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Players: 3-5; Time: 20 min; Ages: 10+

SUMMARY:

A mysterious island suddenly appeared. Mankind assembled the first expedition unit to explore and capture this island shrouded in mist. The island's might devastated the unit, leaving only four survivors. Their bodies and minds were devoured by the island, but they were given powers. These survivors spoke of the existence of "flowers", the source of these blessings. In order to obtain nectar from the flowers, humans formed a second expedition unit and embarked another assault on the island.

OVERVIEW:

Each player plays a member of this exploration unit with the aim of capturing the island. Survive the flower guardians and monsters, and bring back the nectar.

In this game, everyone plays one Expedition Unit card from their hand, and compares the strength of the cards played, and the winner wins a NUSA card. However, what the player gets is not necessarily a blessing. Sometimes it is necessary to give threats to others.

In the first half, the Invasion Phase, you play 5 of your 6 expeditionary cards in your hand.

In the second half, the Escape Phase, choose 3 of the 5 cards you played to use again. Think ahead and choose wisely.

After 3 rounds, the player with the most points wins the game!

COMPONENTS:

- Expedition Unit Cards: 32 cards (1-8 in 4 colors)
- NUSA Cards: 10 cards (2 SMALL FLOWER, 2 MEDIUM FLOWER, 1 MOTHER FLOWER, 1 KILLER BEE, 3 MONSTER, 1 GUARDIAN)
- Trump Suit Display Cards: 2 cards (red/yellow, blue/green)
- 5 Summary Cards
- 1 Island Piece

PREPARATION:

- Hand out summary cards to each player.
- Arrange the 2 trump display cards adjacent to each other, and connect the 4 colored areas in a clockwise direction (red -> yellow -> green -> blue -> red). Place an island piece on any color area.
- *In the first round, place the island piece on the trump display card before dealing your hand.

- 6 Expedition cards will be dealt to each. The number of cards used throughout the game varies depending on the number of players. When playing with 3 or 4 players, put unused cards in the box.
- Number of Expedition cards used:
- 3 players: 4 colors 1 - 5 (20 cards) 2 extra
- 4 players: 4 colors 1 - 6 (24 cards) 0 extra
- 5 players: 4 colors 1 - 8 (32 cards) 2 extra

Use any suitable method to determine the start player. The start player becomes the dealer, shuffling the cards face down, and dealing 6 cards to each player. The cards you receive become your hand. Do not show it to other players.

If the number of players is 3 or 5, the remaining 2 cards are set aside face down. Do not check the contents until the end of the round.

-Set aside "GUARDIAN" and "MOTHER FLOWER" from the 10 NUSA cards. Randomly draw 2 cards from the remaining 8 cards and place them face down to the side. Do not check the contents until the end of the round.

Mix "GUARDIAN" and "MOTHER FLOWER" with the remaining 6 cards to make 8 cards and shuffle them face down.

Arrange the 8 NUSA cards in a row. This row of NUSA cards has an entrance side and an exit side. Place the 1st and 5th NUSA cards face down, and place the other NUSA cards face up.

The contents of the face-down NUSA card must not be checked until someone has acquired it

*"GUARDIAN" and "MOTHER FLOWER" are always included in the NUSA card row



GLOSSARY:

-Tricks: All players take turns playing one card face up from their hand, and after all players have finished playing, they compare the strength of the cards. One player is the winner and the other players are the losers. A series of tricks is called a round.

In this game, one round is 8 tricks. There are 3 rounds to determine the overall winner of the game.

-Lead Color: The color of the cards played by the start player (the player who plays the first card in the trick) is called the lead color.

-Trump: Each color area on the trump display card corresponds to the four colors on the expedition cards. The color of the area where the island pieces are on is the trump card color.

A card with the same color as the trump suit is called a trump card. Trump is a card that is stronger than other cards. The trump card may change as the island piece moves between colored areas during the game.

GAME FLOW:

In each round, one card is played face up by each player for each trick, for a total of 8 tricks. The winner of the trick gets the NUSA card closest to the entrance.

