



TIGER & DRAGON

遊び方説明書

The Purpose of the Game

You are masters of kung fu. There are two types of attacks you can use: the "Tiger" school (blue tile) and the "Dragon" school (red tile). If you defend the opponent's attack, you can return with your own attack.

"Tiger & Dragon" is a tile game that follows the tradition of the popular traditional game "Goita". We play out the Tiles from hand and aim to be the first (to shed your hand). By issuing the same tile as the opponent's [Attack] tile, you can [Defend], and then [Attack]. Then, if you play your own [Attack] tile well, you will get a score chip according to the top tile (the last tile you played).

The person to collect 10 points first wins.

Contents

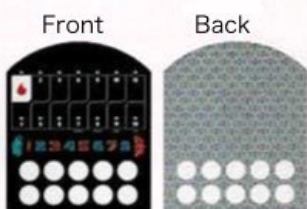
● 38 Tidra Tiles



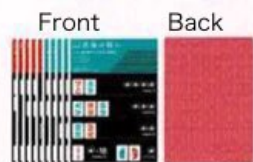
Red Dragon Blue Tiger

There are equal number of copies as number written.

● 5 Personal Boards



● 10 Battlefield Cards



● 50 Scoring Chips

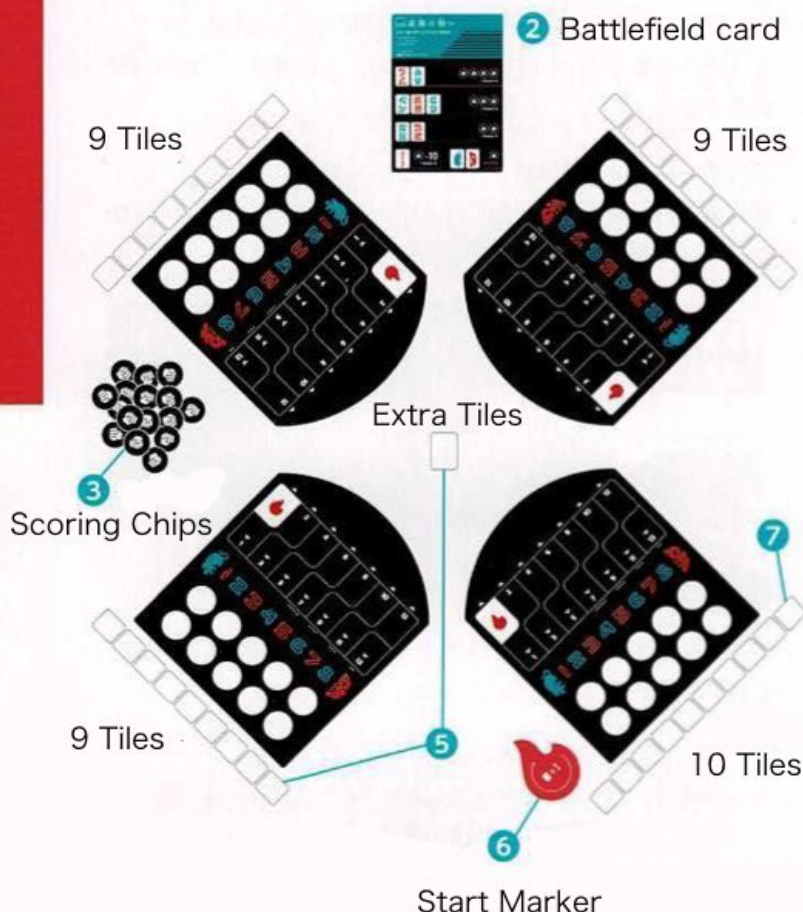


● 1 Start Marker



● How to play (this book) 1 copy

Game Preparation



- 1 Everyone receives a personal board and places it in front of them.
- 2 Blindly select 1 battlefield card then turn it over to the front.

When playing for the first time, it is recommended to choose the basic rule "Battle of the Dojo"

The other battlefield cards are not used, place them back in the box.

