Flavour Dry Food
- 7 * Seafood Flavour Dry Food
- 8 * Canned Seafood
- 6 * Cucumber