

坊 茶

B O S S a

2023 Revised  
regular rules  
Instructions

Players

2

Time

5-10min

Bossa 2023 edition website



<https://bananamoon-games.jp/game/bossa-yuki-en/>

**B**

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PLAYER

A

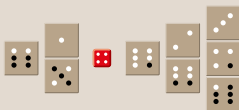
Hand



Action marker

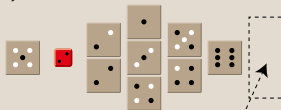


Player A's line [White dot line]



Field

Player B's line [Black dot line]



Pile



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

PLAYER

B



Action marker



Hand

## Regular rules overview

A two player game.

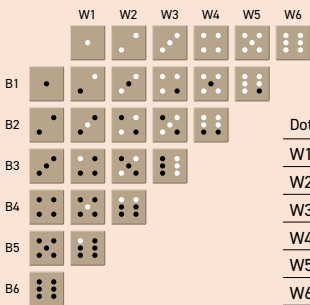
Decide each player's dice color, then according to the dice pips' color and number place corresponding tiles alongside their dice.

Utilizing 3 action tiles, avoid being backed into a corner and play your tiles. One more or one less tile only can be placed alongside previously place tiles.

The player who uses all the tiles in their hand or has 6 rows of tiles on their own color line takes the win.

# Game components

- Dot tiles x 27



Dot count	No. of tiles
W1 . B1	6 of each
W2 . B2	5 of each
W3 . B3	4 of each
W4 . B4	3 of each
W5 . B5	2 of each
W6 . B6	1 of each

- Action markers x 6

(3 types x 2)



- Dice x 2

(white pips x 1, black pips x 1)



## 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. Non-existent color dots cannot be counted as "0".

White 1 only      White 1 or Black 2      White 2 or Black 3      White 7 or Black 3      White 6 or Black 7



\* Cannot be used as Black 0



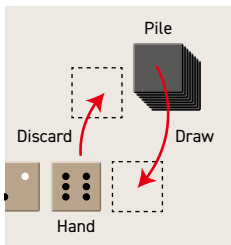
### 3 action cards

Each action card may be used once per game.



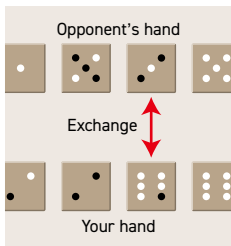
#### Redraw

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



#### Exchange

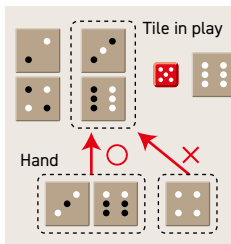
One tile from your hand may be exchanged for a tile in your opponent's hand.



#### Stack

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

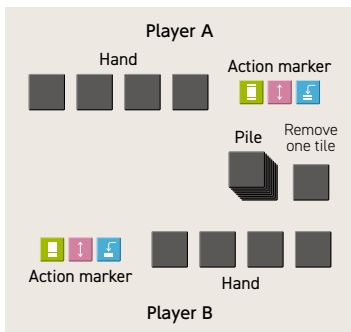
\* Multiple layers may be stacked.



## Preparation

0

- 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 down** in a row (Hand).
- 3 action cards are also placed face up in front of the player.



## TIPS

**Keeping track of the number of tiles played and also which tiles with relation to the number of dots makes for easier play.**

6 each of 1 dot black and white tiles, 5 each of 2 .... 1 each of 6.

Play tiles keeping this in mind (refer to game components in this sheet). During the course of the game both players' hands are open. How many tiles you want are left? Maybe none? Knowing how many remain by the tiles already played makes for easier tactics.

# Game play

## 1

### Establishing order of play and each players' color line

**1-1** Each player rolls one dice in the center to determine starting point. If both players roll the same number, dice are rolled again.