- 3 Place the scoring chips within reach.
- 4 Turn all the tiles over to the back and mix them in the center.
- 5 Take tiles according to the number of players, keeping them face down. Arrange the tiles you have taken so that only you can see the front (this is called "Tehai", your hand) Leave the remaining tiles face down.
- 6 Decide the start player with rock-paper-scissors. The person receives the start player marker.
- 7 The start player gets 1 additional tile from the remaining extra tiles (be careful to do so, this is easy to forget!)

# of Players	5人	4人	3人	2人
# of tiles	7	9	11	13

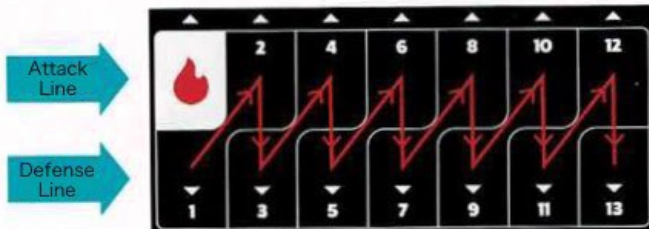


This chart is also written on the personal boards

Game Flow

“Tiger and Dragon” proceeds by repeating [Attack] and [Defend]. The game starts with the Start P [Attack] and progresses in clockwise order. Try to get rid of your hand as quickly as possible.

In this game, the tiles are always played one at a time from your hand. As shown in the figure below, the placement of tiles goes in the order written on the squares.



Attack

Select one tile from your hand to play as an [Attack Tile] in the [Attack Line], face up. This is the [Attack] action.

Only the first player will play a tile in the square marked with the star icon. No one else will use that square.



Defend


When an [Attack Tile] is played, the player to the left checks to see if they have the same number as that [Attack Tile]. If they have one, they can play one of those tiles in the [Defense Line] as a [Defense Tile]. This is the [Defense] action.

If they do not [Defend], that player [Passes] and the next player to their left has the chance to [Defend] or [Pass]. Repeat this until someone [Defends]. If anyone [Defends], that player will [Attack] with their own tile. You can choose to [Pass] even if you can [Defend].


Mystery Tiles


In this game, there are two [Mystery Tiles] without numbers, 1 of each. The mystery tile is powerful when used to [Defend], but weak when used to [Attack]. Be sure to use it well.

 Tiger Mystery

 **Tiger Mystery**
You can defend against all even number tiles (2, 4, 6, 8). *any even number tiles can defend against it.

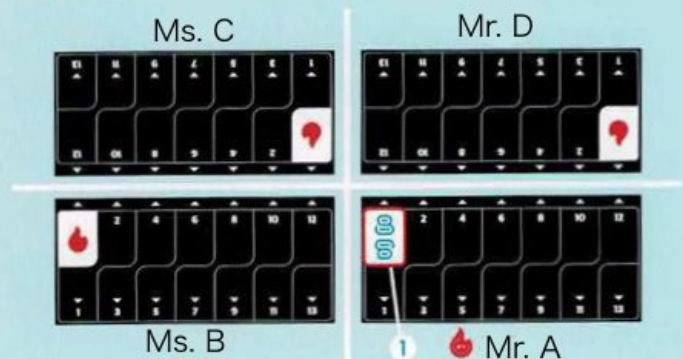


 Dragon Mystery

 **Dragon Mystery**
You can defend against all odd number tiles (1, 3, 5, 7) *any odd number tiles can defend against it.

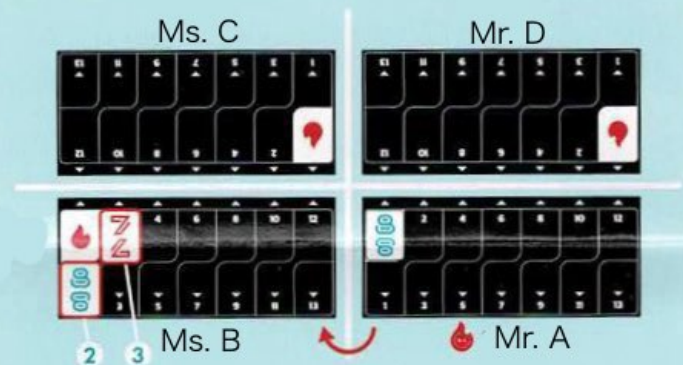
Example: Game Flow

- 1 Mr. A, the Start P plays an 8 [Attack Tile]



- 2 Ms. B on the left has an 8 as well, so they play it as a [Defense Tile].

