

Regular Rules Overview

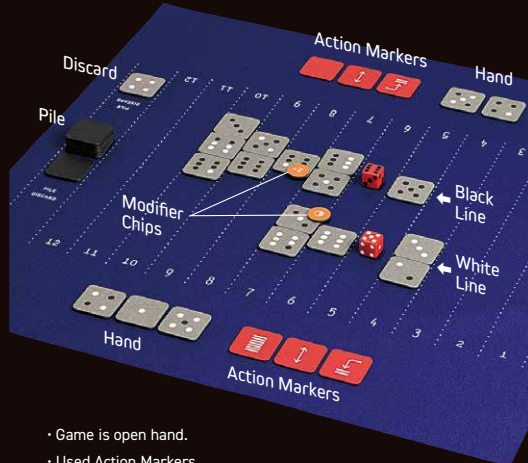
A two player game.

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

Utilizing 3 Action Cards and one of the 2 Modifier Chips, avoid being backed into a corner and play your tiles.

One more or one less tile only can be placed alongside previously place tiles.

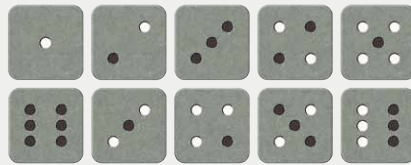
The player who uses all the tiles in their hand or has 6 rows of tiles on their own color line takes the win.



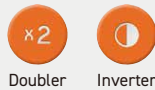
- Game is open hand.
- Used Action Markers are turned face down.

Game Components

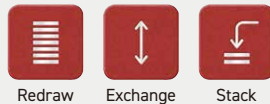
- Dot Tiles x 27 (27 types x 1)



- Modifier Chips x 2 (double sided, 1 type x 2)



- Action Markers x 6 (3 types x 2)



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

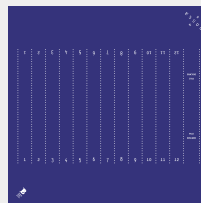


*Materials and colors of Dot Tiles, Action Markers, and Dice vary depending on the edition.

Furoshiki Playmat

THE ART edition "Mori," "Mizu-II," "Hana-II," and "Yuki-II" include a playmat (doubles as a furoshiki wrapping cloth).

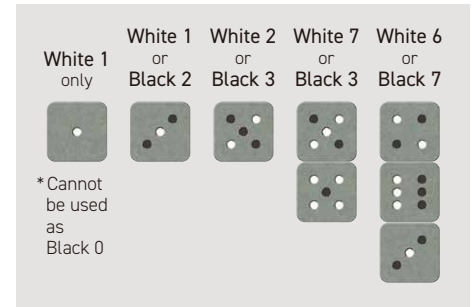
For other editions, the playmat is sold separately.



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						

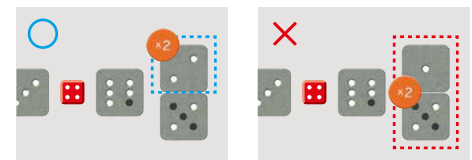
Dot count	No. of tiles
W1 . B1	6 of each
W2 . B2	5 of each
W3 . B3	4 of each
W4 . B4	3 of each
W5 . B5	2 of each
W6 . B6	1 of each

2 Modifier Chips

Modifier Chip performs the function of modifying the number or the colors of dots on a specified single tile. Each player may use either a Doublers or an Inverter once per game.



Doubles the count of the number of dots on a single tile.

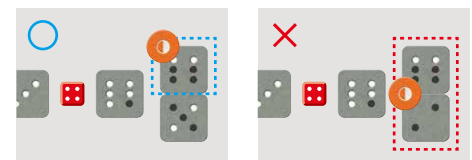


One tile of white 2 is double-counted, bringing the total to White 6.

The entire combination cannot be double counted.



Inverts the colors of dots on a single tile.



The black 4/white 2 tile is inverted to white 4/black 2, bringing the total to White 6.

The entire combination cannot be inverted.

regular rules Instructions

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

日本語の説明は反対面にあります

B banana moon games THE ART edition "Mori," "Mizu-II," "Hana-II," "Yuki-II," CLASSIC-neo-II edition

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.



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.

Publisher: Banana Moon Studio Sapporo_Niseko
Distributor: Banana Moon Co., Ltd.
36-1 Tomikawa, Niseko, Abuta-gun, Hokkaido 048-1554 Japan
mail > global@bananamoon.jp

ROSSA 坊 茶 CREATIVE TEAM

Game design: Banana Moon Studio Sapporo_Niseko
Team leader/Creative director: MAEDA Hiroshi
Planner/Production manager: MAEDA Kumiko
Planner/ Graphic designer: ISHIJIMA Haruna, YOSHIDA Kinuka
Game development adviser: SAITO Tomoyuki (RareSightGames)
English translator: Darcy LEWIS (Freelance)
Researcher: SUGIOKA Rino
© Banana Moon Studio Sapporo_Niseko All rights reserved.

