

A Game of Deduction

KEMOMIMI PANIC

けもみみぱに



RULEBOOK

STORY

The town of Mokemoke is a little way out of the city, a place abundant with nature. The people there lead ordinary, everyday lives. The one thing that makes this town decidedly non-ordinary is that everyone who lives there is part animal!

These beast-eared people did their best to live in harmony with others, but at some point several who had treasures gathered together and formed the town of Mokemoke, a place where they could live together in peace. (Also, the warm climate lends itself to wearing less clothes.)

It's become a point of pride that each resident of Mokemoke wears a beautiful, glittering accessory. But there's a problem! Someone is after those treasures! That is none other than the skilled burglar known only as Crescent Moon! And those who lose their treasures will have to leave Mokemoke. Is there anyone who can protect those treasures?! Who is this Crescent Moon?! The fate of this town depends on your powers of deduction!

GAME SUMMARY

Kemomimi Panic is a game of conversation and deduction where thieves, citizens, and informants clash. The thief preys on the ordinary people, the informants try to catch a glimpse of the thief's activities, and the citizens try to uncover the thief's identity.

In this game, one player acts as a facilitator, making sure things go smoothly. All of the players, including the facilitator, take turns and make plans. The game ends when the thief's identity is revealed or there are only 2 players left.

Components

Kemomimi Panic Includes: Character Cards...26 • Target Card.....1
Role Cards.....12 • Decoy Cards.....8 • Moon Card.....1

FIRST PLAY THROUGH

The first time you play this game, use the sets of Character Cards and Role Cards below that corresponds to how many players you have.

Note: For more suggestions, see “Character Options” on page 10.

4 Players

Character Cards

- Detective Shamrock
- Lt. Theresa
- Barbara, the Influencer
- Valeria, the Medium

Role Cards

- The Great Thief Crescent Moon
- Informant
- Citizen (Tenacious)
- Citizen

5 Players

Character Cards

- Detective Shamrock
- Cyri, the Older Twin
- Beryl, the Younger Twin
- Barbara, the Influencer
- Aruru, the Scamp

Role Cards

- The Great Thief Crescent Moon
- Informant
- Citizen (Tenacious)
- Citizen
- Citizen

6 Players

Character Cards

- Detective Shamrock
- Cyri, the Older Twin
- Beryl, the Younger Twin
- Professor Vanna
- Akira, the Esper
- Miyabi, the Maid

Role Cards

- The Great Thief Crescent Moon
- Informant
- Citizen
- Citizen
- Citizen
- Citizen

7 Players

Character Cards

- Detective Shamrock
- Cyri, the Older Twin
- Beryl, the Younger Twin
- Professor Vanna
- Valeria, the Medium
- Akira, the Esper
- Lt. Theresa

Role Cards

- The Great Thief Crescent Moon
- Informant
- Citizen (Short Tempered)
- Citizen
- Citizen
- Citizen
- Citizen

8 Players

Character Cards

- Detective Shamrock
- Sheena, the Eyewitness
- Cyri, the Older Twin
- Beryl, the Younger Twin
- Barbara, the Influencer
- Towa, the Shrine Maiden
- Lt. Theresa
- Valeria, the Medium

Role Cards

- The Great Thief Crescent Moon
- The Great Thief Full Moon
- Informant
- Citizen (Short Tempered)
- Citizen (Lonely)
- Citizen
- Citizen
- Citizen

SETUP

Pick a Facilitator

The facilitator's job is to make sure everything runs smoothly. They keep things going until the game ends, even if you end up omitting something.

Assign Characters

The facilitator takes the selected Character Cards, shuffles all of them, and deals one to each player, including themselves. Each player then looks over the abilities on their Character Card, shows the card to the rest of the group, and sets it face-up on the table.

Note: Detective Shamrock must be a character option.

Assign Roles

Remove the Crescent Moon role card (or in the case of an 8-player game, both the Crescent Moon and Full Moon cards) and set them aside. Replace it with a Citizen card from the box (2 Citizen cards in an 8-player game), and shuffle the Role Cards.