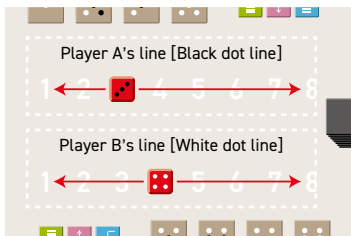
- **The player who rolls the highest number** checks their hand (taking care to not show the opponent), and **chooses** either the black or white **line or** chooses to make the **first play**.
- If that player chooses the the color line, the opposing player takes first play. Alternatively, if that player chooses to play first, the opposing player chooses the color line (with checking their hand).



← The player who rolls the highest number chooses the color line or order of play.

**1-2** The corresponding dice color is placed in front of each player and becomes the starting point for the black or white line respectively.

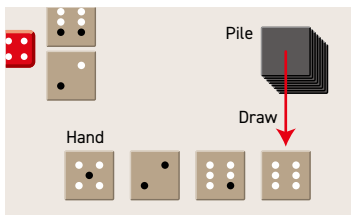
- Each player then turns their tiles face up and the game is **then played with open hands**.



# 2

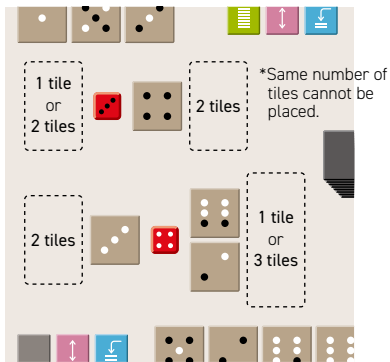
## Playing your turn

**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 (tiles can be placed on either line) or the player can use an action card.

- When placing tiles only **one more or one less than previously placed tiles** may be placed.
- Either one or two tiles may be placed adjacent to the dice.



- 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.**

- A:** All tiles in the player's hand are used  
➔ that player **wins**.
- B:** 6 rows of tiles are placed on one player's side (not including dice)  
➔ that player **wins**.
- C:** All tiles in the player's hand are used placing 6th row (not including dice) on the opponent's side  
➔ that player **wins**.
- D:** A player cannot make a move (2-2)  
➔ that player **loses**.
- E:** The pile is used up  
➔ the player with the least remaining tiles **wins**.  
➔ should both players have the same number of tiles the game is **drawn**.

## BOSSA CREATIVE TEAM

Game design: Banana Moon Studio Sapporo

Translator: Darcy LEWIS

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坊 茶

B O S S a

2023 New Feature  
optional  
expansion rules  
with Modifier components

Bossa 2023 edition website



<https://bananamoon-games.jp/game/bossa-yuki-en/>

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Note: This rule is optional. It can be added to either the "Regular Rules" or the "Novice Rules" by mutual agreement of the players.

## Expansion Components

- Modifier chips x 4  
(2 types x 2)



Doubler



Inverter

## Preparation

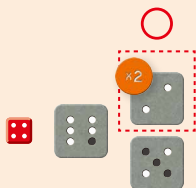
- Each player has 2 modifier chips, a Doubler and an Inverter, as well as action markers at the start of the game.
- Once the dice have been rolled (Novice Rules) or each player has determined each other's color line (Regular Rules), **each player must discard either** the Doubler or the Inverter.

## Using modifier chip

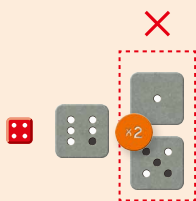
- Modifier chip performs the function of modifying the number or the colors of dots on **a particular single tile**. For a combination of multiple tiles in a row, it applies to only one tile and not to the entire combination.
- Each player may use a modifier chip once per game.
- When using a modifier chip, place it on the tile to be modified. May also be used for a stacking tile.

## Doublor

Doublor chip makes **the number of dots** on a particular single tile **count double**.



One tile of white 2 is double-counted, bringing the total to White 6.

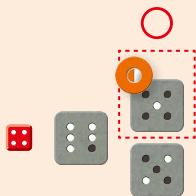


The entire combination cannot be double counted.

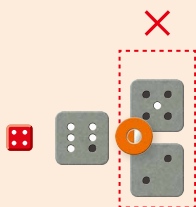
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## Inverter

Inverter chip **inverts the colors of dots** on a particular single tile.



The black 4/white 1 tile is inverted to white 4/black 1, bringing the total to White 6.



The entire combination cannot be inverted.