How to play
Capybara 'n' Capybara

Player Count: 2-4 Players
Playtime: 30 Minutes
Recommended Age: 8 and up

You are on the vast plain where the capybaras live.
There was a bountiful harvest of pumpkins this year.

Cleverly command the clever baby monkey to claim the coolest lineup of pumpkins for your capybara herd!

Game Contents

- 70 Capybara cards
  A to D 16 cards each
  E 6 cards
- 30 Pumpkin cards
- 5 Bonus cards
- 4 Baby monkey cards
- 1 Start player card
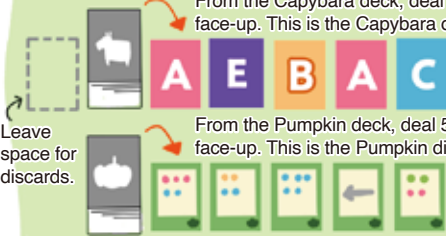- 1 Rulebook (this!)

Make sure you have everything!

Game Setup

Shuffle both Capybara and Pumpkin decks well face down.

● In the middle of the table…

From the Capybara deck, deal 5 cards face-up. This is the Capybara display.

A E B A C

From the Pumpkin deck, deal 5 cards face-up. This is the Pumpkin display.
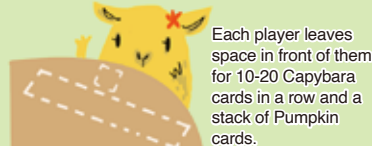
Leave space for discards.

Shuffle the Bonus cards and deal 1 face-up. The rest are returned to the box.

● Each player gets:

1 Baby Monkey card — Place it face-up on the side with the 3.

3 Capybara cards from the deck

C A A

Place the cards face-up from left to right when drawn

Each player leaves space in front of them for 10-20 Capybara cards in a row and a stack of Pumpkin cards.

The player who loves capybaras the most is the start player.
They take the start player card.

The players clockwise from the start player will be the 2nd, 3rd, 4th players respectively.

Starting from the last player and going anti-clockwise, all players carry out (1) and (2).
*Do not reveal new cards until all players have carried this out!

(1) Pick one Capybara card from the display and add it to their line.

(2) Pick one Pumpkin card from the display and add it to their hand.

C A A D
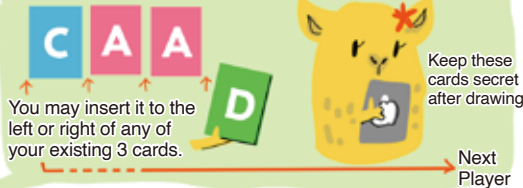
You may insert it to the left or right of any of your existing 3 cards.

Keep these cards secret after drawing.

Next Player

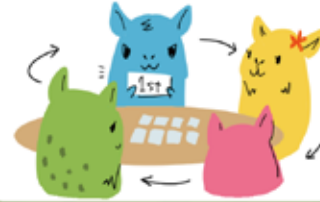All players then place their Baby Monkey on the Capybara line.

C D A A

Place it to the right of the rightmost card!

Refill both Capybara and Pumpkin displays to 5 cards each.

C A A D D

Setup is complete!

Play begins with the start player and progresses clockwise until the end game conditions are met.

In this game, you will control a baby monkey which moves over a row of capybaras. Place the Baby Monkey card such that the arrow points to either the right or left edge of a Capybara card.

←Forward   C B A A D   Back→

When the baby monkey moves forward, that is called moving 'forward', and moving backwards is moving 'back'.

Flow of a Turn

When it comes to your turn, carry out the following 3 steps in order:

1. Refresh Capybara cards (Optional) < do it if you want!

A A A A D   discard all !

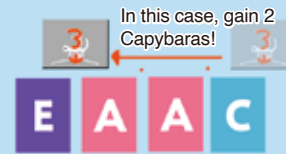### 2. Action (Compulsory) Choose 1 of the actions A to C to carry out.

A. Gain Capybara cards - Move the baby monkey forward and gain 1-3 Capybara cards.

1+ Steps - 1 Capybara
3+ Steps - 2 Capybaras   Choose one
5+ Steps - 3 Capybaras

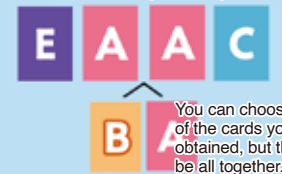If your baby monkey is at the front or there are insufficient steps to move, you may not carry out this action.

In this case, gain 2 Capybaras!

3 Steps ... 2 Capybaras

Add the acquired cards behind the position of the baby monkey.

E A A C

E A A C

B A

You can choose the order of the cards you have just obtained, but they have to be all together.