Then remove one of the Role Cards (remove two for an 8-player game) at random. Put the removed cards back in the box without looking at them.

Now put the thief role card(s) that you removed back in, and shuffle the cards again.

The facilitator then takes the shuffled Role Cards and deals one to each player, including themselves.

Note: This procedure ensures that you won't know if there is an Informant in play. The Informant card may in fact be in the box. No one is supposed to know one way or the other until after the game is over.

Each player should take a moment to look over their Role Card, and then put it in front of them face-down.

Deal Decoys

The facilitator gives a Decoy card to each player. Each player puts the Decoy card face-up on top of their Role Card.

Place Moon Card

The facilitator gives the Moon Card to the player to the left of the Detective Shamrock player, with the Crescent Moon side face-up.

GAMEPLAY

Place Target Card

Finally, set the Target Card in the middle of the table. You've now finished setting up to play.

Game Phases

This game switches between the Day Phase and Night Phase until you reach one of the conditions for the game ending.

During the Day Phase, all of the players (including the thief) debate who they think the thief is.

During the Night Phase, if the Moon Card is on its Crescent Moon side, the Crescent Moon player will secretly designate one other player. (In an 8-player game, the Full Moon player will also do this when the Moon Card is on its Full Moon side.)

If the designated player has a Decoy card in front of them, that will get stolen.

Players whose treasures are stolen turn their Role Card face-up, and drop out of the game.

Who wins the game will depend on which roles are left at the end of the game. If the citizens win, any citizens who were eliminated are also considered winners.

The game goes as follows:

1. Game Starting Phase
2. Day Phase
 - Name a Suspect
 - Voting
 - Determine Vote Results
3. Night Phase
 - Burglary

Once the Night Phase is done, a new day starts and you go back to the Day Phase.



GAMEPLAY

Game Starting Phase

First, as per one of Detective Shamrock's abilities, the player who got the Detective Shamrock card designates another player of their choice.

Everyone except Shamrock and the player they designated puts their heads down and closes their eyes.

The designated player then silently and honestly takes one of the following poses:

- If you are a Citizen, touch your thumbs to your index fingers to make circles, and show them to the Shamrock player.
- If you are a Thief or Informant, cross your arms to make an X.

Once the Shamrock player has seen the designated player's pose, they tell the group to raise their heads and open their eyes.

The player who has the Moon Card with the Crescent Moon side up in front of them becomes the leader and begins the first day.

Day Phase

The group then discusses who they think is the Thief.

The discussion should finish up in about 3 minutes, and the facilitator should keep track of time.

Name a Suspect

Once the discussion is done, the leader names a suspect. They say "You're a suspect!" and point the arrow on the Target Card at them.

Voting

Now it's time to hold a vote. Players who think the suspect is the culprit vote "Aye."

Determine Vote Results

If more than half of the players vote Aye, the suspect is confirmed as such.

If the confirmed suspect has a Decoy card, they lose it; set it aside so it doesn't interfere with the game. If they don't have a Decoy, they turn their Role Card face-up and are eliminated from the game.



GAMEPLAY

Character Ability Timing

Each Character Card has a special ability of some kind. The ability and the timing for using it appear in the lower portion of the card.

If there are multiple abilities in play that have the same timing, they go in ascending order of the numbers listed next to the timing.

For example, an ability that says Day Phase ③ goes after one that says Day Phase ①.

Some Character Cards have particularly important abilities, and players should familiarize themselves with their character's abilities before you start playing.

If the eliminated player turns out to be the Thief, the game ends. Regardless of who was eliminated, check their Role Card for effects that come into play when they're eliminated.

Finally, if less than half of the votes are Aye, nothing happens.

Night Phase

If the leader's Moon Card is on the Crescent Moon side, it's time for the great thief Crescent Moon to do another daring burglary.

Since you start the game with a crescent moon, there will be a burglary your first round.

If the leader's Moon Card is on the Full Moon side, there won't be a burglary.

How to Burgle

Set the Target Card in the middle of the table.

All players extend their right hands into the center of the table, over the Target Card without touching it.

