

襲ノ色目 (Kasane no irome)

Playing Time: about 30 minutes Players: 3-4 Ages: 10 to adult

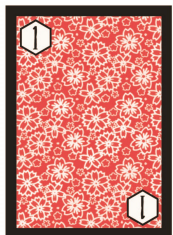
Game Design: 折口 日向 (Origuchi Hinata) Illustration: 舟岡 (Hunaoka)

Story

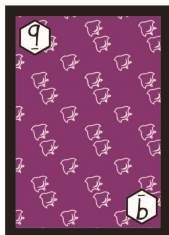
An annual elaborate festival is held at the Emperor's court, where the people choose various types of *Kimono* to wear. The person who wears the most beautiful *Junihitoe* (twelve-layer robe) obtains a big reward. Who can wear the most elegant *Junihitoe*?

Game Components

①52 Kimono Cards: Five sets of nine cards (1 to 9) and seven "+1" cards. They are called "cards" in this manual.



Kimono Card 1

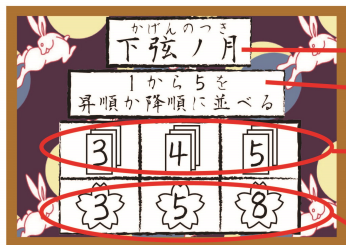


Kimono Card 9



+1 Card

②9 Meld Cards: Nine kinds of melds. The final page of this manual has the list of melds and some notes.



Name of the meld

Conditions of the meld

Necessary number of cards for earning points with the meld

Like the image below, the number does not always accord to the actual number of cards

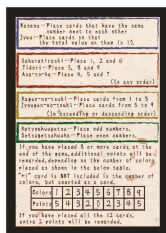


Points earned when a player achieves the meld with the above number of cards
In case of the left meld card, the player earns 3 points with three cards, 5 points with four cards and 8 points with five cards

③4 Overview Cards

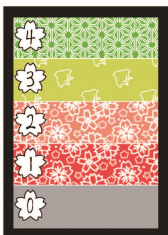


Front: Japanese



Back: English

④4 Score Cards: Two of them are numbered 0 to 4 on the front and 5 to 9 on the back side. The other two have numbers 10 to 14 on the front and 15 to 19 on the back side



Front



Back



Front

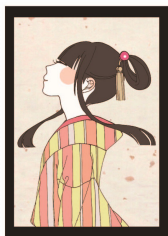


Back

⑤4 Illustration Cards: Two sets of two cards, both of which are double-sided



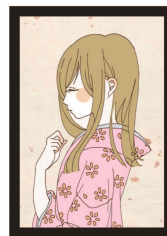
Front



Back



Front



Back

⑥20 Glass Marbles

⑦4 Score Counters

⑧1 Starting Player Marker

⑨1 Printed Manual (The sheet of paper that you are currently reading!)

Game Overview

In each turn, the active player takes one card from the common field. If any meld can be achieved, the player places the cards on their field and earns points. However, the order of the cards in their hands must NOT be changed and if any meld has already been played, they cannot achieve it with the same number of cards. The game ends when four rounds are played in a 4-player game and three rounds are played in a 3-player game. The player with the most points wins the game.

Game Flow

Going clockwise, each player takes a turn from the starting player. The player who has worn an *Obi* (Japanese belt for Kimono) most recently is the starting player.

You can also choose any method like paper-scissors-rock to determine who begins first.

The Game Setup

- ① Arrange the four Score Cards vertically so that the numbers (1 to 19) are lined up. This line is called a “Score Track”.
- ② Arrange the Meld Cards so that all are visible to the players. We recommend you place the cards with the same frame color together and arrange them in the order as illustrated in the Overview Cards.
- ③ With 4 players, assemble all the cards face-down and shuffle them to make a draw pile.

With 3 players, remove one set of 1 to 9 numbered cards and two +1 cards from the game.

