



人数: 2~4人 年齢: 8歳以上 時間: 15分前後

God has told you "apprentices" to create a new world. Link the whimsically selected lands well to God's liking.

Overview

This is a tile-laying game.

Place the tiles one by one with the sides of the same color next to each other. The game ends when all the players have placed 20 tiles.

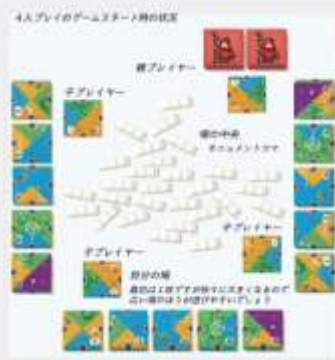
During the game, there are chances to build monuments, which provides additional points at the end of the game. The player with the highest score wins the game.

Components

- 100 tiles
(4 sets of 25 tiles, each set with a picture of an apprentice [Red, Blue, Green, and Yellow] on the back of the tile)
- 28 Monument pieces
- This rule sheet

Set Up

- ① Each player receives a set of 25 tiles (Red, Blue, Green, or Yellow) and keeps the tiles in front of them.
- ② Each player, from among the tiles they've received, picks out the tile with the text "8bitMockup" on the back and places it in front of them. This is the initial tile.
- ③ A player who has created something most recently becomes the Leader
- ④ The Leader shuffles the tiles in their hand face down, chooses 5 of them at random, and puts them back into the box. These 5 tiles will not be used in the game. Make sure not to see what is on their front (Land side). Form a pile of the remaining tiles face down and place it beside the Leader.
- ⑤ The players other than the Leader are called Non-Leader Players. Non-Leader Players place all the tiles in their hand face up. When you do this, it is convenient to arrange the tiles in numerical order.
- ⑥ Place Monument pieces in the center of the table.



Important

The tiles you place face up in front of you are referred to as your Field. It starts with 1 tile and gradually grows larger as the game advances and you link your tiles.

Make sure not to mix the tiles in your Field with those still not placed in your hand.

How to Play

- ① The Leader flips one of the tiles in front of them and reads out the number on that tile.
- ② Non-Leader Players pick the same-number tile from their hand.
- ③-1 All the players place the picked tile in their Fields, with one or more of its sides adjoining already-placed tiles. (Details about tile placement described later [P1. top right].)
- ③-2 If the Leader has flipped a tile with a red number, all the players first place that numbered tile, and then, each player builds (places) a Monument piece in their Field. (Details about tile placement described later [P1. bottom right].)



- ④ After all the players have placed the tile, return to Step (1). The Leader does not change during the game. The game ends when the Leader has flipped all the face-down tiles and all the players have placed the matching numbered tiles. Calculate the score. (Details about scoring described later [P2. left].)

How to Place the Tiles

- Place the new tile with one or more of its sides adjoining other tiles already placed in your Field. The adjoining sides must be of the same color.
- You can place the tile in any orientation.
- You cannot move a tile once you have placed it.
- If you cannot place a tile with its sides' colors matching those of already-placed tiles, put that tile back into the box. However, you must place the tile if you can place it. If the number on the tile you cannot place is red, only place a Monument piece without placing that tile.



How to Build (Place) a Monument Piece

Build (place) Monument pieces on the tiles in your Field according to the following rules. By building Monument pieces, you can gain points at the end of the game.

- If the Leader has flipped a tile with a red number, all the players first place that numbered tile, and each player builds (places) a Monument piece in their Field.
- Place the Monument piece you have taken on an Area in your Field.
- * The Green, Blue, Yellow, and Purple triangular parts on the tiles and their vertically and horizontally linked parts are called Areas. Parts linked diagonally are not counted as the same Area.
- A Monument piece can be built only on an Area with a matching color.



[Area]

In the figure on the left, where 3 tiles are linked, there is 1 Blue Area, 2 Green Areas, and 2 Yellow Areas. The color of the Monument piece built in a Green Area is not matching with that of the Area. Such building is not valid.

- * You cannot build Monument pieces in Purple areas. Thus, the components does not include Purple Monument pieces.
- Once you build a Monument piece, you cannot move or remove it.
- You can build multiple Monument pieces in the same Area, but they are only counted as 1 Monument piece.

Scoring and Determining the Winner

You can score by building Monument pieces in Areas. There are 2 types of Areas, namely [Complete Area] and [Incomplete Area], according to which you calculate the score. The type of Area is determined according to the shape of [Cookie] in it.



[Cookie]

The semicircle icon on a tile's side is called a [Cookie].

[Power Cookie]

Two Cookies forming a full circle when tiles are linked is called a [Power Cookie].

■ Complete Area

An Area with only [Power Cookie] in it is called a [Complete Area].

If you have a Complete Area with a Monument piece built in it, you gain "the number of [Power Cookie] × 2 pt" in that Area.

■ Incomplete Area

An Area containing a [Cookie] (non- [Power Cookie]) in it is called an [Incomplete Area].

If you have an [Incomplete Area] with a Monument piece built in it, you gain "the number of [Power Cookie] × 1 pt" in that Area.

The player with the highest score wins.

In case of a tie, share the victory.

If you do not wish to share the victory, play again to determine the winner.

Card Layout Example

The Yellow Area enclosed L-shaped in red is a [Complete Area] with 4 [Power Cookie], not including any [Cookie]. It has a Monument piece built in it, so the player gains: 4 [Power Cookie] × 2 pt = 8 pt. The L-shaped enclosed [Complete Area] triangular enclosed and triangular enclosed Incomplete Area (0 pt) are not linked. The Yellow Area enclosed Y-shaped has 4 [Power Cookie] in it. However, it also contains a [Cookie] (non- [Power Cookie]), so it is counted as an [Incomplete Area]. It has a Monument piece built in it, so the player gains: 4 [Power Cookie] × 1 pt = 4 pt.



Credits

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