At this point, the facilitator tells everyone to shut their eyes; the facilitator shuts their eyes too.

“Now it's night. It's dark outside. Everyone is fast asleep...”

The facilitator then tells the Thief to open their eyes.



GAMEPLAY

How to Burgle (Continued)

“However, the great thief is awake. Thief, open your eyes.”

The player with the Thief Role Card then opens their eyes.

“Thief, you have 10 seconds to sneak into someone’s house. 10, 9, 8...”

The Thief player moves their hand just enough to turn the Target Card to point at whoever they want to target.

When the facilitator finishes their 10-count, they say the following:

“Morning has come. Everyone, please open your eyes.”

All players then open their eyes and retract their hands.

The player with the arrow pointing at them was robbed the night before. If they have a Decoy in front of them they lose it, and if they don’t they’re eliminated from the game. If their Role Card has a When Eliminated effect, it then takes effect.

And with that, you’ve finished one day.

The leader flips the Moon Card over and passes it to the player to their left.

The player who received the Moon Card becomes the new leader.

The facilitator then moves things on to another Day Phase.

Game End

The game ends when one of the following conditions are met.

- The Thief player is eliminated from the game
- Whether through voting and/or burglaries, all but 2 of the players are eliminated.

When one of these happens, you go on to determine a winner.



END GAME

Victory Conditions

All Thieves Are Eliminated

- All Citizens are considered winners, including those eliminated.

The 2 Players Left at the End are a Thief and a Citizen

- The Thief wins. (In an 8-player game, a Thief who was eliminated is still one of the winners.)

The 2 Players Left at the End are a Thief and an Informant

- The Informant wins.

8 Player Games

When you play with 8 people, the basic rules are the same, but the following changes apply.

When you play with 8 players, there are 2 Thieves. The thief Crescent Moon strikes during the night of the crescent moon, while the thief Full Moon strikes during the full moon. In other words, there is a robbery every night.

Otherwise the rules are basically the same.

Scoring the Game (Optional)

You can also play this game as a contest to get the most Victory Points (VP).

Players earn points as follows:

- **All Thieves Are Eliminated:** The Citizens win, and each Citizen gets 2 VP.
- **The 2 Players Left at the End are a Thief and a Citizen:** The Thieves win, and each Thief gets 3 VP.
- **The 2 Players Left at the End are a Thief and an Informant:** The Informant wins and gets 7 VP.

At the end of the game each player who wasn't eliminated gets a Survival Bonus of +1 VP.

Play the game multiple times, and the first player to make it to 10 VP is crowned the Kemomimi Master!



CHARACTER OPTIONS

Model Society (4 Players)

- Detective Shamrock
- Lucy, the Banker
- Barbara, the Influencer
- Aruru, the Scamp

Shuffle Alliance (4 Players)

- Detective Shamrock
- Ulrika, the Track Star
- d'Autriche, the Beauty in Male Garb
- Rollo, the Pierrot

Academy Set 1 (5 Players)

- Detective Shamrock
- Student Council President Aristia
- Student Council V.P. Miranda
- Professor Vanna
- Ruma, a Schoolgirl

Academy Set 2 (6 Players)

- Detective Shamrock
- Cyri, the Older Twin
- Beryl, the Younger Twin
- Student Council President Aristia
- Student Council V.P. Miranda
- Professor Vanna

Big Shots (6 Players)

- Detective Shamrock
- Barbara, the Influencer
- Lt. Theresa
- Vice Principle Vienetta
- Mindy, the Archaeologist
- Student Council President Aristia

Academy Set 3 (7 Players)

- Detective Shamrock
- Cyri, the Older Twin
- Beryl, the Younger Twin
- Student Council President Aristia
- Student Council V.P. Miranda
- Professor Vanna
- Akira, the Esper

Academy Set 4 (8 Players)

- Detective Shamrock
- Sheena, the Eyewitness
- Cyri, the Older Twin
- Beryl, the Younger Twin
- Student Council President Aristia
- Student Council V.P. Miranda
- Ruma, a Schoolgirl
- Professor Vanna

Light Novel Set (8 Players)

- Detective Shamrock
- Sheena, the Eyewitness
- Cecilia, the Sleeping Beauty
- Towa, the Shrine Maiden
- Akira, the Esper
- Miyabi, the Maid
- Sister Christina
- Amarillo, the Hostess

CHARACTER CARDS



Detective Shamrock

Game Starting Phase ①

One player other than you must reveal to you alone whether or not they are a Citizen.
See "Game Phases" on page 4 for details.