Each round is divided into the Invasion Phase (tricks 1-5) and the escape phase (tricks 6-8). During the Invasion Phase, 5 of your 6 cards

in hand are placed. In the Escape Phase, choose 3 cards from the 5 cards played in the Invasion phase, these cards must be used for tricks 6-8. At the end of the round after completing 8 tricks, the NUSA cards acquired are tallied up based on the nectar ranking points and subjugation points. This is the round's score.

ROUND PROGRESSION:

-Must Follow: The start player plays one card from their hand. The other players take turns playing one card, starting with the player to the left and going clockwise. At this time, if a player other than the start player has a lead-colored card in their hand, that card must be played. This rule is called must follow.

If you don't have a lead color card in your hand, you can play any card regardless of color. Also, if you have multiple lead-colored cards in your hand, play any one of the lead-colored cards

-Judging the winner of the trick: Once everyone has played a card, judge who won the trick. If there is a trump card among the cards played, the player with the highest numbered trump card wins the trick. If there is no trump card among the cards played, the player with the highest numbered card of the lead color wins the trick. After the winner is determined, the card each player played are placed face down in front of themselves. Players can always see what cards they have already played.

-Get a NUSA Card: The winner of the trick gets 1 NUSA card. The row of 8 NUSA cards in the field has an entrance side and an exit side. The winner of the trick wins the NUSA card remaining in the row that is closest to the entrance.

All acquired NUSA cards are placed face up (including those that were face down in the NUSA card row) and placed nearby. Make sure that everyone can see the contents of the acquired NUSA Cards.

The 1st and 5th tricks (1st and 5th counted from the entrance side) NUSA cards that are face down can only be revealed after the win/lose judgment of the trick is finished and the winner decided.

The trick winner becomes the start player of the next trick

*The NUSA Card icon effects are explained later.

SPECIAL EXPEDITION:

Among the Expedition cards, the "2" and "4" cards have special effects. Whenever a card with this number is played, the effect is applied immediately. The effect is applied regardless of the card's trump color or lead color.

-“2” Victory Reversal

Each time a 2 card is played, the winning/losing criteria is reversed. Usually the player with the higher **number** card wins the trick, but if a 2 is played, the player with the lower **number** card wins the trick.

If 2 or more cards can be played, the win/loss criteria may be reversed multiple times in a single trick.

Example 1: Lead player A plays red 6. B must follow and plays Red 2, which reverses the winning/losing decision. C does not have a red, so he plays a trump yellow 5. D also does not have a red, so she plays a yellow 1. The trump C and D are compared, since the win/loss criteria is reversed. D wins the trick with the smaller number

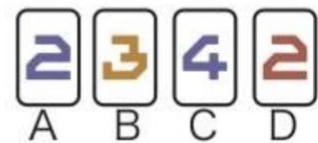


-“4” Trump Change

Each time a 4 card is played, move the island pieces on the trump display card one area clockwise. The trump is changed immediately. Multiple 4 cards may be played, so the trump card may change multiple times in a single trick.

*This is the only time that the Island piece (trump) changes.

Example 2: Lead player A played Blue 2. Since B does not have Blue, he played the trump Yellow 3. C plays a Blue 4 according to must follow and trump changes to Green. D doesn't have Blue so he plays Red 2. Since no trump has been played, compare lead colors A and C. Since two 2's were played, the decision was reversed and reversed again. C wins the trick with the highest number.



INVASION AND ESCAPE PHASE:

Invasion Phase (Tricks 1 - 5)

Each player can perform one Evasion action during the Invasion Phase. Only players other than the start player can evade.

If a player has only one lead color card in their hand during their turn, they can choose not to play that card.

The player declares Evasion, showing everyone the card they don't want to play, and discards it. The discard pile has no effect.

They then play a non-lead color card from their hand instead.

Subsequent players continue the trick as normal.

Evasion has the following restrictions:

-You can evade only once per round.

-Only one person can evade per a trick.

-You can evade only when you have only one lead color card in hand.

If you have more than one lead color card in hand, you must always follow the lead color.

If you do not evade during the Invasion Phase, immediately after the 5th trick, turn your remaining card face up and discard it. The discard pile has no effect.

