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# 2023 Revised novice rules Instructions

Players  
2Time  
5-10minAges  
6+B banana  
moon  
games

BOSSA 坊 茶

## BOSSA CREATIVE TEAM

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STANDARD edition manufacturer: BGM Morikawa-Paper  
CLASSIC/CLASSIC-neo edition paper craft company: Shichisei Sangyo  
THE ART edition paper craft artisan: TADOKORO Masayuki  
CLASSIC/CLASSIC-neo and THE ART edition box manufacturer: Morita  
Paper arrangements: Takeo, Heiwa Paper  
Dice arrangements: Pippd.com  
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All goods are inspected at point of packaging. If any components are damaged or stained, please contact the distributor immediately and replacement components will be issued.

**Distributor: Banana Moon Co., Ltd.**

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about **BananaMoonStudio**, Sapporo

Banana Moon Studio Sapporo is an indie board game publisher based in Hokkaido, the northern-most major island of Japan. Originally founded in 1990 as a design company and has won more than 40 awards. Since 2019, the company has released 15 titles in collaboration with domestic and international creative partners under the theme "Designing Smile Time".

url > <https://bananamoon-games.jp/en/>

**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.



## Game components

### • Dot tiles x 27

	W1	W2	W3	W4	W5	W6
B1						
B2						
B3						
B4						
B5						
B6						

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)



## Novice rules overview

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!



Find videos

PLAYER

A

Hand



Action marker



White dot line



Filed

Black dot line



Pile



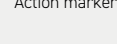
• Game is open hand

• Used action markers are turned face down

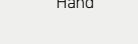
PLAYER

B

Action marker



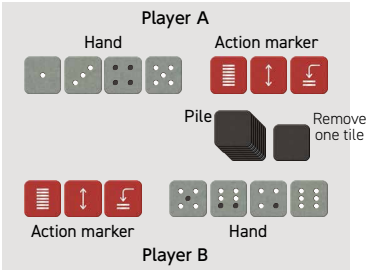
Hand



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

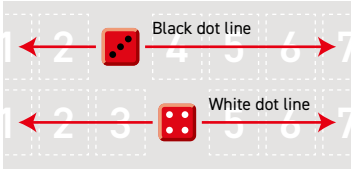


Game play

1

Determine starting point and starting player

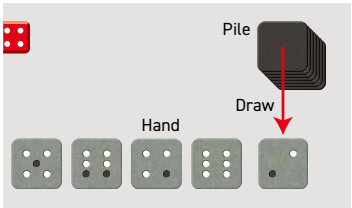
- Each player rolls one dice in the center to determine starting point. If both players roll the same number dice are rolled again.
- **The player who rolls the highest number starts.**



2

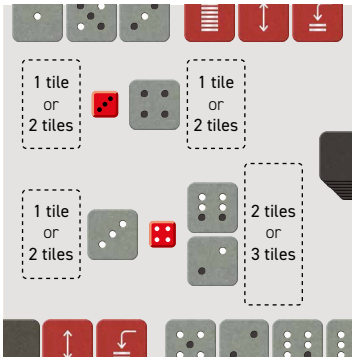
Playing your turn

**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.

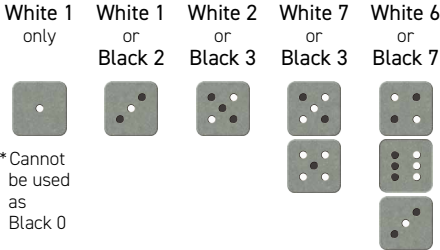
- Only **the same number of tiles or one more tile than the number of connecting tile(s)** may be placed.



- 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.

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".



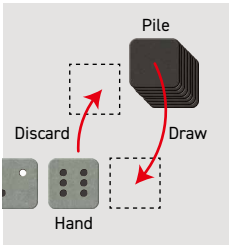
3 action cards

Each action card may be used once per game.



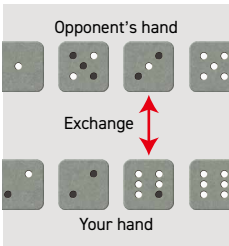
Redraw

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



Exchange

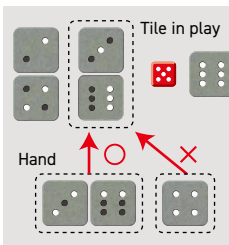
One tile from your hand may be exchanged for a tile in your opponent's hand.



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.



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:** A player cannot make a move (2-2)  
➔ that player **loses**.
- C:** 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**.


2023 New Feature

# optional expansion rules

Find instruction video





Using expansion modifier chips, which modify the number or the colors of dots on a tile, allows for a wider range of strategies and tactics, making the game more of a battle of wits.



**Expansion chips**

- Modifier chips x 4 (2 types x 2)

 **x2**  
Doubler

  
Inverter

\*Expansion chips are included in **THE ART** “yuki” and **CLASSIC-neo** editions released in 2023. **THE ART** “mizu”/“hana”, **CLASSIC**, and **STANDARD** editions do not include expansion chips. General-purpose chips, coins or the “**Bossa Expansion Kit**” (sold separately) may be used.

## Preparation

**Additions to 0**

- Each player has 2 modifier chips, a Doubler and an Inverter, as well as action markers at the commencement of the game.

**Player A**

Hand: [1 dot black], [2 dots black], [3 dots black], [4 dots black]

Modifier: [x2], [Inverter]

Action marker: [List], [Up/Down], [Remove]

Pile: [Stack of tiles]

Remove one tile: [Single tile]

**Player B**

Action marker: [List], [Up/Down], [Remove]

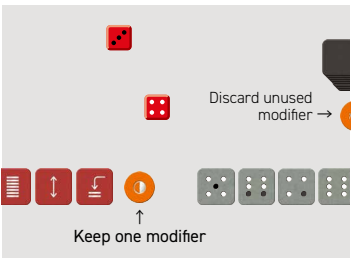
Modifier: [x2], [Inverter]

Hand: [1 dot black], [2 dots black], [3 dots black], [4 dots black]

## Game play

**Additions to 1**

- Once the starting points have been determined, each player **chooses one modifier chip, either a Doubler or an Inverter**, to use in the game and keeps it in their hand. The unused chip is removed from the game.



Discard unused modifier → [x2]

Keep one modifier [Inverter]

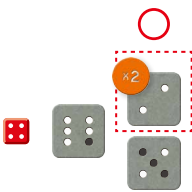
**Additions to 2**

**2-2b** Modifier chip performs the function of modifying the number or the colors of dots on **a specified single tile**. With a combination of multiple tiles in a row, it applies to only one tile and not to the entire combination.

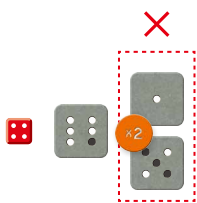
- Each player may use a modifier chip once per game.
- When using a modifier chip, place it on the tile to be modified. May also be used for a stacking tile.

**x2 Doubler**

Doubler chips **double the count of the number of dots** on a specified single tile.



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

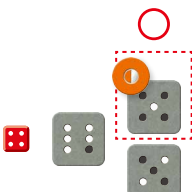


The entire combination cannot be double counted.

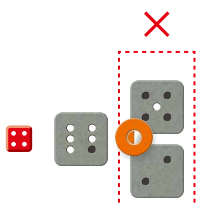
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**Inverter**

Inverter chips **invert the colors of dots** on a specified 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.

**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.