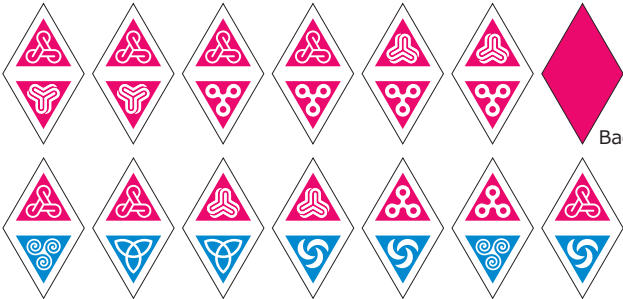
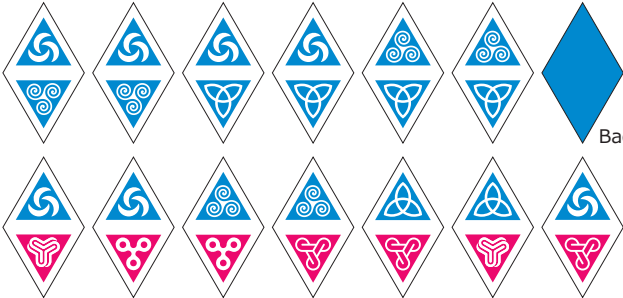
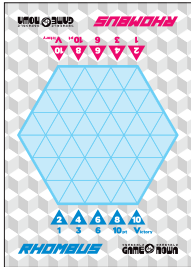
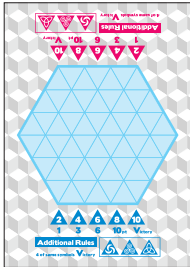




2 Players / 20 Min / Age: 8+

[CONTENTS]

- Red Tiles : 13  

- Blue Tiles : 13  

- Game Board: 1 (two sides)  
  
Front Side: (Basic)  
  
Back Side: (Additional Advanced Mode)
- Rulebook: 1

[Goal of the Game]

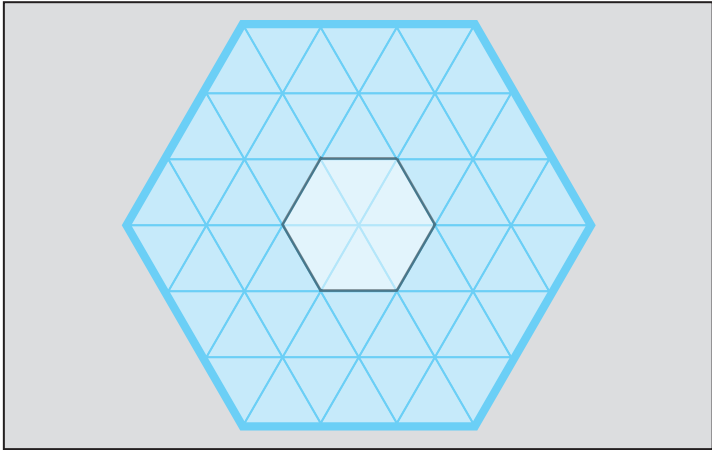
Every diamond-shaped tile (referred to as “tile”) has two triangles (referred to as “blocks”) drawn on it, which will give you points at the end of the game.  
Players must successfully match blocks of their respective colors to win the game!

[Game Setup] ✖ Basic Rule

- Play rock-paper-scissors to determine player color. The game is most easily played with players facing each other with the board in the center of the table. For the first game, play with the boardside face up.
- Each player receives a set of tiles (either with back side red or blue), and places them all face up in front of themselves (side showing emblems).
- Play rock-paper-scissors to see who goes first.

[Game Flow]

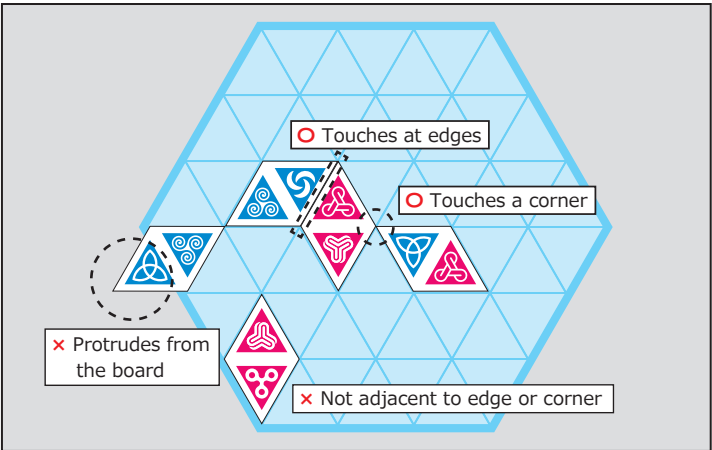
- The first player chooses one of their own tiles and places it in one of the 6 center spots on the board. The tile must remain, on both sides, within these 6 center spots.



