ito Rainbow

"Ito Rainbow" is a cooperative game where you compare the numbers in your hand with words that match a theme and arrange them in ascending order.

However, don't say the numbers directly! You should have a conversation comparing your descriptions

Will you be able to understand the other players 'intentions' while enjoying the difference in values? This party game can be both challenging and fun!

Ito Rainbow includes 2 game modes:
"Kumonite 2.0" is a cooperative game for all players.
"Nijinoito" is a competitive and cooperative game where players are divided into two teams and compete.

Please play "Kumonite 2.0" first

Contents

- **Number cards (1-100)** 100 cards
  - Front / Back
- **Zero Tile** 2 tiles
- **Theme cards (120 themes)** 20 cards (+ 1 blank card)
  - Front / Back
- **Theme frame** 1 card
- **4 crystals x 7 colors**
- **1 Oath card**
- **1 Hourglass** (1 minute timer)
- **1 rulebook** (this paper)

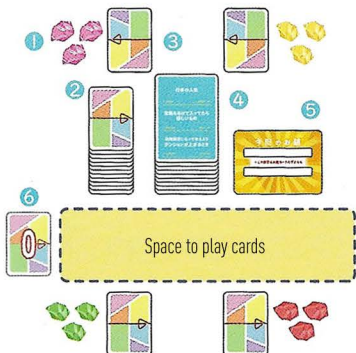## Basic Mode
Kumonite 2.0

👥 **2~7 players**   🕐 **5~15 minutes**   👥 **8~99 years old**

Please play "Kumonite 2.0" first
If you think about it, up to 100 people can play!

Game Preparation

Example of a 4-player game

Space to play cards

① Everyone chooses a color and receives 3 crystals in their color. Return the rest to the box.

② Shuffle all 100 number cards face down to create the deck.

③ Deal one card from the deck to each player, as their hand. Players may only look at their own card in their hand.

④ Shuffle all 20 theme cards together, form a deck, and place it next to ② the deck of number cards.

⑤ Place the theme frame next t ④ the deck of theme cards.

⑥ Place one 0 (zero) tile on the edge of the play area. Point the arrow toward the center of the table. Return the other 0 tile to the box.

*The hourglass is not used in "Kumonite 2.0". Return it to the box.

Game Flow

It's a cooperative game where you all win if you can correctly arrange the number cards in ascending order.

Theme:
Magic you would like to use

62   68

Talk to cats!!   **Fly in the sky**!!
How fast?
As fast as a **Bamboo Horse**
Oh dear!

1   →   100

① Draw a theme card from the deck and, as a group, select a theme that everyone likes. Slide the theme card into the theme frame to show the theme you have selected.

② Describe the number on your card using words that match the theme. At this time, do not say the number on the card or show the card to anyone. There is one number card for each number from 1 to 100. Think of the number card immediately to the right of the zero tile as "1" and the farthest card as "100". Your goal is to arrange your cards from left to right in ascending order (the card backs will be connected by arrows).

Place your crystals on the number cards. The color of the crystal remaining in front of you will serve as a marker for the person who played the card.

It is OK to change the order of the number cards after they are placed. It is also OK to "fix" or "change" your description as many times as you want.

③ If everyone thinks the cards have been arranged correctly, everyone will say "Complete". After that, the order of the cards cannot be changed.

④ Turn the number cards face up one by one starting with the card closest to the zero tile. If all the cards are lined up in ascending order, you've succeeded!

If even one card is wrong, it's a failure for everyone.
Try changing the theme and trying again until you succeed.

Theme: Magic you would like to use

Example of "Parables"

Example Conversation

100 I want to use it

Magic that completely curses any disease

Magic that allows you to transform into someone else for just 3 days a year

Magic that makes wasabi super spicy

Magic that makes it rain garbage

1 I do not want to use it

A: I am flying!

B: I also have flying! How fast can you fly?

It is ok to use the same description as someone else

A: It's very fast. You can reach the speed of sound!

B: That's fast! Mine seems lower.

C: I guess my number is lower than flying..... Do you have any good ideas?

If you can't think of anything, others can help you

A: A spell that lets you breathe underwater?

C: Ah, nice. That might be it!

B: I feel that's quite high...maybe even higher than mine.

Level Up Challenge

If you succeed, raise the level and try again! See how many times you can succeed.
It's a hassle to mix up the cards every time, so set aside the number cards and theme card you just used and deal out new cards. The crystals will be returned to each player.

