

HITOYA

a CAROUSEL game

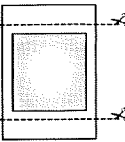
contents /

20 Character Cards
30 Battle Tiles
2 Prison Cell Cards (1 red, 1 blue)
1 Corner Tile
30 Color Markers (15 red, 15, blue)
8 Power Tokens
8 Power Token Stickers (chaos, life, death, rotate) + extra
40 Character Stickers (just for fun, not used in game)

initial setup /

Place one sticker on each black token (2 chaos, 2 life, 2 death and 2 rotate tokens).

The battle tiles can be cut into squares. On the back of each battle tile are two straight grey lines that show the cuts necessary to form a square. Cutting the cards is optional, but recommended.





overview /

Players take turns claiming and capturing scoring tiles to earn points. When a player first plays a scoring battle tile (with a white circle in its center), they claim it by placing their color marker on top. These scoring tiles can later be attacked and captured by the opponent. Points are earned for successful captures and for owning scoring tiles at the end of the game. The player with the most points wins.



For your first game, skip to the **beginner's game** at the end of these instructions.

character cards /

Characters are used to collect the tiles and tokens you'll need to play. At the top right of each card are a number of discard () and draw () symbols for battle tiles. Below the character portrait are a number of power tokens or a special skill that the character performs.

You only get three characters to last the entire game so it's important to plan ahead when choosing your team. Make sure you'll be able to draw enough battle tiles to finish the game (at least eight). Also, power tokens are limited so you may want to claim them before your opponent. Character cards are kept secret from your opponent.

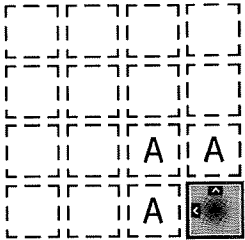
battle tiles /

Battle tiles depict a number or symbol on each side (1 - 6,  or ). The hand limit is five battle tiles, though you start the game without any. While your character cards are kept secret, your hand of battle tiles is open information. Keep your hand of battle tiles face up in front of you.

There are two types of battle tiles: scoring (with the glowing circle in the center) and non-scoring.

the grid /

The playing field is a four by four grid, established by the corner piece in the beginning of the game. The corner denotes the two directions the game can continue and counts as a tile on the grid.



Newly placed tiles must touch sides or corners with other tiles on the grid. So, the first tile must touch the corner piece (any of the "A" spaces above). The corner piece can't be defeated, captured, or chained.

setup /

Shuffle the **character cards**, then deal six cards to each player face down. Each player takes one card and passes the rest to his/her opponent. From this new hand, each player takes one more card and passes the rest back to his/her opponent. Both players pick a third (and final) card and all remaining character cards are set aside.

Shuffle the **battle tiles** into a draw pile. (If the draw pile ever runs out, shuffle the discard pile to make a new one.)

Place the corner piece on the table to establish the **grid**.



Give each player their colored prison cell and fifteen matching color markers. Then argue about who goes first.

play /

On your turn, you must perform ONE of these actions:

- A) Play a **character card** or
- B) Play a **battle tile** onto the grid

A) When playing a **character card**:

- 1) First, for each  symbol, you may discard one battle tile from your hand. *(optional)*
- 2) Next, for each  symbol, draw one battle tile. Stop drawing if you reach the hand limit of five tiles. *(Don't waste your draws. You can only hold five tiles, so plan your discards ahead of time.)*
- 3) Draw a power token for each symbol represented on your card (if they are available). Perform any extra action written on the card.

B) When placing a **battle tile**:

- 1) Place a battle tile from your hand onto the grid. New tiles must touch sides or corners with previous tiles.
- 2) Attack from all sides.

If you run out of both character cards and battle tiles, your turn is skipped.