

# Preparation



## Novice rules Instructions

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

日本語の説明は反対面にあります



THE ART edition "Mori," "Mizu-II," "Hana-II," "Yuki-II," CLASSIC-neo-II edition

0

### Pile

- Shuffle the Dot Tiles well and place in a pile face down. **Remove one tile** and leave it face down.

### Hand

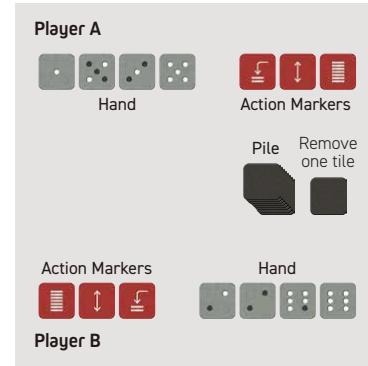
- Each player takes **4 tiles** from the pile and places them **face up** in front of them (open hand).

### Action Markers

- One of each of the 3 types of Action Marker is also placed face up in front of the player.

### Modifier Chips

- Set aside the Modifier Chips; they are not used in this rule set.



Modifier Chips → Not in use

## Novice Rules Overview

A two player game.

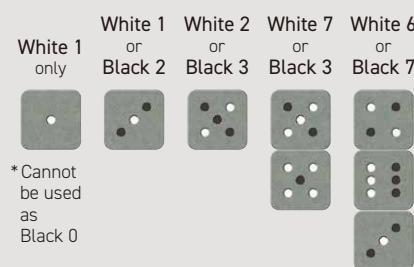
Following either the dice with white pips or black pips, place the tile with the same colored dots alongside the dice.

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!

## 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.

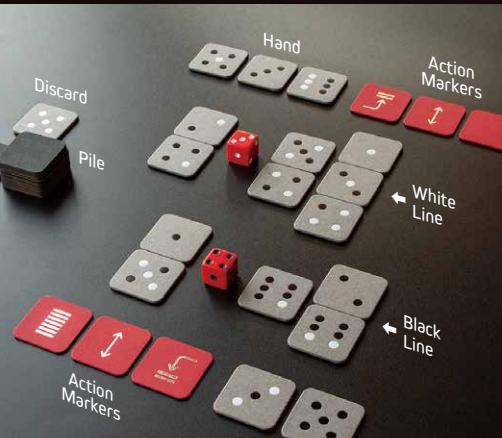
Non-existent color dots cannot be counted as "0".



## Types of Dot Tiles

	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



- Game is open hand.
- Used Action Markers are turned face down.

## 3 Action Cards

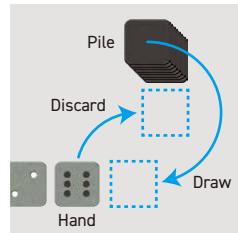
Each Action Card may be used once per game.



### Redraw

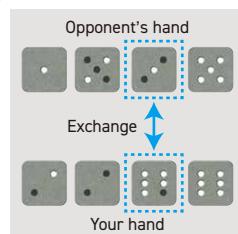
One tile from your hand is **discarded** face up and **one** is drawn from the pile.

\*Discard first.



### Exchange

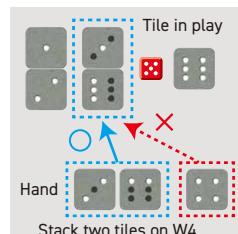
One tile from your hand may be **exchanged** for a tile in your **opponent's** hand.



### 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.

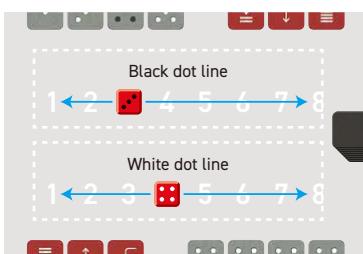


## Game Play

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### Determine starting point and starting player

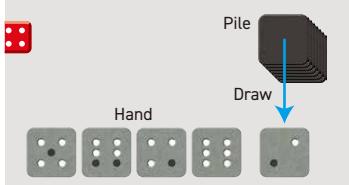
- Each player rolls one dice in the center to determine starting point. If both players roll the same number, dice are rolled again.
- The player who rolls the highest number starts.**



2

### Playing your turn

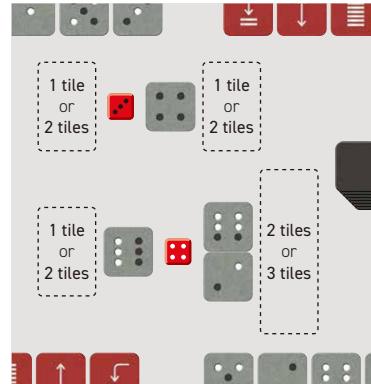
**2-1** The player taking turn draws one tile from the pile.



**2-2** The player then **places** a tile next to an **ascending or descending tile** (either the black or white line) [2-2-a], or the player can **use an Action Card** [2-2-b].

#### 2-2-a: Playing Tiles

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



#### 2-2-b: Using Actions

- 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: 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**.

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