After dealing one card to every player, deal one more card to one player.
By doing so, one player will have two cards and everyone else will have one card.
Each time you succeed, the number of people with two number cards increases by one.

The challenge is to see how many times you can succeed in a row!

*1 The maximum number of cards in a person's hand is two. Once everyone has two cards, the number of cards in their hand will no longer increase.

*2 Place your crystal on the second card as well.

Team Battle Mode
Nijinoito

👥 6~14 **players**　🕐 5~15 **minutes**　👤 8~99 **years old**

Competitive and cooperative game where you divide into two teams and play Ito against each other.

Game Preparation

"Nijinoito" is a game where two teams play "Kumonite 2.0" at the same time.
Game preparation is the same as Kumonite 2.0, except for the following changes:

Example of an 8-player game

Space to play cards

Space to play cards
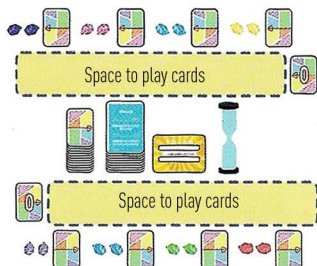
🔸 First, divide into two teams of as equal numbers as possible (4 vs 4, etc.). If there is an odd number, such as 9 players, two people will form a pair to make up one player.

🔸 Everyone chooses a color and receives 2 crystals, making sure each player on a single team has a different color. (it is OK to choose the same color as someone on the other team).

🔸 Place one 0 (zero) tile for each team.

🔸 Place the hourglass within reach of both teams.

※ In 'serious' games, do not look at the number cards that are dealt to you until the conversation begins (see below).

Game Flow

This is a competitive and cooperative game played by two teams.
Two teams play Kumonite 2.0 using the same theme at the same time. The team with the fewest mistakes wins.
Game flow is the same as Kumonite 2.0, except for the following changes:

How to decide on a theme

Please choose a theme that everyone understands and wants to do

It may be a good idea to let people who are not as good at Ito, or the losing team, choose the theme.

Once the theme is decided, one player should say, "Okay, let's start!". Then, each player can look at their number card and begin their conversations.

How to use the hourglass

The first team to decide that they have finished arranging their number cards will turn over the hourglass and say "completed" loud enough for the other team to hear.

The opposing team has one minute to finish arranging the number cards until the sand in the hourglass runs out.

If all the sand has fallen, immediately line up any remaining cards and say that it is "completed." *Translator note: The rules don't clarify where these cards go, but if the team can't decide quickly, just place them at the very end.*

Determine Number of Outs

When both teams have finished arranging their number cards, the team that finished arranging them first will turn their number cards face up one by one.

If there are any numbers that are not in ascending order, they will be "out" (see below). Slide the out card down, so that you can more easily see that it is out. Then, turn the next card face up.

When checking to see if a number is out, you always compare it to the highest number that is currently not out.

Once you get used to it, it's fun to take turns flipping over one card for each team!

9 15 23 66 93

1 OUT 2 OUT 3 OUT

42 53 84

In the above case, 42 is less than 66, so it is out.
The next number, 53, is also out because it is smaller than the 66 (the highest number currently not out).
The next number, 93, is greater than 66, so it's a success.
However, the last number, 84, is less than 93, so it is out, making a total of 3 outs.

Consecutive Number Bonus

When consecutive number cards such as "55→56" are placed face up next to each other, you can cancel one "out" for your team!

If there are consecutive numbers like "55→56→57", you can cancel two "outs", and so on, for each consecutive number.

However, all consecutive numbers must be successful (not out) to count towards this bonus.

55 56 57 BONUS!

Determine Winner

After consecutive number bonuses are used to cancel any outs, if able, the team with the least number of outs wins!

If the game is tied, an "overtime" round will be played (see below).

※ The number of outs cannot be a negative value.

Overtime

Only use these rules, if there was a tie during the round.
When dealing the number cards, use the same rules as the "Level Up Challenge" in "Kumonite 2.0".
Repeat this until a winner is determined.

⚠️ Consecutive Number Bonus Redraw Rules ⚠️

In "Nijinoito", when a person, with two cards in their hand, is dealt two consecutive number cards, (unfortunately) they must discard both cards face up and draw again.

※ The maximum number of cards in a person's hand is two. Once everyone has two cards in their hand, the number of cards in their hand will no longer increase.
※ Place your crystal on your second card as well. When this happens there will be no crystals remain in front of you (you need to remember your color).

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※This game is fiction. It has no relation to any real person, organization, or incident.

※ If you have any questions about the rules or if you would like to exchange a defective item, please contact us here.

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