B. Gain a Pumpkin card - Move the baby monkey forward to score a Pumpkin card.

Choose a Pumpkin card from your hand or the display and move the baby monkey forward to meet the stated conditions.
If the Pumpkin card states:

Capybara cards from A to E:

AA BB

A C B B A

Move the baby monkey forward, passing the Capybaras stated on the card.

E BD

B C A D B
{ E }

You may forgo any Capybara condition by moving forward 3 steps.

An arrow with a number:

A A C B B D

Move the baby monkey forward that number of steps.

For this action, the Capybara cards stay the same! The Capybaras in your line will not change position for the whole game.

Place the Pumpkin card you just scored face-down in a scoring pile.

Make sure that the number of cards is visible to others.

When you score the Pumpkin card in your hand with action B, or when you have scored 3 total Pumpkin cards, your baby monkey grows up!
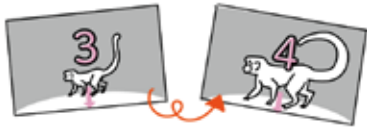
Flip it over so that your monkey can now move 4 steps!

Grow up!

C. Move back
- Move the baby monkey back the maximum possible number of steps.

The maximum possible number of steps is printed on the baby monkey card. It starts with 3 and can grow to 4.

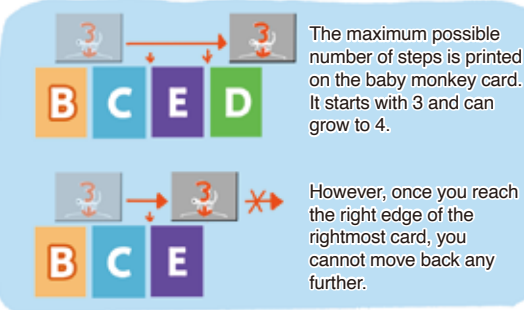However, once you reach the right edge of the rightmost card, you cannot move back any further.

3. Refill Display (Compulsory)

Refill both Capybara and Pumpkin displays to 5 cards. If there are insufficient Capybara cards, shuffle the discard pile to create a new deck.

End of the Game
If either of the game conditions A or B are met, the game will end.

A. Any player has scored 5 Pumpkin cards

B. There are no Capybara cards left in the deck, and there are 4 or less Capybara cards in the display.

Play till the last player in turn order has had their turn, then all players will have one last turn. After that, the game will be scored.

From the player who triggered the game end - to the last player - to one last turn - then scoring!

Scoring
Each player carries out the following:

(1) They discard the Pumpkin card in their hand (if they have one)

(2) They score all Pumpkin cards in their scoring pile.

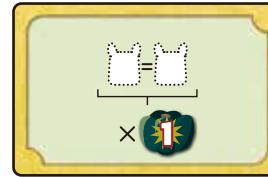(3) They score the Bonus card by looking at their Capybara line.
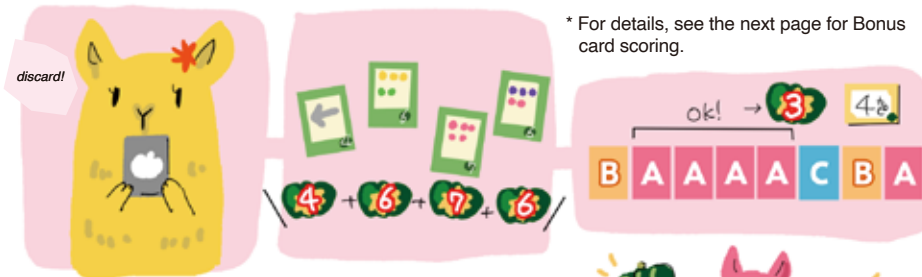
* For details, see the next page for Bonus card scoring.

discard!

ok! → 3 | 4

B A A A A C B A

The player with the highest total score wins.
If there is a tie, the player whose baby monkey card is furthest to the right of their Capybara row wins. If there is still a tie, all tied players share the joy of victory!
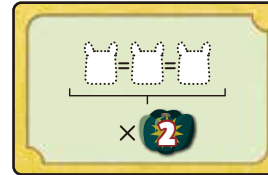
Bonus Card List

Capybara Pair

Gain 1 point for every 2 identical Capybara cards in a row. If 3 or more identical cards are in a row, you will score 0 points.

Capybara Triplet

Gain 2 points for every 3 identical Capybara cards in a row. If 4 or more identical cards are in a row, you will score 0 points.

Capybara Quadruplet

Gain 3 points for every 4 identical Capybara cards in a row. If 5 or more identical cards are in a row, you will score 0 points.

One Capybara type

The player chooses one of A to D and scores all Capybara cards of that type.
* The position of the Capybara cards is irrelevant.

All 4 types

The player gets 2 points for every set of A, B, C and D.
* The position of the capybara cards is irrelevant.