- ④ In a 4-player game, pick sixteen cards from the draw pile and make a grid of 4 x 4 cards face-up. Make sure that all are visible as depicted in the image below. In a 3-player game, make a grid of 3 x 5 cards (the number of rows corresponds to the number of players). This grid is called “the common field”.
- ④ Each player takes an Overview Card, any Illustration Card and Score Counter. Place the Overview and Illustration Card (either side can be used) in front of you and place the Score Counter on the number “0” of the Score Track. The area on the front side of the Illustration Card is each player’s own field.
- ⑤ Place all of the glass marbles within reach of all the players.
- ⑥ The starting player puts the Starting Player Marker in his/her own field.

• In a 3-player game, return all of the remaining components back to the box so they are not used in this game.
The image below shows the setup of a 4-player game:

① Score Track

④ Each player takes the following components and put them in front of him/her:

- Overview Card
- Illustration Card

⑤ Place the glass marbles within reach of all the players.

⑥ The starting player puts the Starting Player Marker in front of him/her.

④ Place each player’s score counter on “0”.

② Meld Cards

The remaining cards are put face-down as a draw pile.

Common Field ← Row

Line ↓

Turn Sequence

1. Take a card (this must be done)
 2. Achieve a meld (only when a meld can be completed and the player hopes to play it)
- After the above process is finished, the next player takes a turn.

Details of a Turn

1. Take a card

The active player must take the top card from any row in the common field and add it to the top of his/her hand.

【Important】 Do NOT change the order of the cards in your hand. A new card must be added to the top of the player's hand. Also, do not show other players the contents of your hand.

When a player takes +1 card, however, the player places the card on the furthest top of his/her field similar to achieving a meld (will be described later). Then, the player immediately earns 1 point and advances his/her score counter on the Score Track.

2. Achieve a meld

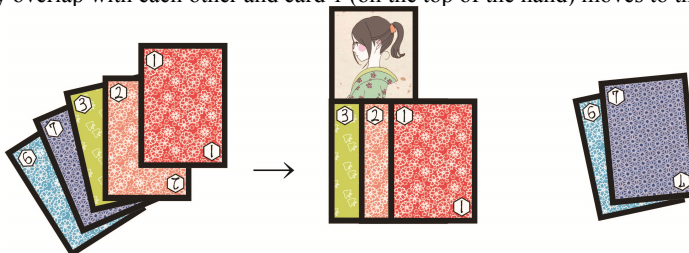
After taking a card, if any meld can be achieved, the active player can place the necessary cards from their hand on his/her field, earns points and advances his/her score counter on the Score Track. However, the conditions below must be met:

- **The cards must be placed from the top of their hand.** You cannot place cards from the middle or bottom of your hand.
(This means that the player inevitably uses the card which was taken at the beginning of the current turn)
- **The order of the cards must NOT be changed when being placed on the player's field.** Line up the cards from left to right and have each partially covering the left card. The top card in your hand moves to the top in your field. (Partially covering the Illustration Card with the cards would improve the atmosphere!)

After earning points, the player puts a glass marble on the number of the Meld Card. (for example, if the player used three cards to play the meld, the player puts a glass marble on the box numbered 3 on the Meld Card). That number cannot be played again. (The other numbers on the same meld can still be played as long as they have no glass marble)

Example:

Player A has 6-7-3-2 cards (2 is on the top) in his/her hand. During the turn, the player takes the numbered 1 card and adds it to the top of their hand, so his/her current hand becomes 6-7-3-2-1. The player then places 3-2-1 from his/her hand to achieve the "3" of the meld 下弦ノ月 (place cards from 1 to 5 in ascending or descending order) and earns 3 points. When performing the meld, the player places 3-2-1 from the left so that they partially overlap with each other and card 1 (on the top of the hand) moves to the top in their field. 6 and 7 remain in the player's hand.



Takes 1 and adds it to his/her hand.

Place 3, 2 and 1 in his/her field.

6 and 7 remain in his/her hand.