COLLABORATORS AND SUPPLIERS

Paper craft artisans: TADOKORO Masayuki, Shichisei Sangyo
Box manufacturer: Morita
Paper arrangements: Takeo, Heiwa Paper
Translators: Alexandre SCHMITT, Federico RALLO, Markus REUBELT

about **BananMoonStudio**, Sapporo_Niseko

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. Since 2019, the company has released more than 20 titles in collaboration with international creative partners under the theme "Designing Smile Time". In 2024, we relocated our base studio from Sapporo City to Niseko Town, a place rich in nature.

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

Website
Banana Moon Games (EN)



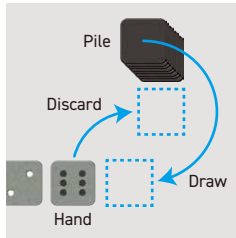
Action Cards

Each Action Card may be used once per game.

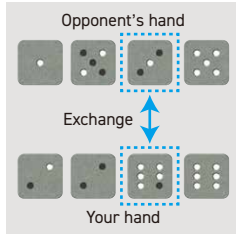


Redraw
One tile from your hand is **discarded** face up and **one** is **drawn from the pile**.

*Discard first.

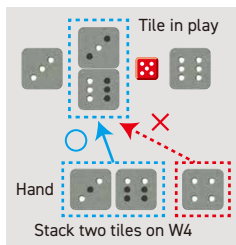


Exchange
One tile from your hand may be **exchanged** for a tile in your **opponent's** hand.



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

Pile

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

Hand

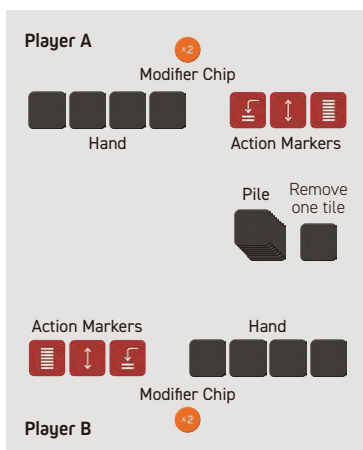
- Each player takes **4 tiles** from the pile and places them **face down** in front of them.

Action Markers

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

Modifier Chips

- Each player has one Modifier Chip. (Which side faces up will be decided later.)



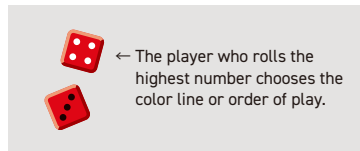
Game Play

1

Establishing Order of Play and Each Players' Color Line

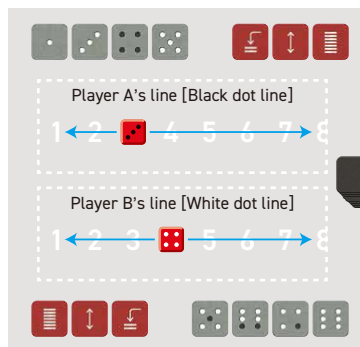
1-1 Each player rolls one dice in the center to determine starting point. If both players roll the same number, dice are rolled again.

- 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.



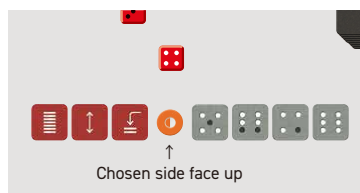
1-2 The corresponding dice color is placed in front of each player and becomes the starting point for the black or white line respectively.

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



Modifier Chip Selection

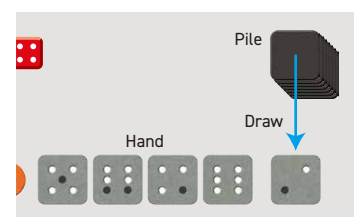
1-3 After both players have opened their hands, each player **chooses** one side of the Modifier, **either Doubler or Inverter**, to use in the game and places it face up in their hand.



2

Playing Your Turn

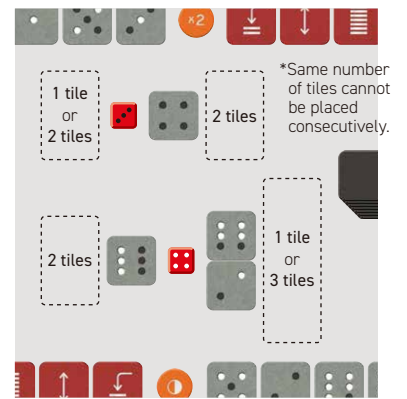
2-1 The player taking turn draws one tile from the pile.



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

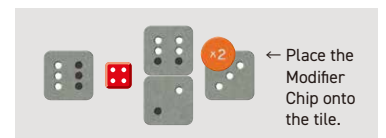
2-2-a: Playing Tiles

- 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**.



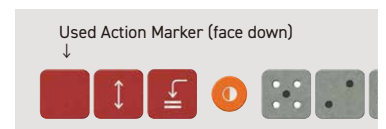
2-2-b: Playing Tiles with Modifiers

- When using a Modifier Chip, place it on the tile to be modified.
- May also be used for a stacking tile.



2-2-c: 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:** 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**.

Tutorial videos and gameplay videos are available online! →

