

# Tuck o Roof

【トリコルーフ】



## 「町中の屋根を、美しく三色に塗り分けるのだ！」

The new mayor has ordered the entire town's roofs to be repainted in order to fulfill his campaign promise!

The guild's craftsmen are engaged in a battle of honorless roof painting, painting even the roofs that were painted yesterday by their colleagues!

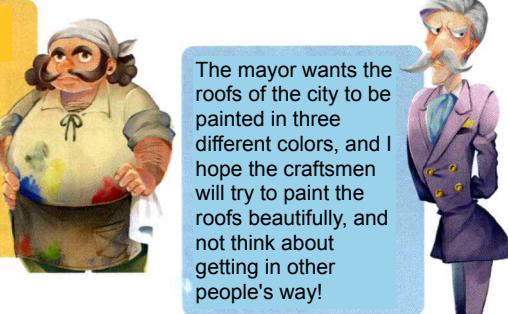
Players take on the role of a roofer in a town who responds to requests from the local government and residents to paint the roofs of the town using red, blue, and yellow paint.

The Guildmaster is a fickle and forgetful person, so give him a thoughtful gift and try to get the job done first thing in the morning. Failure to give the Guild Master a gift that he will like may result in fewer colors of paint being available and more lucrative jobs being taken by other craftspeople.

With careful preparation and a flash of inspiration, you can become the best craftsman in town!

Guildmasters are easily distracted!

Give them something different from the first one!  
But they will only remember the second item!



## [Contents]

Gift cards: 32 cards

Bread, wine, scarf, cigars 1~4 each



Initial Root Card: 4 cards

(Score Track Card)



Summer cards: 5 cards



Summer card for two: 1 card



Main sheet: 2 sheets



Roof chips: 30  
(3 colors x 10 chips)



Player markers: 10  
(5 colors x 2pcs)



Paint Craftsman Cube: 1



## [Game Setup]

- Arrange the main sheets so that the pictures are connected and place them in the center of the table.
- Players are assigned a color and receive 2 Player Markers and a Summary Card of that color.
- The 32 gift cards are turned face down, mixed well, and dealt to each player as a hand of 6 cards.

The remaining cards are returned to the box so as not to interfere with play.

- Place the roofing chips together next to the main sheet.
- The initial roof cards are mixed, root side down (the side with the four zeros), and turned over in the desired direction. Roof chips of the specified color are placed in the squares of the main sheet in the order they are turned over.

The first chip corresponds to the upper row of the main sheet (the empty horizontal row), and the second and subsequent chips are placed in the lower rows. No chips are placed on the white O.

- The initial roof cards used in the previous step are turned over and arranged in such a way that the cat's pawprints are connected and used as the scoring track.

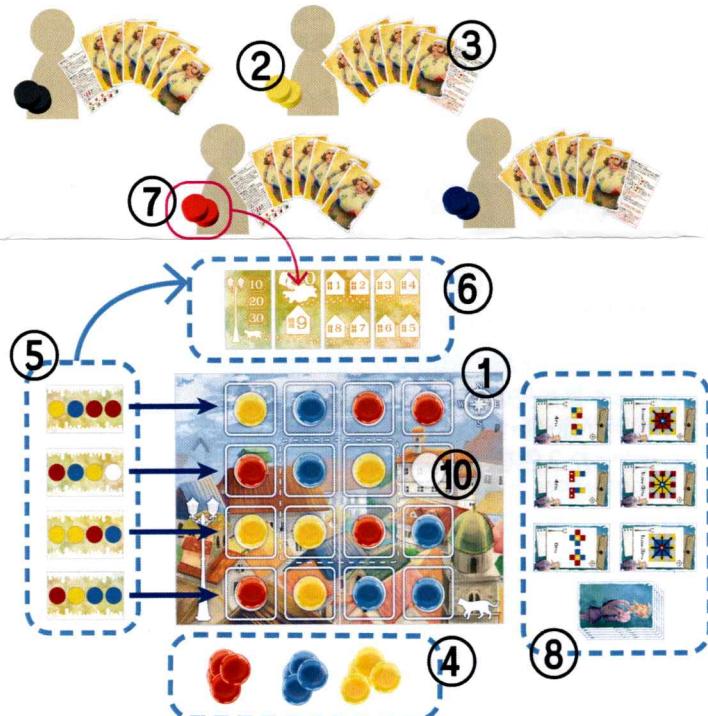
- Place one of each player's Player Markers on 0 of the scoring track. Keep the remaining markers on hand.

