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basic rules

Instructions

Players **2** | Time **5-10min** | Ages **6+**

Advanced rules on reverse



banana
moon
games



Basic rules overview



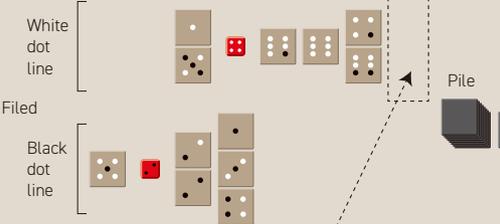
Find videos

Following either the dice with white pips or black pips place the tile with the same colored dots alongside the dice.

Utilizing the three action cards offensively, defensively or to turn the tables, use up all the tiles in your hand before your opponent to win!

Using both the tiles in your hand and the pile, read the play, exploit the action cards, and with the luck of the draw, seize victory!

PLAYER **A** | Hand | Action marker



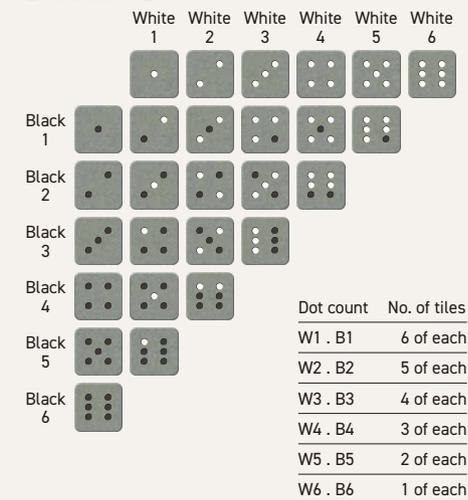
PLAYER **B** | Action marker | Hand



• Game is open hand
• Used action markers are turned face down

Game components

• Dot tiles x 27



• Action markers x 6 (3 types x 2)



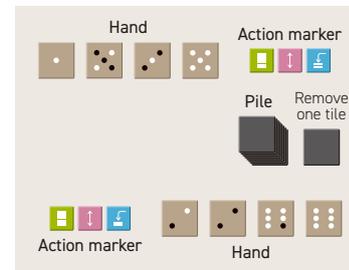
• Dice x 2 (white pips x 1, black pips x 1)



Preparation

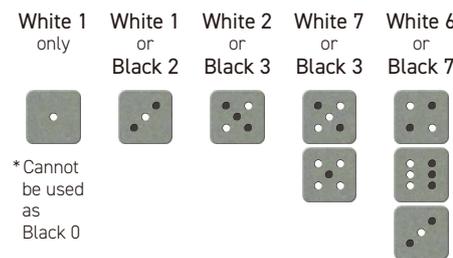
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- Shuffle the dot tiles well and place in a pile face down. **Remove one tile** and leave it face down.
- Each player takes **4 tiles** from the pile and places them **face up** in a row (open hand).
- 3 action cards are also placed face up in front of the player.



Dot tiles and their usage

Either the black dots or white dots of the tiles are used in play. Multiple tiles may be used in one play.

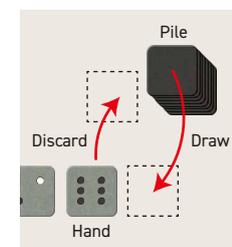


3 action cards

Each action card may be used once per game.

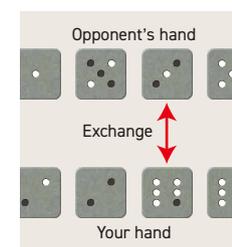
Redraw

One tile from your hand may be discarded and one drawn from the pile.



Exchange

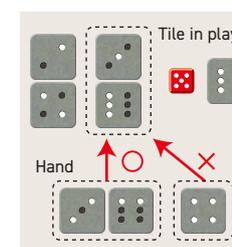
One tile from your hand may be exchanged for a tile in your opponent's hand.



Stack

A tile or the same number of tiles of the same score may be stacked on a tile or tiles already in play.

* Multiple layers may be stacked.

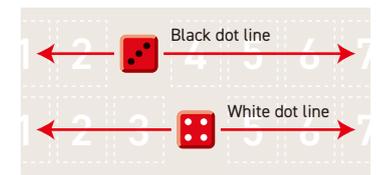


Game play

1

Determine starting point and starting player

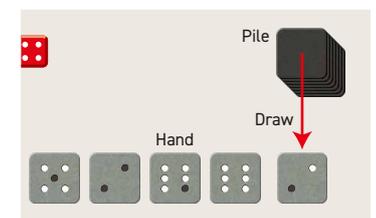
- Each player rolls one dice in the center to determine starting point. If both players roll the same number dice are rolled again.
- **The player who rolls the highest number starts.**



2

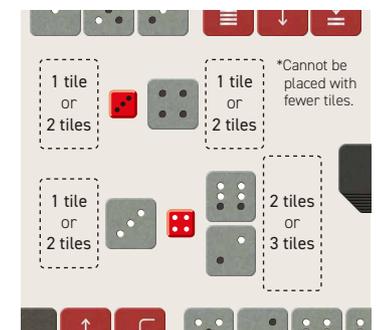
Playing your turn

2-1 The player taking turn draws one tile from the pile.



2-2 The player then places a tile next to an ascending or descending tile (either the black or white line), or the player can use an action card.

• Only **the same number of tiles or one more tile than the number of connecting tile(s)** may be placed.



- Using an action card counts as one move (when using an exchange or redraw a tile may not be placed on the field).
- Used action markers are turned face down.

3

• Players alternate turns.

Game conclusion

Game comes to a conclusion in any of the following ways.

- All tiles in the player's hand are used → that player **wins**.
- A player cannot make a move (2-2) → that player **loses**.
- The pile is used up → **draw**.

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BOSSA CREATIVE TEAM

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THE ART edition paper craft artisan: TADOKORO Masayuki
CLASSIC and THE ART edition box manufacturer: Morita
Paper arrangements: Takeo, Heiwa Paper
Dice arrangements: Pippp.com

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about **BananaMoonStudio, Sapporo**

Banana Moon Studio Sapporo is an innovation and design company founded in 1990. Started our indie board game design journey in 2019 and continue to release multiple titles every year. In Autumn 2019 took part in the Tokyo Game Market for the first time. In 2020 following a successful crowdfunding on Kickstarter, "Bistro FLIP" was released.

Website

Banana Moon Games (EN)



⚠ Warning:
Tiles and dice are not to be thrown at people or objects. Eye and other physical injuries can occur. Use only as instructed and for intended purpose. Please use in a safe manner.

⚠ **WARNING: CHOKING HAZARD - Small Parts**
Not for children under 3 years.