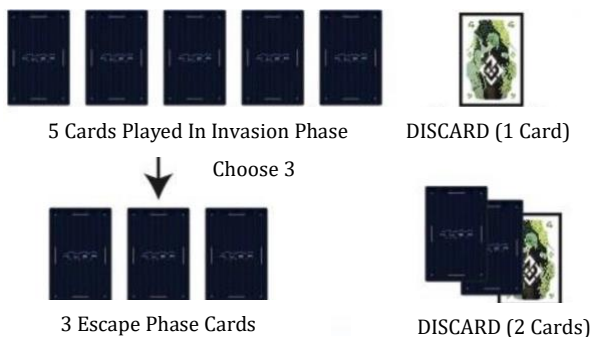
Escape Phase (Tricks 6-8)

After the 5th trick, each player selects 3 cards from the 5 cards played in the Invasion Phase (not including discarded cards) to use in the Escape Phase, discard the remaining 2 cards face down.

Predict which cards other players are likely to use and choose your own cards carefully.

After all players have selected their 3 card hand, the winner of the 5th trick becomes the start player, and the escape phase from the 6th trick onwards begins.

*Evasion is not possible during the Escape Phase



NUSA CARD ICON EFFECTS:

Place acquired NUSA Cards face up in front of you. Each NUSA Card has its own effect.



Nectar Icon

When calculating the score after the end of the round, the player with the highest total number of Honey Icons on the face-up won Nusa cards will get 3 points, the 2nd highest will get 2 points, and the 3rd highest 1 point. Everyone else gets 0 points.

If there are multiple players with the same rank, all players get the same ranking score. If there are multiple 1st places, they all get 3 points, if there are multiple 2nd places, they all get 2 points, and if there are multiple 3rd places, they all get 1 point.

Example: If A has 3 honey icons total, B and C have 2, D has 1, and E has 0, then A gets 3 points, B and C get 2 points, and D gets 1 point. E gets 0 points.



Skull Icon

When the total number of skull icons printed on the face-up NUSA Cards you have acquired reaches 3 or more, immediately turn all the NUSA Cards you have acquired up to that point from face-up to face-down (including the NUSA Card you just acquired). Once turned face down, the NUSA card remains face down. All icon effects and subjugation points written on the face-down NUSA card are invalid. Neither honey nor robbery effects are applied.

After that, the NUSA cards acquired by tricks are placed face up as usual. Every time you collect 3 or more skull icons, the card will be turned face down!



Robbery Icon

After the winner of the 8th trick wins the NUSA card and before the score calculation, the player with KILLER BEE on the face up NUSA card face-up chooses any other player and chooses a face up Flower card (SMALL or MEDIUM or MOTHER) and place it face-up with the rest of your NUSA cards. If no other players have a face-up Flower card, the effect does not apply. Robbery takes places on receiving the card, before the next trick.

*Only face-up cards can be stolen, face-down flower cards cannot be acquired.



Subjugation points.

When calculating the score after the end of the round, the numbers "+1" and "+2" written on the upper left of the face-up Nusa cards acquired are added to the score as subjugation points.

SMALL FLOWER		2 枚	KILLER BEE		1 枚
MEDIUM FLOWER		2 枚	MONSTER	+1 / 	3 枚
MOTHER FLOWER		1 枚	GUARDIAN	+2 / 	1 枚

SCORING:

After completing the 8th trick, if someone has a KILLER BEE, the robbery will be processed before the round is scored. Each player gets round points equal to the sum of their Nectar Points and Subjugation Points.

END OF ROUND:

The winner of the 8th trick wins the last NUSA Card on the exit side, the round ends and score is calculated.

If there is a next round, proceed to the next round according to [Round Preparation]. Leave the island piece as is. Don't forget to shuffle the two Nusa cards that have been set aside and the expedition unit cards (when playing with 3 or 5 players) when setting up.

The winner of the 8th trick becomes the start player of the next round.

END OF GAME:

The game ends after 3 rounds. Add up your points and the player with the most points wins. In case of a tie, the player with the most points in the third round wins. If it's still a tie, share the win!