

Players  
3-5  
(Recommended for 4-5 Players)

Time  
15-30 min.

Ages  
10+

Many sci-fi stories feature time agencies and time police, but have you even wondered how they came to be? As you play through this game, you'll create your own origin stories for these mysterious organizations!

## Components

- Tiles x75 (five sets, each composed of fourteen colored tiles and one black tile)
- Game Screens x5
- Game Manual x1
- Gear Tiles x5 (Not used in the game)

## Composition of a Set of Tiles

Back	Front													
過去		1	2	3	4									
現在		1	2	3	4	5								
未来		2	3	4	5	6								

Each set contains fourteen tiles of a single color, plus a black tile. Some tiles in a set have the same value; if these tiles are played in the same trick, a paradox occurs.

## Story

The year is 20—

No, even this is far from certain. Following the genesis of the time machine, organizations small and large perfected time travel technology and began to alter history in an attempt to bring about their own visions of an ideal future. Some worked in the open, others, in the shadows. As timelines converged, reality began to shift. The world we knew was rewritten, replaced as if by false images created by a generative AI. Humanity was plunged into an imperfect and uncanny world, one in which chaos rules...

## Overview

PARADOMINETOR was inspired by traditional trick-taking games and attempts to reconstruct their systems via a novel take on time paradoxes.

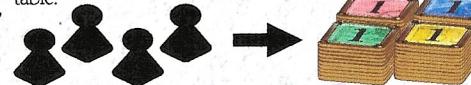
Players assume the roles of agents representing different organizations that have perfected their own means of traveling in time.

Their goal: To bend time itself to their will and shape the future as envisioned by their organization!

Many sci-fi stories feature time agencies and time police, but have you even wondered how they came to be? As you play through this game, you'll create your own origin stories for these mysterious organizations!

## Setting Up

Choose three sets of tiles to use for a three-player game, four sets of tiles for a four-player game, or five sets of tiles for a five-player game. Place these tiles in the center of the table.



Use any four sets of tiles for a four-player game.

- Return the unused tiles to the box, then turn all the tiles in the center of the table face down. Divide them into piles by timeframe (past, present, future) and shuffle each separately. Then place each pile face down in the center of the table to create three decks.

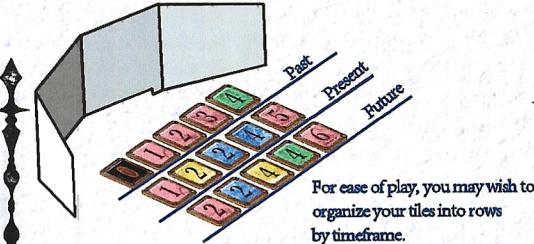


Separate the face down tiles by timeframe, shuffle each pile, then place them face down to create three decks.

Past Present Future

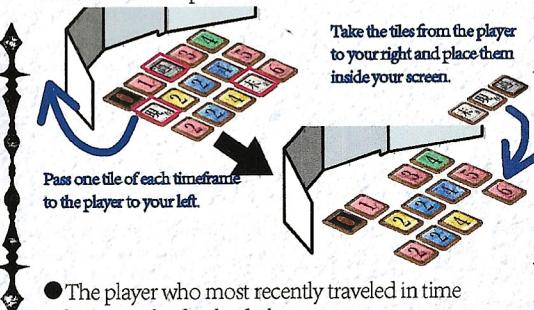
- Take a game screen and stand it up in front of you. Draw five tiles from each of the three decks and place them behind your screen. Taking care not to show any of the other players, turn your tiles face up. These fifteen tiles will make up your hand for the game.

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For ease of play, you may wish to organize your tiles into rows by timeframe.

- Take one tile of each timeframe (past, present, future) from your hand, turn them face down, and pass them to the player to your left. Then take the three tiles from the player to your right, place them behind your screen, and turn them face up.