End of Day Phase ①

When you are the leader, you can do the above again.



Sheena, The Eyewitness

Start of Day Phase ①

If a player was eliminated the previous day, one player other than you must reveal to the Eyewitness alone whether or not they are a Citizen.
Use this ability once per game.

Note: Use this character when playing an 8-player game.



Estelle, a Schoolgirl

Crescent Moon Day: During Day Phase ②

You can change the day to a Full Moon.
Use this ability once per game.



Tristelle, a Schoolgirl

Full Moon Day: During Day Phase ①

You can change the day to a Crescent Moon.
Use this ability once per game.

CHARACTER CARDS

Ruma, a Schoolgirl

When Naming a Suspect

When you are the leader, select one other player.
That player cannot participate in the vote.
Use this ability once per game.



Cyril, the Older Twin

Always On

If you are not the leader, you can choose to have
Beryl to vote the same as you.

Note: Use this character with Beryl.



Beryl, the Younger Twin

Always On

When you lose your Decoy, Cyril also loses her Decoy.

Note: Use this character with Cyril.



Vice Principal Vienetta

Always On

If Mindy, the Archaeologist loses her Decoy,
you gain it as your own.
Use this ability once per game.

Note: Use this character with Mindy, the
Archaeologist.



CHARACTER CARDS

Professor Vanna



Determine Vote Results

When you are not the leader, you can negate the results of the day's votes. Use this ability once per game.

© 2009 Anlight, Inc. Illustration: 野田あきこ

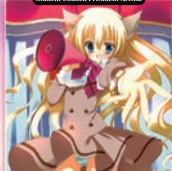
Professor Vanna

Determine Vote Results

If you are not the leader, you can negate the results of the day's votes.

Use this ability once per game.

Student Council President Arisia



Always On

When you lose your Decoy, Student Council V.P. Miranda gains that Decoy as her own. Use this ability once per game.

© 2009 Anlight, Inc. Illustration: 野田あきこ

Student Council President Arisia

Always On

If you lose your Decoy, Student Council V.P. Miranda gains that Decoy as her own.

Use this ability once per game.

Note: Use this character with Student Council Vice-President Miranda.

Student Council V.P. Miranda



During Voting

When you are not the leader, you can change the suspect being voted on to another player. Use this ability once per game.

© 2009 Anlight, Inc. Illustration: 野田あきこ

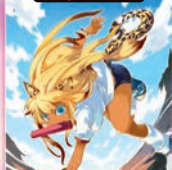
Student Council V.P. Miranda

During Voting

If you are not the leader, you can choose a new suspect.

Use this ability once per game.

Ulrika, the Track Star



When Naming a Suspect

When you are the leader, you can pick a suspect at random. When you do, your vote counts as double. Use this ability once per game.

© 2009 Anlight, Inc. Illustration: COMETA

Ulrika, the Track Star

When Naming a Suspect

When you are the leader, you can pick a suspect at random. When you do, your vote counts as double.

Use this ability once per game.

CHARACTER CARDS

Mindy, the Archaeologist

Start of Day Phase ⑤

You can claim another player's lost Decoy as your own.

Use this ability once per game.

Note: This ability only lets you claim Decoys that are lost during the game, and which another player does not newly claim ownership over at that point.



Valeria, the Medium

Start of Day Phase ③

When you are not the leader, you can make the player to the leader's left the leader.

Use this ability once per game.



Akira, the Esper

Always On

You can negate the effects of a character ability another player has used this phase.

Use this ability once per game.

Note: This ability only applies to abilities a player used.



