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For 2-3 players. Age: 7+. Play time: 20-30 min.

Join tiles edge to edge to expand your territory and finally turn your areas into victory points.

Watch out though, making your areas too big detracts from your score and can even lead to losing points. Can you keep your areas at just the right size to get the highest score? It's a territory control game with concise rules and interesting dilemmas.

[Contents]

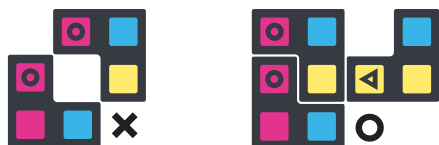
72 Tiles (3 colors with 24 each), 60 Victory Point(VP) markers (1pt x 15, 3pt x 18, 6pt x 15, Bonus x 12, all have 0pt on reverse), 3 tile stands (1 per color), this rule sheet, 9 expansion tiles.

[Game Preparation]

For 3 Players: Sort all the tiles into the 3 colors and place them all face down. Give all the tiles on one color and that color's tile stand to each player and then each player should shuffle their tiles thoroughly. This forms the player's stock. Each player takes 5 tiles from their stock and places them on their tile stand, so that only they can see them. Choose a start player.

[Game Flow]

The start player chooses one of his 5 tiles from his tile stand and places it in the middle of the table then draws one replacement tile from the stock. Then in clockwise order each player plays in the same manner. Following tiles placed must share at least 1 edge (regardless of color or length) with a piece already in play.

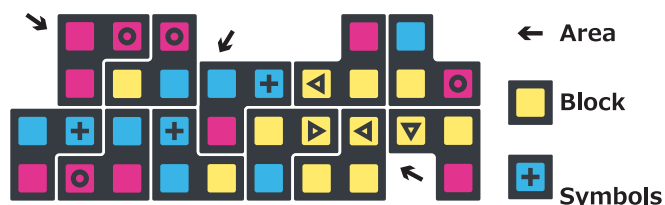


[Game End]

The game ends when all players have played all their tiles from their tile stand and stock, then final scoring begins.

[Final Scoring]

Each tile consists of 3 squares. Each square is referred to as a 'block'. Some blocks contain 'symbols'. When 4 or more of the same color blocks are connected then they create an 'area'.



Using the back of the tile stand as a reference each player converts his areas and bonuses into victory points.

Block	0-3	4-6	7-9	10	11	12	13-	Bonus
Point	0	1	3	6	3	1	0	3

Largest Area Bonus: The player with the largest number of blocks in a single area earns 3 points. (including areas of 13+ blocks)

Most Areas Bonus: The player with the most areas (with at least 4 blocks each) earns 3 points.

Symbol Bonus: For areas containing 4 or more of the same symbol that symbol's owner earns 3 points per area. (Even if the area contains more than 4 the area earns 3 points.)

[Using the VP markers]

Each player places the appropriate VP marker on any area that scores. On areas with more than 3 blocks place a flipped VP marker, so that it shows zero points. All bonuses use the green markers.

When all players have finished placing VP markers, each player takes their VP markers.

(The Most Areas Bonus is awarded to the player with the most VP markers NOT including the green ones.)

[Winning]

The player with the highest score (area VPs + bonus points) is the winner. In case of a tie, the player with the least number of areas is the winner. If there is still a tie then the game ends in a draw.

[For 2 players]

Use only 2 sets of tiles.

When calculating final scoring the unused color is ignored.

[Short Version]

In each player's tiles there are 6 different tiles (not including the tile that has 3 of the same colored tiles) that have 2 copies each. Remove one of each of those tiles. Play the game using only 18 tiles.

[Alternative Rule]

There are 3 expansion tiles per color that have 2 or more symbols. Replace the 3 tiles that have the same color configuration before playing. This can be used as a handicap.

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