- 3 Ms. B has played a tile, so they will continue to attack. Ms. B plays a 7 as an [Attack T

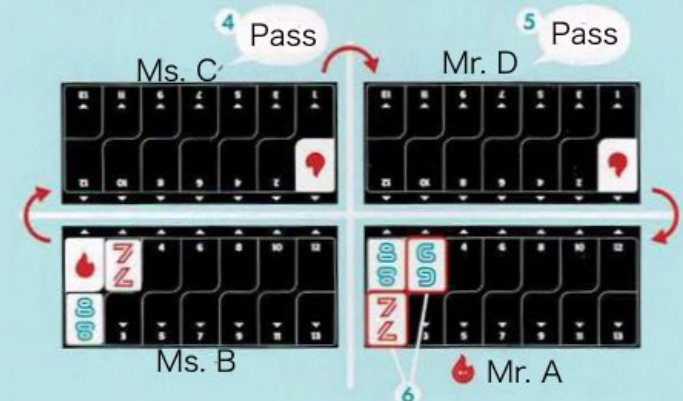


- 4 Ms. C to their left has a 7, but they [Pass] without playing it. The next person can choose to [Defend] or [Pass].

- 5 Mr. D to their left also passes without playing a 7.

- 6 Next, Mr. A had a 7, and decides to play it. Since they [Defended], they will continue attack. They play a 6 as an [Attack Tile].

They will continue to repeat this sequence of [Attack] and [Defense].



1 Lap Bonus

If no one [Defends] against your [Attack Tile], everyone passes, and it comes back to you, you'll get a [One Lap Bonus]!

1 Lap Bonus: Put 1 tile in the back row, face down.

After that, game flow returns to normal, with that player playing an [Attack Tile] in the next available [Attack] square.

Any tiles played because of a [1 Lap Bonus] will receive 1 extra point each at the end of the game. Keep in mind, if you are not the first to shed your hand, you will receive no points from the [1 Lap Bonus]

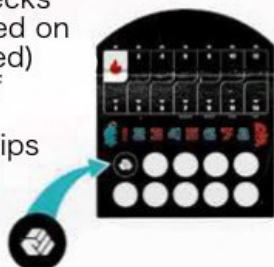
End of Game

During the game, when you have only 1 tile left, declare "RICHI!"

*There is no penalty for not, but it ups the urgency and is highly recommended!

As soon as someone's hand is empty, the game ends immediately.

The player who went out checks the battlefield card, and based on the top tile (the last tile played) they will receive a number of scoring chips. They will also receive additional scoring chips for the number of lap bonuses (the number of tiles facedown x 1)!



The scoring chips you fit into the holes in your personal board. Everyone else does not receive any point chips (including bonuses!)

When playing with 2 players, there are no bonus points for [1 Lap Bonus].

There is no [1 Lap Bonus] for the top tile (the last tile played)! The last tile is always played face up (Be careful not to forget!)

Then start a new game.

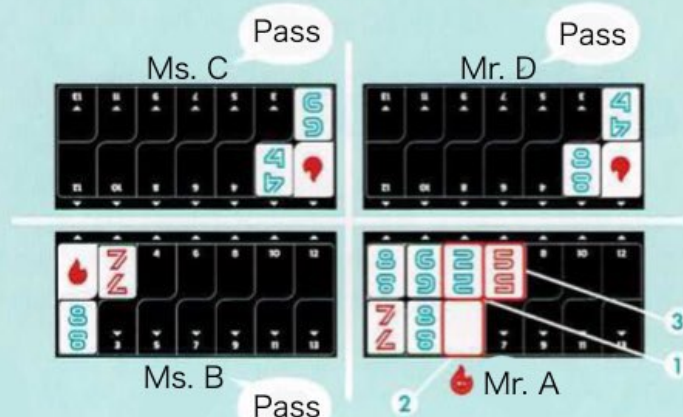
Mix all the tiles well, take a new hand of tiles, and the start marker is given to the person to the left. Don't forget to take 1 extra tile!

Th person to collect 10 (or more) scoring chips is the overall winner!