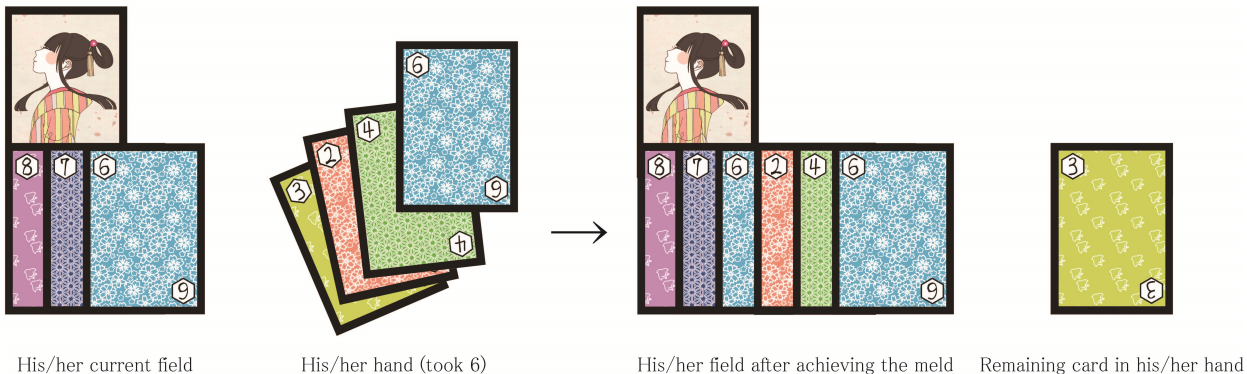
※ Only one meld can be played in each turn. Even if two or more melds can be completed, the player must choose one. (Normally, the player may want to choose the meld with higher points)

When achieving a meld for the second time or later, the player can also use the top-most card in his/her field (the last placed card) for the meld (optional).

- Only the top-most card can be used.
- If +1 card is on the top of the field, the card cannot be used for the next meld.

Example:

Player B has placed 8-7-6 on his/her field (6 is on the top). The player has 3-2-4 in his/her hand (4 is on the top) and takes 6 in the current turn. Using the 6 on the top of the field and 2-4-6 in their hand, the player can achieve the meld 雪月風花 (place the cards that have an even number) with four cards. Player B places 2-4-6 on his/her field and earns 4 points. In this turn, the player could also use the 6s in his/her hand and field to perform 襲ね (place the cards that have the same number next to each other) with two cards, but the player chooses 雪月風花 instead, because he/she can earn more points.



Preparation for the Next Round

Each player takes a turn in their pre-decided order. In a 4-player game, a round ends when only **four cards** are left in the common field (after each player performs three turns). In a 3-player game, a round ends when only **three cards** are left in the common field (after each player performs four turns).

At the end of a round, assemble all of the remaining cards in the common field as a discard pile and put them near the draw pile (the cards in the discard pile must not be visible). Next, take cards from the draw pile and place them in the common field as in the pre-game setup. After that, the starting player passes the Starting Player Marker to the left player, making them the new starting player in the next round.

When preparing for the final round (the fourth round in a 4-player game and the third round in a 3-player game), the number of cards in the draw pile will not be enough so it is necessary to add the discard pile to the draw pile. Shuffle and draw cards. In a 3-player game, two cards remains after setting up the final round so it needs to be moved to the discard pile.

※ The round ends when the number of the cards in the common field is same as the number of players. This is an easy way to show that the round has ended.

End of the Game

The game ends when the fourth round of a 4-player game is finished or the third round of a 3-player game is finished (meaning that each player has taken 12 turns).