- Of the 18 cards with requests, place the government requests (3 cards with the request written on both sides) next to the main sheet.

The Resident's Requests (the remaining 15 cards) are turned face down, mixed well, and placed in a pile, with the three cards facing up near the Government Requests.

- Decide the lead player in any way you like.

- The lead player places chips of his/her favorite color on the white O where no chips were placed in 4.



## [Game Flow and End of Game]

### **Gift Phase**

→The lead player draws a card from his or her hand one at a time in a clockwise direction, and decides the turn order and assistants for the Roofing Phase. Roofing Phase

→Each player exchanges roof chips for chips on the main sheet in the order decided in the Gift Phase. If the color sequence on the Request card is completed, the player scores the indicated number of points.

Assistants also receive points according to the number of players who scored. Discard all three of the Resident's Requests, face down, and place them next to the deck of Requests, then flip over three cards from the new deck of Requests.

Repeat the Gifts phase and the Root Painting phase alternately until there are no cards in hand (6 times in total).

The player with the most progress in the scoring track at the end of the 6th Roof Painting Phase wins the game.

## [How to Proceed with the Gift Phase]

1. Starting with the lead player, each player takes a card from his or her hand according to the following rules.

- The lead player may play any card from his or her hand.
- The second and subsequent hands follow the color of the card played by the lead player.
- If there are no cards of the same color in hand, the player may play any card he/she wishes.

※ Lead player: The person who plays a card first

※ Follow: Playing a card of the same color as the card played by the lead player

2. After all players have played their cards, compare the strength of their cards according to the following rules. Discard the used cards and place them out of the way next to the main sheet.

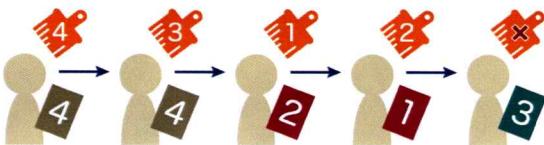
The strength of the cards is used in the following Roofing Phase in order of strength.

- If all players play cards of the same color, the card with the higher number is stronger.
- If one player plays a card of a different color, the card with the second color among the cards played becomes the trump card.
- If a player plays a card of a different color, the card with the second color becomes the trump card and is stronger than the card with the first color.
- The player with the third or fourth color does not exchange chips in the Roofing Phase and becomes an assistant.

※ Trump: A color stronger than the color played by the lead player

e.g.) 5 players, each starting with the lead player,

**4 → 4 → 2 → 1 → 3** In this case, the second color is red, so the order is red 2, red 1. The first color is brown, but since both players have the number 4, the order is the last played 4, and then the first played 4. The player who played the green 3 does not exchange chips and becomes an assistant.



## [How to Proceed with the Roof Painting Phase]

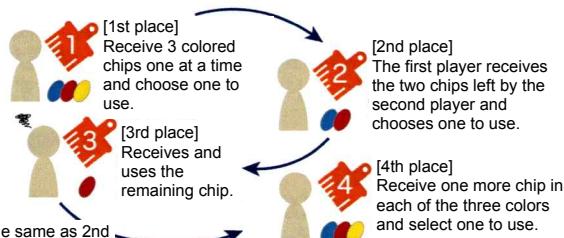
1. Do the following (A-C) in the order determined in the Gift Phase.

(A) Take chips from the chip place on the roof next to the main sheet. The first player takes chips from the chip stack on the roof next to the main table, or from the player whose turn comes first. The first player receives three colors (red, blue, and yellow), the second player receives the two colors not used by the first player in (B) below, and the third player receives the last remaining color. The fourth player takes a new three-color hand (red, blue, and yellow) from the chip table, and the fifth player receives chips according to the same rules as the second player.