Once you get used to the game, try using battlefield cards other than "Battle of the Dojo". They will change your tactics. It is recommended to not change it in-between rounds, but keep until 10 chips are won.

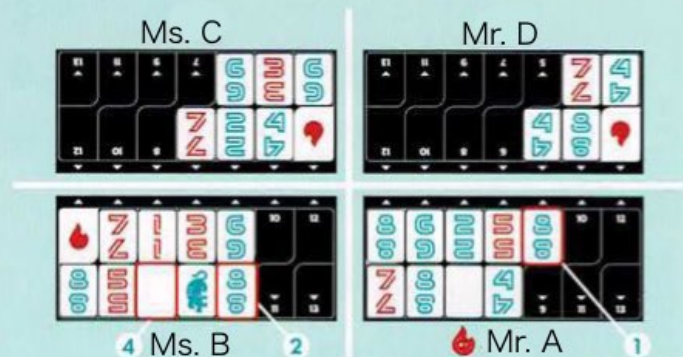
Example: 1 Lap Bonus

- 1 Mr. A [Attacks] with 2 and everyone else passes.
- 2 Mr. A plays a [Bonus] Tile face down in the back row. Only Mr. A know what number he played.
- 3 Mr. A continues with an attack.



Example: End of Game

- 1 Mr. A [Attacks] with 8.
- 2 Ms. B [Defends] with a 8 and goes out.
- 3 Ms. B checks the battlefield card and receives scoring chips corresponding to the top tile 8 (4 chips this time).
- 4 They also check the [1 Lap Bonus]. There is 1 tile face down on their board. So Ms. B gets 1 additional scoring chip.



Game Tips

Count the Remaining Tiles

In this game, the number on the tiles = the number of copies of that tile. Basically, small numbers are stronger (Less likely to be [Defended] against). However as the game goes on, the number of remaining tiles of a certain number will decrease and they will become stronger. Use this to your advantage when using them as [Attack Tiles].

Be Aware of The Extra Tiles

These tiles are important, as they don't appear in the game. If a particular tile is not played, or if the number played of that certain tile is small, it may be in the extra tiles. Later in the game, trust that they're not in the game and take the plunge.

In addition, the face down tiles played to the back line with a [1 Lap Bonus] are advantageous in limiting open information. For example, if you played a mystery tile face down, other players will have to keep an eye out for it the rest of the fight.

Dare to Pass

There is a tactic that you pass even if you can [Defend]. For example, the dragon mystery tile has already been played, you have two 3s, a player has attacked with a 3. If you pass here, your two 3 tiles will be tiles that no one can defend against, so if you use them aggressively, you will have powerful tiles with 2 guaranteed hits. However keep in mind if you cannot defend against anything else, you will not be able to attack with them, and the more you pass, the closer the match will be. Be careful not to get too cocky.

In addition, by holding the mystery tile without using it, you can use it on someone else.

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Team Battle Rules (4-players)

With this rule, four players play 2 vs 2. It will be interesting with the addition of cooperation with friends, but requires an understanding of the game. If you are not familiar with the game, it is recommended that you first try the basic rules (Personal Battle).

The following only describes the difference from the basic rules.

Team Decision

Before starting the game, divide into teams of two however you like and sit alternating.



15 Total Wins

Score chips will be shared by the team. Put them in a pile for easy counting. In team battles, the team that collects 15 (or more) chips is the overall winner!

Tips for Team Battles

Pass is the Basis for Ally's Attacks

In team battles, the basic tactic is to pass on the attacks of allies. If one of the team goes out, you win, so you don't need to stop it when your allies are attacking (passing makes it more likely to cause a lap bonus!). However, there are times where it is worth it to defend.

For the other team, they also are cooperating, so they will also attack and pass. Be aware of this and attack the other team well.

Imagine an Ally's Hand

In Team battles, it is important to imagine the tiles in your ally's hand. For example, if an ally first plays a 7 as an [Attack Tile], it may give the message that he has a lot of 7. Normally, 7 is a weak tile that is easy to [Defend] against due to the large number of copies. However, if you "monopolize 7 with yourself and your ally", the story changes completely, and you can make many powerful 7 attacks. In this way, if you are aware of the message contained in the tiles of your allies, you can enjoy the team battle even more.

*It is implied hands are never open information