

### end game /

When the entire grid is filled with tiles or if both players run out of character cards and battle tiles, the game ends. Players earn one point for each scoring battle tile (or life token) they currently control. In addition, players earn one point for each captured color marker they own of the opponent's color.

The player with the highest score wins.

In the event of a tie, everyone loses.

### a brief history /

2084 / The Earth's moon is colonized and renamed after its first major city: Asuka.

2107 / CAROUSEL profits immensely with the universal adoption of CAIT, an artificially intelligent communications program. CAROUSEL finances the colonization of Mars.

2125 / Earth rejects trade with the outside worlds and establishes orbital patrol. Asuka, having become reliant on CAROUSEL technology, is no longer able to receive trade from Mars.

2127 / Civilization on Asuka begins to collapse. Skirmishes along the orbital patrol lead to casualties for both Earth and its moon.

CAROUSEL openly supports Asuka and attempts to reopen trade.

2128 / With war on the horizon, leaders meet on Asuka to discuss a pact (the beginning of The Cognitive War).

2128 - 2132 / The Cognitive War is fought through philosophical debates over a universal communication network (CAIT); the threat of physical violence is kept minimal.

2132 / The Cognitive War concludes with an alliance between Earth, Asuka and Mars. Most prisoners of the war are immediately pardoned.

The order reaches Warden Pavelko on board his ship, the Amelio Prison. But in a fit of rebellion, he ignores the order. Warden Pavelko charts the Amelio deeper into space, hoping the new alliance will soon collapse and negate the pardon.

Pavelko cuts off access to outside communications; console access is limited to a computer game called "HITOYA." The game becomes the only interaction allowed on the ship.

Eventually, the guards mutiny and the Amelio is overthrown. The prisoners are pardoned and returned to their worlds.

2133 / The strange tale of the Amelio and its paranoid warden is told throughout the worlds. CAROUSEL releases a collectible card game (CCG) depicting the inmates of the Amelio and the game that became their way of life: "HITOYA." The CCG is a mass success, later being reproduced in the current stand alone edition and sent back in time.

### beginner's game /

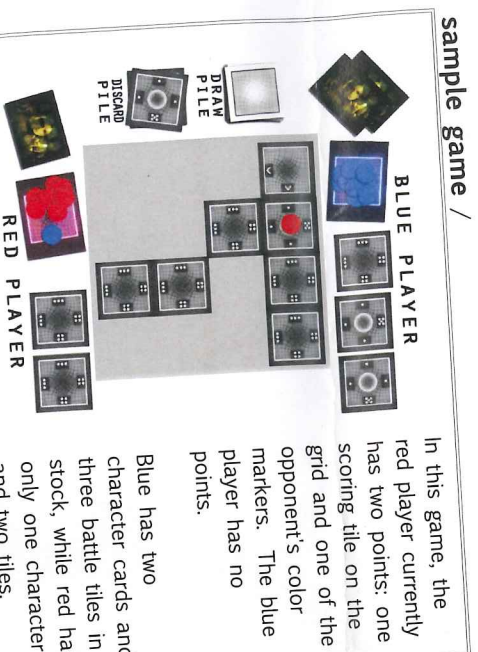
Try this alternate ruleset to learn the basic mechanics of the game. First, read the above sections on **the grid, attack and chain, capture and scoring and battle tile powers**, skip the rest. Set aside the character cards and power tokens, you won't be needing them.

To start, give each player their colored prison cell card and the 15 matching color markers, then place the corner piece on the table. Shuffle the battle tiles and create a draw pile.

Players take turns drawing one battle tile and immediately playing it onto the board.

When the grid fills up (4x4), the game ends and points are tallied. You earn one point for each marker you have on the grid as well as one point for each of the opponent's markers you've captured during the game. That's it!

Playing the beginner's game is a good way to discover basic strategy before the game is made more complicated by the characters and tokens. Try a few beginner matches before moving on to the regular game.



In this game, the red player currently has two points: one scoring tile on the grid and one of the opponent's color markers. The blue player has no points.

Blue has two character cards and three battle tiles in stock, while red has only one character and two tiles.

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