(B) The roof chips taken in (A) above are exchanged for chips already placed on the main sheet. The next player counts 30 seconds while choosing the color of the chips to be exchanged. If a chip cannot be placed within the count, the next player chooses one of the four corners of the main sheet to replace it. Chips removed from the main sheet are returned to the chip table.

- Only one chip can be exchanged in a turn
- You cannot replace chips of the same color. Please make sure to select squares with chips of a different color.
- Be sure to select squares so that chips of different colors are replaced.

You may want to slow down the count if you are the assistant counting, or you may want to finish the count before your turn comes up with a high-scoring exchange. But don't forget that if you are mean to your friends, they may be mean to you!



[5th place] is the same as 2nd place.

(C) After replacing a chip, if the color sequence specified on the Request card has been achieved, the player scores the points indicated on the card and advances his/her marker on the scoring track.

However, the newly placed chip must be of the same color as the square marked with ★ on the request card.

Only one Request card can be completed and scored in one turn. After that, turn over the completed Request card.

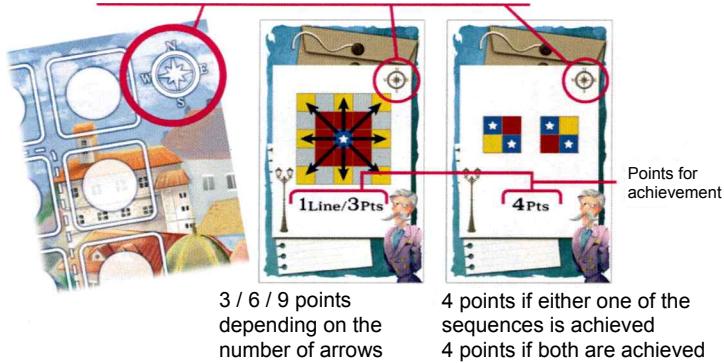
Even if a request is accomplished, if the color of the chip you placed is different from the color of the ★ square on the request card, you have not accomplished the request.

2. The player who became an assistant in the Gift Phase does not perform 1 above. All assistants receive the same number of points as the number of players who have completed the request in this phase. If the game is played with 5 players, the maximum number of points is 4.

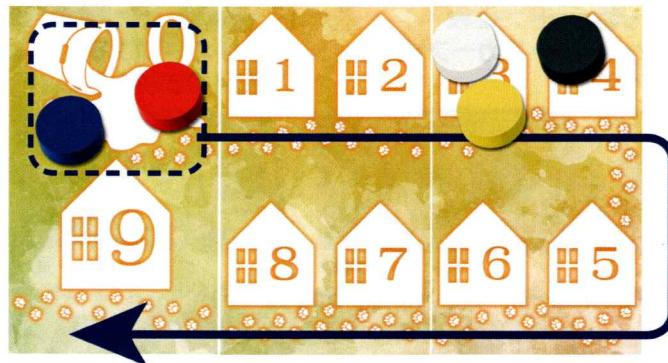
3. After the scoring process, all of the residents' requisitions, face down, are discarded and placed next to the deck of requisition cards. Then, the next 3 Request cards are turned over from the deck. If there are still cards in hand, the player who was first in line becomes the next Lead Player and performs the Gift Phase.

## [How to Read the Request Card]

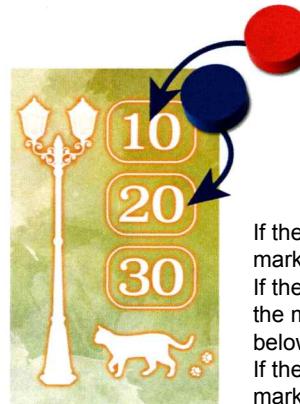
Viewed in a direction that is aligned with the main sheet.



## [How to Read the Scoring Track]



At the beginning of the game, everyone places a player marker in the space marked 0 in the paint bucket. When a request is completed or a player scores points as an assistant, the marker is moved along the direction of the cat's pawprint from 0 to 9.



If the score exceeds 10, another marker is placed on the 10 square. If the score exceeds 20 or 30 points, the marker is moved to the square below. If the score exceeds 40, move the marker to the cat.