

## **Nanatoridori Rules (English)**

2-6 players (recommended 4-5)

10-20 minutes

Age 6-99

### **Contents**

- 63 number cards, 9 each of numbers 1-7 (57 x 89 mm)
- 12 penguins (2 pieces x 6 colors)
- 6 summary cards (57 x 89 mm)
- 1 instruction sheet

### **Game Overview**

Nanatoridori is a game where players compete to play out all the numbered cards in their hand as quickly as possible. The more of the same card you play at once, the stronger that play becomes, but in order to play them the cards must be adjacent in your hand.

In this game you cannot rearrange the cards in your hand. There are basic rules for 3-6 players where you have to skillfully collect the cards that have been placed on the table and prepare your hand. There are duel rules for 2 players where you can play with an emphasis on pushing your luck.

### **Story**

This is the kingdom of birds. The Peach Party, where birds from all over the world gather, has just ended successfully. However, the birds are lost because they don't know where their friends are or how to get home. As guides of the castle, you will take the guests home. If you get stuck, you will be called a Foolish Guide, so be careful.

### **How to play with basic rules for 3 to 6 players**

#### **Preparing for the game**

1. Shuffle all the number cards well
2. Deal 8 cards to each player as a hand. Each player may only look at their own hand of cards..

**Super Important: In this game, you must not change the order of the cards in your hand!**

3. Leave a place for playing number cards and a place for a discard pile on the table.
4. Everyone chooses a color and receives 2 penguin pieces of that color.
5. Distribute one summary card to each player. Return the unused summary cards and penguins to the box.
6. Choose a start player however you would like.

## Game flow

The players take turns in clockwise order starting from the start player and on their turn they either (A) Play a card or (B) Pass. When a person has 0 cards in their hand they go out. Be sure to play out all your cards as soon as possible so you don't end up being the last one left, the Foolish Guide.

### A: Play a card (or cards)

Put a number card or multiple matching number cards from your hand onto the table.

- When there are no cards in play, you can play any card you like.
- You can play any number of *adjacent identical cards* in your hand at once.
- You can only play combinations of cards that are stronger than the previous card(s).
- The higher the number, the stronger it is ( $1 < 7$ ).
- Regardless of the number, the more cards there are, the stronger it is ( $3\ 7s < 4\ 1s$ ).

After playing a card, choose whether to *add to your hand* or *discard* the card(s) previously in play.

- If you want to *add to your hand*, take the cards from the table, put them all together and insert them into your hand as a single group where you would like to position them.
- If you want to *discard* them, move them to the discard pile. The discarded card(s) will no longer be used in this round. You can check the contents of the discard pile at any time.

### B: Pass

If you cannot or do not want to play a card, pass.

Draw a card from the deck, look at it and choose whether to add it to your hand or discard it. The process for adding or discarding the card is the same as for adding or discarding under (A) Play a card.

### End of turn

After a player (A) plays a card or (B) passes, it is the next player's turn.

When the deck runs out of cards, continue play without drawing any cards.

### Everyone passes

When a player plays a card and then everyone else passes and it is their turn again, discard all the cards on the table. After that, that player (or the next player if the current player is out of cards) becomes the new starting player, plays any card they like and continues the game.

## **End of round / End of game**

A player who has played all their cards and has no cards left in their hand becomes a winner, and when there is only one person left in the game, the round ends. The last person to play puts one of their penguins back into the box.

Start a new round with that person who just lost a penguin as the new starting player. If they have 0 penguin pieces, they are declared a Foolish Guide and lose the game. Everyone except that person is a winner!

## **How to play Duel Rules for 2 players**

Duel Rules is a two-player game that specializes in reading and strategy, with the appeal of a game that is concentrated in a short period of about 3 minutes.

As with the basic rules, you win by playing all the cards in your hand or by letting your opponent pass and drop out. The parts that differ from the basic rules are listed below.

### **Preparing for the game**

- Your starting hand will now have 11 cards instead of 8.
- Apart from the 11 cards in your hand, place 2 number cards face up in front of you.
- No other number cards (37 cards) are used.

### **Pass and drop out**

- When you pass, instead of drawing a card from the deck, choose whether to add one of the cards in front of you to your hand or discard it.
- If you pass and both of the cards that were in front of you are gone, you lose the game. In other words, duel rules allow you to pass only two times in the game.

### **How to play special cards**

- When you choose to (A) Put out a card, you can put out all the cards in front of you with the same number. This is a high-risk, high-reward strategy that will reduce the number of times you can pass, but will make the current card(s) played stronger.
- If the two cards in front of you are the same, you can play them together. You cannot play with just the card(s) in front of you. The cards in front of you are not in your hand, so you can go out with an empty hand even if they remain.

Game design: TOSHIKI ARAO (Ateam)

Editors: Sho Goto, Kunihiro Nozawa (Arclight)

Illustrations and graphics: Yasuko

Unofficial English Translation: Mike Adams

Lead development: Atsushi Hashimoto (Arclight)