Scoring

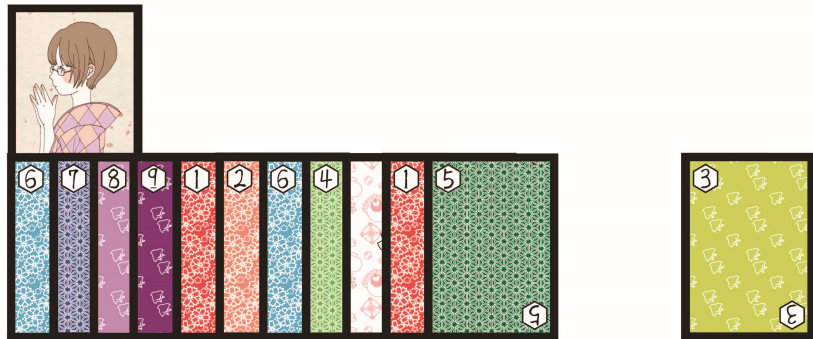
Each player’s final score is calculated after the game ends. In the final scoring, any players who have placed eight or more cards in their field earn additional points as described below as well as the points earned during the game.

- The amount of additional points is determined by the number of colors the player has placed in his/her field (see below table).
- In addition, players who have placed all of the 12 cards earn extra bonus points.

Colors	1	2	3	4	5	6	7	8	9
Points	5	4	3	2	0	2	3	4	5

Each player advances their score marker according to their earned additional points. +1 cards are considered as a card but not included in the number of colors. Players who have placed all of the 12 cards in their field (i.e. players who have no cards in their hand) earn an extra 2 points.

Example: At the end of the game, Player C has the following cards:



His/her field

Remaining card in his/her hand

The player earns additional points as he/she has placed more than seven cards. Since the number of colors placed is 8, the player earns 4 points (again, +1 card is not considered as a color card). If the player could have also placed the 3 in his/her hand, they would earn 5 points for having placed all of the nine colors as well as 2 extra points for having placed all of the 12 cards.

Winning the Game

After calculating each player’s score, the most advanced player on the Score Track wins the game. In case of a tie, the player who has placed more cards in his/her field is the winner. If the tie still persists then the players share the victory.

List and Notes of Meld Cards

襲ね (Kasane) …Place cards that have the same number next to each other (such as 2-2 or 9-9-9)

拾 (Jyuu) …Place cards so that the total value on them is 10 (such as 4-6 or 1-7-2)

桜散らし (Sakura Chirashi) …Place 1, 2 and 6. You can place them in any order: 1-2-6 or 2-6-1.

If even one of them is missing such as 6-1-1, that would be invalid.

千鳥 (Tidori) …Place 3, 8 and 9. You can place them in any order: 3-8-9 or 9-3-8.

If even one of them is missing such as 9-8-9, that would be invalid.

麻ノ葉 (Asanoha) …Place 4, 5 and 7. You can place them in any order: 4-5-7 or 5-7-4.

If even one of them is missing such as 4-5-5, that would be invalid.

下弦ノ月 (Kagen no Tsuki) …Place cards from 1 to 5 in ascending or descending order. It is okay even if some numbers are missing:

1-2-4 or 5-3-2-1, but the same number cannot be used, such as 2-3-3-4 or 4-2-2.

上弦ノ月 (Jyougen no Tsuki) …Place cards from 5 to 9 in ascending or descending order. It is okay even if some numbers are missing:

9-8-5 or 5-6-7-9, but the same number cannot be used, such as 6-9-9 or 8-7-7-5-5.

花鳥風月 (Katyou Huugetsu) …Place cards that have an odd number. As long as the cards are only odd numbers, you can place the same numbers multiple times: 7-5-1-1-7-3 or mix the ascending and descending orders, such as 1-3-7-5.

雪月風花 (Setsu Getsu Huuka) …Place cards that have an even number. As long as the cards are only even numbers, you can place the same numbers multiple times: 8-4-6-2-8 or mix ascending and descending orders, such as 6-4-8.

• If a player achieves a meld which has multiple boxes with the same number (such as 2 and 3 of Kasane or 2 of Juu), the player must place only one glass marble on one of the boxes. The remaining box can be played in subsequent turns.

Regarding the three red-frame melds (Sakura Chirashi, Chidori and Asanoha), the first player who achieves the meld earns 4 points and the second player earns 3 points.

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If you have any question, please contact ouyuuan@gmail.com

Special thanks to the people who kindly joined the play-testing of this game and everyone who reads this manual.