

Hattari

RULES

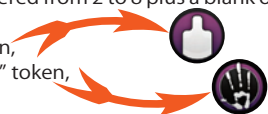
HATTARI is a game of bluff and deduction by Jun Sasaki, for 3 or 4 players.

Edited by Moonster Games. Graphic design by Ian Parovel

At the end of the game, the player having the lowest number of "Accusation Tokens" wins.

Material

8 silhouettes numbered from 2 to 8 plus a blank one bearing no number,
1 "First Player" token,
1 "Unknown Profile" token,



1 "Swapped Profile" token,
20 "Accusation Tokens" of 4 different colours (5 each with one coloured side and one black side),
3 rulebooks (English, French and German).



A crime scene, three suspects, one victim and a few witnesses (who we will provide "clues")... You will have to find out who is the culprit, either to accuse him or to lure the other players in accusing an innocent!

The 5 phases of the game turn:

- . Set-up of the Crime Scene
- . Beginning of the Investigation
- . Making an Accusation
- . Revealing the Culprit
- . Ending of the Investigation

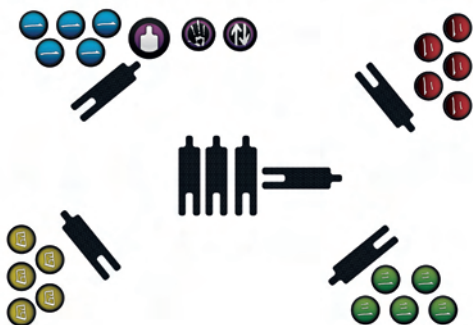
Set-up of the Crime Scene (for 4 players)

A: Each player chooses a colour and places the 5 corresponding accusation tokens in front of him. The black side will be used later.

B: Shuffle the 8 silhouettes and deal one, face down, to each player. This is your starting clue.

C: Then, place the 4 remaining silhouettes, face down, in the middle of the table. The 3 suspects are in an upright position while the victim is laying down.

D: The youngest player takes the token identifying the First Player.



Beginning of the Investigation

A: Each player secretly looks at his clue.

B: Each player hands his clue to the player on his right (thus moving the clues counter clockwise).

C: Each player peeks at the new clue he just received from the player on his left.

Note: At this moment, you know exactly 2 of the 8 profiles. Do not forget them, this knowledge will come handy during your investigation...

Out of the 3 suspects, who is the culprit ?

At the end of the game turn, the 3 suspects will be revealed and the culprit will be the one with the highest number on it.



If the number 5 is among the suspects, then, the culprit is the one with the lowest value.

The one silhouette with no number on it **MAY NEVER BE THE CULPRIT.**



Making an Accusation

After each player has had the opportunity of getting his two clues, the accusation phase may begin.

A: The First Player takes a look at 2 of the 3 suspects (one after the other) and then places the "Unknown Profile" token above the third suspect (this way, the other players will be able to remember which suspect the First Player did not check).

B: Then, the First Player (and only him) may elect to swap one of the two suspects he just checked with the victim. If so, **he is not allowed to look at the value of the former victim.** He then places the "Swapped Profile" token above the new suspect.

Note: This optional move is usually used by the First Player when the 2 suspects he just checked are too close from one another and hinder his bluff capability (we will have a look at the bluff side of the game later on).

C: Finally, the First Player chooses a suspect and makes an accusation by placing below its silhouette one of his "Accusation Token" (colour up).

Note: The selected suspect is supposed to be the culprit. However, you will discover quickly that as the first player you will often play a bluff move in order to deceive the other players.

D: The next player (going clockwise) now takes a look at 2 of the 3 suspects on the Crime Scene. However, he may **NEVER** look at the suspect the previous player just marked with his "Accusation Token".

E: Then, he himself makes an accusation by placing one of his coloured markers under the chosen suspect. If one or more markers are already present, he just places his own on top of the existing pile.

F: Steps D and E are repeated for the two other players, still moving clockwise.



G: When all players have made their accusation and placed one of their markers below a suspect, the game turn is over and the culprit is revealed.

IMPORTANT:

You may place your Accusation Token on the profile you did not see. As you will discover later, the two first players are often inclined to bluff while the third and fourth player must use all their deduction skills to avoid being tricked in making a false accusation.

Revealing the Culprit:

A: All the suspects are flipped face up in order to determine the culprit (see the insert above)

B: All "Accusation Tokens" correctly placed are handed back to their respective owner. They remain on their coloured side.

C: All the "Accusation Tokens" wrongly placed are returned to their owner on their black side. If there is more than one token under an innocent, then the owner of the token on the top of the pile takes the whole pile, flipped to its black side.

D: At the end of a game turn, if the victory conditions are not met, the "First Player" token is transferred to the next in line (clockwise) and a new game turn starts (Set-up step B and C, Investigation Start, Accusation, Revelation, Investigation Completion).

IMPORTANT:

An "Accusation Token" on its black side may never be used again to make an accusation.

End of the Game:

A: The game is finished when at the end of a game turn, any player has 8 or more "Accusation Tokens" in front of him (whatever the colour). It is also over when any player has no coloured token left.

B: More than one player may simultaneously trigger the closing of the game.

C: The winner is the one player having the lowest number of "Accusation Tokens" left in front of him (either coloured or black).

In case of a tie, it is the one with the lowest number of black markers. If the tie holds, then it is the player having played first during the turn.

Variant for Beginner:

The game ends at the end of any game turn a player has 9 "Accusation Tokens" in front of him (instead of just 8).

Variant for Experts:

The player(s) that close the game **may not win**. Thus if at the end of a game turn, the game is over because you have 2 black markers left in front of you, you may not win even though you have only 2 markers left.

Variant for 3 players:

A: Remove the silhouette #2. All other rules hold.

Variant for 2 players:

A: Remove the silhouettes #2 and #8. All other rules hold.

B: The 2-player version is just a variant as the bluff/deduction aspects are less present than with 3 or 4 players.

Strategic Tips & Hints:

A: To win, you will need to have the lowest number of "Accusation Tokens" in hand at the end of the game. So, as first or second player, you will try to bluff your way into convincing others to follow your lead and place their token on top of yours.

B: Placing your "Accusation Token" on a given suspect is the best way to prevent the next player from looking at this suspect. It is always a good thing to "hide" a 5 for example, especially when the other suspect you just checked is an 8!

C: When you are in third or fourth position, it is almost impossible to bluff. Thus, you will need to deduce from what has just been done the possibilities, evaluate the risks and make a choice. Getting one single black token for a deliberate false accusation may sometimes be better than getting the full pile of 4 markers!

D: As "First Player", the "swapping" option may be useful to improve your bluffing capability, especially when both profiles checked are very close (2 and 3 or 7 and 8 for example).

E: Do not forget to take into account the two clues you gathered at the beginning of the game. And remember that the player just after you has given you your second clue! So, he knows about it!

F: Finally and to stress the point one more time, Hattari is both a Bluff game and a Deduction game. The position of the other players around the table is as important as how well you know them!

Enjoy the game!

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