Towa, the Shrine Maiden

Full Moon Day: Start of Day Phase ⑦

On the next Crescent Moon night, the Thief Crescent Moon doesn't commit burglary.

Use this ability once per game.



CHARACTER CARDS

Rollo, the Pierrot



Start of Day Phase ⑥

Shuffle the character cards, and in turn and down one. Use that as your character card for the game. Remove Rollo from the game.

©2000 ArRight, Inc. Illustration: J.B.F.X

Rollo, the Pierrot

Start of Day Phase ⑥

Shuffle the character cards not in use and draw one. Use that as your character card for the game. Remove Rollo from the game.

Barbara, the Influencer



Determine Vote Results ②

When you are not the leader, you can change the results of the day's vote to Ayes. Use this ability once per game.

©2000 ArRight, Inc. Illustration: J.J.J.A.♥♡♡♡

Barbara, the Influencer

Determine Vote Results ②

When you are not the leader, you can change the results of the day's vote to Ayes. Use this ability once per game.

Aruru, the Tramp



Always On

The Detective and Eyewitness cannot name you with their abilities.

©2000 ArRight, Inc. Illustration: R.P.P

Aruru, the Scamp

Always On

The Detective and Eyewitness cannot name you with their abilities.

Cecilia, the Sleeping Beauty



Crescent Moon Day: Start of Day Phase ②

On this day, you cannot be named as a suspect. Use this ability once per game.

©2000 ArRight, Inc. Illustration: B.F.F.C

Cecilia, the Sleeping Beauty

Crescent Moon Day: Start of Day Phase ②

On this day, you cannot be named as a suspect. Use this ability once per game.

CHARACTER CARDS

Miyabi, the Maid

Always On

When you are the leader, you cannot vote.

Start of Day Phase ⑧

When you are not the leader, your vote counts as double.

Use this ability once per game.



Lt. Theresa

Full Moon Day: Name Suspects

When you are the leader, you may select one other player who has a Decoy. Instead of voting, that player loses their Decoy.

Use this ability once per game.



Amarillo, the Hostess

Full Moon Day: Name Suspects

When you are the leader, name two players as potential suspects. Have the group vote on them separately.

Use this ability once per game.



Lucy, the Banker

End of Day Phase ②

Choose another player and write it down. Keep it secret. Use this ability once per game.

During a Burglary

If the chosen player is burgled, reveal the name on your paper. The burglary is negated. Use this ability once per game.



CHARACTER CARDS



Sister Christina

Always On

When you lose a Decoy you can give it to another player.

Note: This ability still applies even if you lose your Decoy due to the effect of a Citizen (Short-Tempered) or Citizen (Lonely) card's effect.



d'Autriche, the Beauty in Male Garb

Game Starting Phase ②

Take your Role Card and the Role Cards of 2 other players, shuffle them, and redistribute them between the 3 of you.

Note: When Detective Shamrock finds out about someone's role at the start of the game, this card's ability can make it unclear again.



Sonia, the Shadow Influencer

Full Moon Day: End of Day Phase ④

When you are the leader, you may discard your Decoy. When you do, a player of your choice is eliminated. Use this ability once per game.



Fredrica, the Cowgirl

Start of Day Phase ④

When there are 4 players left and you are the leader, choose a player to reveal their Role Card. If the player is a Thief, the game ends and you are the winner. If not, both of you are eliminated.

ROLE CARDS

The Great Thief Crescent Moon

Crescent Moon: Night Phase

Commit a burglary.

End of Game: Victory Conditions

Two Thieves or a Thief and a Citizen remain.



The Great Thief Full Moon

Full Moon: Night Phase

Commit a burglary.

End of Game: Victory Conditions

Two Thieves or a Thief and a Citizen remain.

Note: Use this role when playing an 8-player game.



Informant

Determine Vote Results

If eliminated, all players lose their Decoys.

End of Game: Victory Conditions

Informant and Thief remain.



Citizen (Justice)

When Eliminated

If you are eliminated by a burglary on the night of a crescent moon, the thief Crescent Moon does not do a burglary on the next crescent moon night.

End of Game: Victory Conditions

Two Citizens or a Citizen and an Informant remain.