- On the second move, place tiles according to the "Tile placement method" described below.
- From then on, each player takes turns placing tiles one-by-one in the spots on the board until the game ends.

■ How to place tiles

- Place tiles on the board so that at least one side or corner of the tile touches a tile that has already been placed.
- You cannot place a tile in such a way that it does not touch any previously placed tile or protrudes from the board on either side.



[End of the Game]

- The game ends when:
- A. Both players have placed all tiles
  - B. Both players have no more spots available for tile placement
  - C. Victory is determined by either player's placement (a definitive win)

■ What is a definitive win?

When the number of adjacent blocks of the same color reaches exactly "10" and there is no way to increase it to 11 or more, the player in charge of that color wins.

■ **Score Calculation (in the case of no definitive win)**

Each player, starting with the first player, checks the adjacent blocks of their own color.

For each distinct location of a group of connected blocks, the scores are summed up according to the number of adjacent blocks (there's a handy scoring chart on each side of the board).

Total each of these sections and add them to get your final score.

Number of Blocks					
Points	1	3	6	10	V Victory

※1、3、5、7、9、11 or higher : 0 points (Bust)

**[Victory Conditions]**

The winner of the game will be determined in the following order:

- ①At some point during the game, a placement is made that will ensure a "definitive victory."The player with that color wins.
  - ②During the game, if both players reach definitive victory on the same turn, the active player loses and the other player wins.
  - ③After calculating the score, the player with the highest score wins.
- \*In the case of a tie, players share the victory.

Example of Play

#of Remaining blue tiles

Start player: Red player

Following player: Blue player

■ Red's last move

"10" blocks adjacent

\*Bust not possible →

Red definitive victory

■ Blue's last move

Red's victory is definitive, so the game ends immediately with no turn for Blue.

\*Even if you have a turn, you cannot place it.

**[Additional rule 1: Crest Rules/Advanced Mode]**

Only the rules that differ from the basic rules described above will be described.

■ **The Crest**

- Every tile has two types of crests drawn adjacent to each other, one on each block, and there are three types of each in red and blue.



■ **Preparing for the game**

- Players play rock-paper-scissors to decide color. Sit facing each other with the board in the center of the table. For this game, you'll be playing on the **back side** of the board (it shows additional rules).

■ **Victory Condition**

- If a player creates "4", "6", "8", or "10" adjacent blocks of the same color containing the same type of crest, and if the next player cannot force that player's arrangement of blocks into either an "odd number" or "11+," the player who created the even-numbered block is determined to be the winner. Other than that, the rules are the same as the basic rules.
- The end game and victory conditions remain the same.

Example of Play

Start player: Red player

Following player: Blue player

■ Blue's 8th move

4 same crests adjacent (8 adjacent blocks of the same color) →

Since this situation cannot be reversed on Red's next turn, Blue is guaranteed the win.

**[Additional Rule #2: Backwards Rule/Basic Mode]**

This rule adds an element of luck to the basic ruleset.

Only the points that differ from the basic rules are explained here.

■ **Game Preparation**

- In this ruleset, you will play with the tiles on their **back side** in your area (solid colors, no crests/emblems).
- Each player receives a set of tiles, either red or blue.

■ **Flow of the Game**

- The first player chooses one of their tiles at random, flips it to the face-up side (on the emblem side), and places it on the board so that it does not extend beyond the six squares in the center of the board.
  - The second player then chooses one of their tiles randomly, flips it over, and places the tile according to "How to Place Tiles" above.
  - Thereafter, each player takes turns randomly selecting a tile from their area, flipping it to the emblem side, and placing it on the board until the game ends.
- Other than that, the game is played the same as the basic rules.

■ **The end game and victory**

conditions remain the same.

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