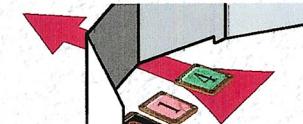


- The player who most recently traveled in time becomes the first lead player.

## Game Overview

PARADOMINETOR is played over a series of rounds known as "tricks." In each trick, players take turns playing a tile from their hand. The player who played the strongest of these tiles wins the trick. After fifteen tricks have been played, the game ends and a winner is declared.

At the start of a trick, the lead player takes a tile from their hand and slides it through the gap at the bottom of their screen into the center of the table.

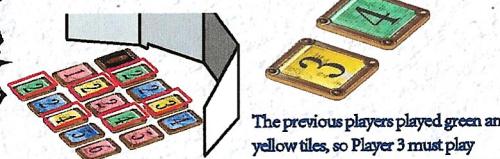


Next, the player to the left of the lead player plays a tile from their hand. If they have one or more tiles of the same color as the lead player's, they must follow on-color and play one of those tiles. If they don't have any tiles of that color, they may follow off-color and play another color of tile instead.



Proceeding clockwise around the table, the other players play a tile from their hands.

\*On your turn, you must play a tile of the same color as a tile played by another player whenever possible. If several colors have already been played, you may choose which of those colors to play.



Black tiles are special, and may be played no matter what color tiles have already been played. If the lead player plays a black tile, they must declare what color they want it to be. Their tile is thereafter treated as if it were that color. The other players must follow by playing that color of tile whenever possible. They are not required to follow by playing their black tiles.



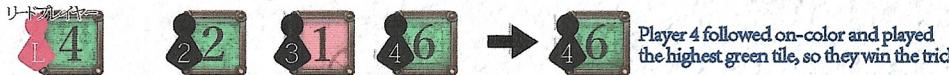
4

# Winning a Trick

The player who played the strongest tile wins the trick. A tile's strength depends on its value and color—the higher its value, the stronger a tile is compared to other tiles of the same color. The following rules explain how to determine the winner of a trick.

## Weak • Highest On-Color Tile

Ex: The lead player began this trick by playing a Green 4.

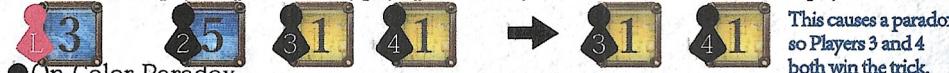


## Paradoxes Always Beat Single Tiles

A paradox occurs when two or more tiles with the same value and color are played during a single trick, and will result in multiple players winning the trick. Paradoxes are always considered stronger than the highest on-color tile.

### Off-Color Paradox

Ex: The lead player began this trick by playing a Blue 3. Players 3 and 4 followed off-color and played Yellow 1 tiles.



### On-Color Paradox

Ex: The lead player began this trick by playing a Red 5. Players 2 and 4 followed on-color and played Red 2 tiles.



## Strong

# Winning Tricks with Multiple Paradoxes and Black Tiles

### Multiple On-Color Paradoxes

Ex: The lead player began this trick by playing a Red 3. The other players played a Red 4, a Red 3, a Red 4, and a Blue 5, in that order.



\*At the end of Player 3's turn, the paradox caused by their Red 3 would have won the trick.

However, the paradox caused by Player 4's Red 4 was stronger.

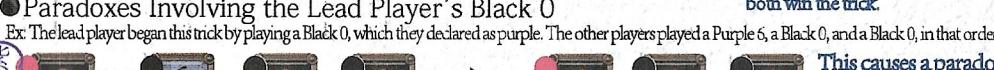
### Multiple Off-Color Paradoxes

Ex: The lead player began this trick by playing a Blue 6. The other players played a Green 3, a Yellow 3, a Yellow 3, and a Green 3, in that order.



### Paradoxes Involving the Lead Player's Black 0

Ex: The lead player began this trick by playing a Black 0, which they declared as purple. The other players played a Purple 6, a Black 0, and a Black 0, in that order.



