

NEKOJIMA

RULEBOOK

Welcome to Nekojima, the cat island in Japan. Here, you will need to show ingenuity and dexterity to develop the electric network and supply the four districts of the island. However, the installation of electric poles proves to be a complex task due to the narrowness of the territory and its curious population of cats, who love to stroll on electric cables. You will need to be vigilant, as a short circuit must be avoided: no cable should touch another.

Will you be able to maintain balance on Nekojima?

GOAL OF THE GAME

In Nekojima, you will need to install and maintain Denchuu (electric poles) in balance.

In cooperation, the goal is to go as far as possible together in the levels.

In competition, the goal is not to be the one who makes the structure fall.

MATERIALS

- 1 game board **A**
- 21 Denchuu: 7 White, 7 Pink, 7 Blue **B**
- 28 cubes: 7 White, 7 Pink, 7 Blue, 7 Black **C**
- 1 cube bag **D**
- 2 District dice **E**
- 7 Cat silhouettes **F**
- 1 level counter **G**
- 20 Bird's Nest tokens **H**

SETUP

1. Place the game board in the center of the table, accessible to all players.
2. Put all the cubes in the bag.
3. Sort the Denchuu by color and arrange them on the table along with the dice, the Cats, and the level counter.

If you are playing the Urban Jungle variant, take the Bird's Nest tokens (see page 4).



HOW TO PLAY

Players choose to play in cooperation or competition.
The game is played clockwise, starting with the player designated as the clumsiest.

1. ROLL THE DICE

The result of the 2 dice indicates in which districts of the game board you will have to place your Denchuu.



Food



Residence



The active player chooses 1 district



Culture




Attraction



The neighbor on the right imposes 1 district on the active player

Two dice faces may be identical.

In this configuration , the active player first chooses a district, and then the neighbor to the right imposes the second district. Both districts must be chosen and imposed before proceeding to the next step.

2. CHOOSE AND PLACE YOUR DENCHUU

Draw a cube of a random color from the bag, then choose a Denchuu with a cable of the same color. **If a black cube is drawn**, keep drawing until another color is obtained.

Cable length:

- Pink  Short cable
- White  Medium cable
- Blue  Long cable

Place your Denchuu on the board while respecting the imposed districts. A Denchuu is made up of two poles connected by a cable. The first pole must be placed strictly in one of the districts determined by the dice, while the second pole must be positioned in the other indicated district. The Denchuu can be **placed directly on the board and/or stacked** on one or more already placed Denchuus. You can switch to a different Denchuu during your turn.

 **Tip:** You can create loops with the cables by manipulating only the poles, as long as the cables do not touch each other, and slide a Denchuu by pushing one pole with the other.

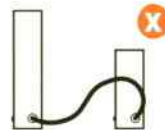


Prohibitions



ELECTROCUTION:

It is strictly forbidden to touch a cable with your hands. Denchuu must be manipulated only with the help of the wooden poles.



PROTOCOLE :

- A Denchuu cannot be placed upside down.
- A Denchuu cannot be stacked on top of itself.
- A cable cannot be wrapped around a pole.
- **It is not possible to move the already installed Denchuu.**

BLACK CUBES

In cooperation: After placing their Denchuu, each player chooses a Cat for each black cube drawn and hangs it/them.


In competition: Give the black cube(s) drawn to the player(s) of your choice. A black cube requires a player to hang a Cat on their turn after placing their Denchuu.

Each Cat must be hung by one of its legs or its tail on **one of the cables of the same color as the last cube drawn**, within the limit of one and only one Cat per cable. If all the cables of that color are already occupied, the player must keep the extra black cube(s) for their next turn. A Cat can only be in contact with the single cable that holds it. When a player hangs a Cat, they may not touch or hold onto a pole. **A cat always lands on its feet:** if a Cat falls during a turn, the active player must place the fallen Cat back on the same cable.

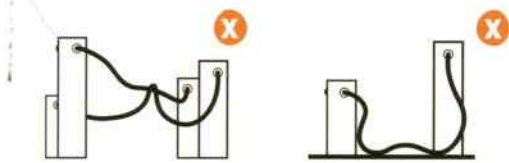
3. VALIDATE YOUR INSTALLATION

Once you have successfully placed your Denchuu, insert the drawn color cube into the level counter. If one or more Cats were suspended during this turn, also insert the black cube(s) into the level counter. A level is completed when 4 cubes are inserted in the same column, from level 1 up to level 7.

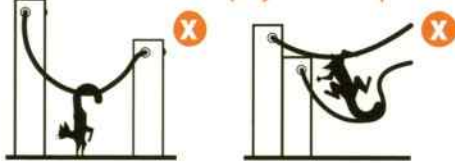
In cooperative mode, the level counter indicates the levels completed.
In competitive mode, the level counter indicates the difficulty achieved.

 **Rules to validate your installation**

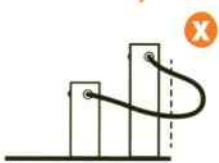
If elements move and no longer comply with the rules, the active player must replace them to restore the validity of the installation.



SHORT CIRCUIT:
The cables do not touch each other or the poles. The poles must also not touch each other from the sides. The cables must not touch the board.



CAT-ASTROPHIC TOUCH:
Cats must not touch the board, poles, or cables, except for the cable on which they are suspended.



PLAYING AREA:
The Denchuu, including the cables, must not exceed the edges of the board, but the cats may go beyond.

END OF GAME

The game ends when the installation or one of the Denchuus falls. If a player simply drops their own Denchuu during their turn, the game continues. **In cooperation**, the players evaluate the level reached and motivate themselves to go further, with the ultimate goal of succeeding in all 7 levels. **In competition**, there is only one loser: the one who makes everything fall; the other players are considered winners of the game.

SOLO MODE

You are alone on Nekojima, without any external help. Your goal is to progress as far as possible in the levels. In solo mode, the face of the die **1** imposes the **diagonal district** on the other district. **If both faces of the dice are 1**, the imposed district is the one that contains the largest number of Denchuu, or the one with the highest pile of Denchuu in case of a tie, as well as its adjacent district.

GAME VARIANTS

URBAN JUNGLE

In cooperation or competition, the Urban Jungle variant imposes a **maximum of 2 stacked poles**. If you stack 2 poles on top of each other, **immediately place a Bird's Nest token** on top of the stack to indicate that it has reached its maximum height. This constraint will force you to be extremely agile to navigate between the cables.



DUO

The Duo variant is played **in pairs, with 2, 4, 6, or 8 players**, in cooperation or competition against other pairs. Players sit around a table next to their opponents. Each player must be positioned diagonally or opposite their teammate. A pair takes their turn together. **The installation of the Denchuu is done simultaneously by two players:** one holds only one pole, the other holds only the second pole. If a player receives a black cube, they must hang a Cat during their pair's turn. This variant will test your coordination with your teammate.

SKYSCRAPERS

In cooperation or competition, the Skyscrapers variant imposes a **maximum of 2 supporting poles per district**. A pole is considered supporting when it is directly placed on the board without being stacked on another pole. Thus, it will not be possible to place a 3rd supporting pole in the same district. In this variant, you will need to use strategy to place the Denchuu and reach even higher heights.

EXPERT

The rules are the same as normal, but with increased difficulty. Here, there is no room for error, as a short circuit is fatal. **Any contact between cables, poles, the board, or Chats is prohibited**, whether during installation or after placing the Denchuu. In competition, one false move and you are eliminated. In cooperation, any mistake immediately ends the game. In this variant, precision and concentration are key to success.

CREDITS

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