Note: With 4 or 5 players, use this or Citizen (Tenacious).



ROLE CARDS



Citizen (Tenacious)

When Eliminated

Continue playing until the end of the next Day Phase.
You cannot be named as a potential suspect.

End of Game: Victory Conditions

Two Citizens or a Citizen and an Informant remain.

Note: With 4 or 5 players, use this or Citizen (Justice).



Citizen (Short-Tempered)

When Eliminated

If you are eliminated, one other player of your choice who has a Decoy card loses a Decoy card.

End of Game: Victory Conditions

Two Citizens or a Citizen and an Informant remain.

Note: We recommend using this with 6 or 7 players.



Citizen (Lonely)

When Eliminated

When you are eliminated, the player to your right loses their Decoy card.

End of Game: Victory Conditions

Two Citizens or a Citizen and an Informant remain.

Note: We recommend using this with 6 or 7 players.



Citizen

End of Game: Victory Conditions

Two Citizens or a Citizen and an Informant remain.

ROLE CARDS

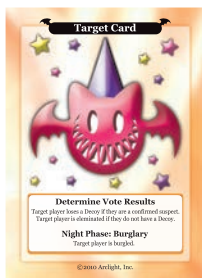
Target Card

Determine Vote Results

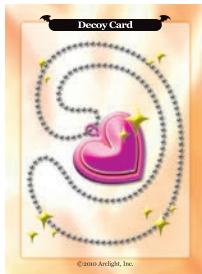
If this player is confirmed as a suspect, they lose 1 Decoy.
If this player does not have a Decoy when confirmed as a suspect, they are eliminated from the game.

Night Phase: Burglary

This player is burgled.



Decoy Card



Moon Card

Crescent Moon

The Great Thief Crescent Moon commits burglary on this night.



Moon Card

Full Moon

The Great Thief Full Moon commits burglary on this night.



Original Japanese Version

Director

Yusuke Goto (Arclight)

Box Illustration

藤真拓哉

Game Design

Masayuki Kudo (Arclight)

Illustrators

あるや	あづみ冬留
木下壱	F.S
椋本夏夜	久坂宗次
さんば挿	COMTA
西 E 田	館川まこ
888	奈月ここ
藤井理乃	早瀬あきら
ぽよん♥ろっく	藤真拓哉
真時未砂	まったくモ一助
水瀬凜	宮下未紀
山田 J 太	やすゆき
refeia	山鳥おふう

Development

Akihiro Kusano (Arclight)

Naoki Kubouchi (Arclight)

Kota Tagashira (Arclight)

Unpaku Jun'ichi Ito

Nekomaru Yoshito Furuta

Art Direction

Kazuna Shizukuishi (Arclight)

Graphic Design

Atsushi Takemoto (t-DESIGN LAB.)

Publisher: Arclight, Inc.

English Version

Publisher

Eric Price

Producer

Toni Solberg

Graphic Design

Cherise Wilson

Elaine Schimek

Translator/Cultural Notes

Ewen Cluney

Publisher: Japanime Games



CULTURAL NOTES

You may be familiar with catgirls (*nekomimi*) as a staple of anime culture. They're the cute girls with the ears and tail (and usually personality) of a cat. Catgirls are the most common and popular, but they're one of many types of *kemonomimi* (literally "beast-ears") characters with the characteristics of various types of animals. *Kemonimi Panic* showcases a huge variety of these kinds of characters. Detective Shamrock is a clever fox, while the twins are squirrels (with acorn pendants no less). Mindy is a shiba inu, and so on.

Crescent Moon is a beast-eared girl take on the tradition of the *kait*, or "phantom thief" seen across various kinds of Japanese media. A *kait* is often something of an anti-hero, a flamboyant burglar who puts on a show and engages in a duel of wits against a brilliant detective. Stories with *kait* tend to be capers, like in movies such as *The Pink Panther* and *Ocean's Eleven*, but the thieves usually have a clever moniker and a fanciful costume, as seen in titles like *Kait Saint Tail*, *Shadow Lady*, and *D.N.Angel*.