\*For the purpose of causing paradoxes, the lead player's black tile is considered to be black instead of the color they declared. As such, the lead player is included in the paradox created by the Black 0 tiles.

### Multiple Paradoxes Involving the Lead Player's Black 0

Ex: The lead player began this trick by playing a Black 0, which they declared as purple. The other players played a Purple 4, a Purple 4, a Purple 4, and a Black 0, in that order.



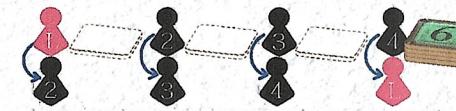
\*Although the lead player declared their black tile to be purple, black tiles are considered to be black for the purpose of causing paradoxes. As such, while the purple paradox is technically on-color, black was played earlier in the trick than purple, and is therefore stronger.

# Scoring Tricks

Players score 1 point for each trick they win on their own.



If you win a trick on your own, gather all the tiles used in the trick into a stack and place them face up in front of you. Take care not to look at the back of the tiles when doing so. This stack of tiles represents 1 point. You will start the next trick as the new lead player.



If multiple players win a trick due to a paradox, turn the tiles that caused the paradox face down.



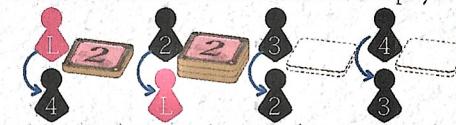
The player whose tile's timeframe is closest to the past scores 1 point, while the other players score 0.5 points.



When a paradox occurs, past tiles are stronger than present tiles, which are stronger than future tiles.

Strong → Weak

If you score 0.5 points, take your tile and place it face up in front of you. If you score 1 point, gather the remaining tiles into a stack and place them face up in front of you. Take care not to look at the back of the tiles when doing so. You will start the next trick as the new lead player.



All Black 0 tiles have a past timeframe. If multiple players win a trick due to a black paradox, the player who played a Black 0 tile earliest in the trick scores 1 point, while the other players score 0.5 points.



The lead player played a Black 0 earliest in the trick, so they score 1 point.



If every player plays a Black 0 tile, they all score 0.5 points.



# Ending the Game

The game ends after fifteen tricks have been played. At the end of the game, the player who scored the most points wins. In the case of a tie, the player who scored the fewest 0.5 point tricks is the winner. If there is still a tie, the tying players share the victory.

## Advanced Variant

For a more strategic experience, players should pass their three chosen tiles to the right instead of to the left when setting up the game.

御 礼 (敬称略 順不同)	
田邊安彦	小林林檎
萩乃辺暉	あまおち続続
比良恭子	センバノブユキ
福夕郎	daipo
しろう	シマムー
イチダイ	コダマジュンジロウ
エリサ	ヤザワ
PRA	かみやパパ
IKE	はっくる
Tom.	あかりん
得じるー	かんな
くじらだま	あいく
エル	ニルギリ
ハカセ	高井丸
	Spice Dungeon
	あきいらびうと
	Masaofkase
	まーまゆ
	ばんどり

To my comrades across time and space:

Time is short. I fear I will not be able to avert the future born of the organizations' abuses. The perfection they strive for is a contradiction, hubris akin to the construction of the tower of Babel by humankind, which—in possessing a universal language—believed itself to be omniscient.

I am on the run, which prevents me from meeting you in person. Nonetheless, the fruits of my investigation cannot remain in this timeline. I have uncovered that physical, small-batch items are minimally affected by the organizations' meddling. If you are reading this, then you have in your possession the 5 gear tiles I enclosed within the boxy device. You will find further instructions on the device's exterior. Uncover the true passcode hidden within and enter it on the page accessed via the QR code. You are the only one who can save our timelines. The future is in your hands, and those of your companions.

DI 1048596% Jdn Titor



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\*This game is a work of fiction. Any similarities to actual persons or groups are entirely unintentional.